

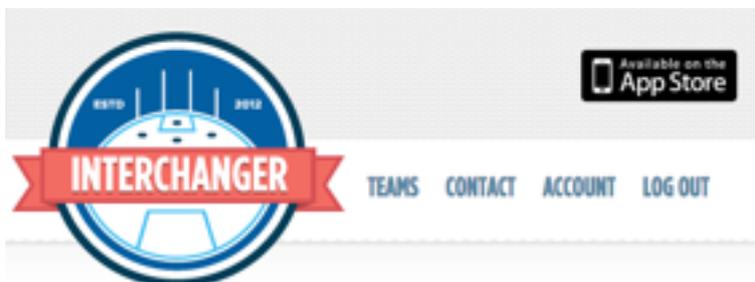


Welcome to Interchanger. This instructional manual will give you a comprehensive overview of how to set up, manage and use Interchanger.

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Download and Install App

Interchanger is available from the Apple App Store for iPad, iPad mini and iPad Pro.



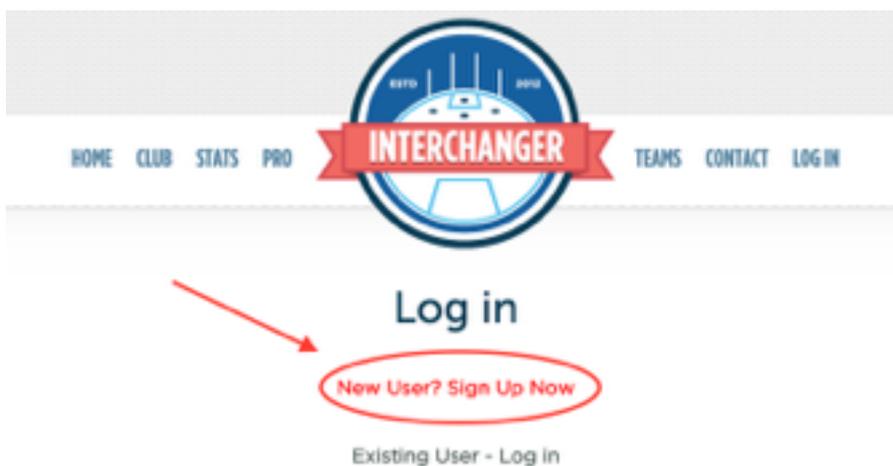
Click [here](#) for a direct link to the App Store, click the icon at the top of the Interchanger website or search for “Interchanger” in iTunes.

You can try out the app with a team created for you by Interchanger, or you can sign up for a 14 day trial by registering and creating your own team on our website. If you purchase a subscription, your data from the trial will remain on your account.

Interchanger is not currently available for Android. However, you do not need to own an iPad to use Interchanger online or create an account. If one member of your club or team have an iPad, you will be able to access the system for game day, and then view all of your data online via the website.

Setting up your account

Register online



You will need to create an account to use the features of Interchanger. To create an account, head to interchanger.com.au and click on “LOG IN”. Select the ‘New User? Sign Up Now’ option on the log in page.

Enter in your first and last name, email, new password and agree to terms and service. We also recommend you agree to receive the latest news from Interchanger to receive updates, notifications of new features and important information about the application.

After you have signed up with your details, you will then be logged into the website and emailed a confirmation of your account from Interchanger.

A screenshot of the Interchanger sign-up form. The title is 'Sign up'. Below the title is a link: 'Already have an account? Log in'. The form has several input fields: 'First Name' with the value 'Gary', 'Family Name' with the value 'Ablett', 'Email' with the value 'gabriel@gmail.com.au', and 'Password' with a masked value. Below the input fields are two checkboxes: 'Receive latest news' and 'Agree to Terms of Service'. A red arrow points to the 'Agree to Terms of Service' checkbox. At the bottom of the form is a green button labeled 'REGISTER'.

Subscription Options

Once you have downloaded the application, you are eligible for a free 14 day trial to test some of the features available to subscribers. All data entered into the app during the trial period will be lost if you do not take up a subscription. With an Interchanger subscription, all of your inputted data is backed up to your account via our secure cloud server.

For the full use of Interchanger and its features, you will need to purchase a season subscription.

There are three options available:

	Subscription	Features
Interchanger Club	\$45 + GST per season	<ul style="list-style-type: none"> - Management of player rotations through a series of warnings that the coach determines pre-match, and can change as the game unfolds. - Ability to record and communicate time forward, midfield, defence and bench. - Collection of data for each match, and cumulatively for the season that is available via the Interchanger website. - Provide a comprehensive database of time on/off ground for post match analysis and communication. - Answer player and parental queries regarding time on and off ground during a game and post match. - Customisable for 18,16,15,14,12 and 9-a-side matches. - Up to 8 players on the interchange bench
Interchanger Club + Stats	\$90 + GST per season	<ul style="list-style-type: none"> - Subscription to Interchange Club plus access to Interchanger Stats. - Collate generic and customised statistics on your team and individual players. - Capacity to create key parameters of your choosing - e.g. tackles, effective kicks, assists, etc. - Provision of opportunities for the transmission of live scores and stats to team/club members, officials and family and friends who can't make it to the match (via email, the Interchanger website and social media). - Statistics that you determine are available both in match and post match in app and via your account on the website. - Ability to export CSV files of all of your data. - Voice activated coaching and player notes for viewing in match and post match.
Interchanger Stats Plus (Coming Soon)	\$180 + GST per season	<ul style="list-style-type: none"> - All of the features of Interchanger Club and Stats. - Time coding for video editing. - Colour coding of players. - On game day, having the ability to connect iPhone's and additional iPad's to your main iPad, and allow for the input of statistics by assistants, volunteers, other coaches.

Subscribers to Interchanger Club can upgrade to Stats and Stats Plus at any time. Just go to your account on the website and click on the upgrade subscription button.

Redeeming a coupon code

If you have received a coupon code for your Interchanger account, please enter when selecting your subscription package. Your discount will then be applied at the payment checkout.

How to purchase

After selecting your subscription and proceeding, hit the Buy Now button to be directed to the payment screen which is done with a credit/debit card or PayPal account

Redland Bombers Subscription

- Subscription
- Interchanger Club 2016 (\$45 + GST)
 - Interchanger Stats 2016 (\$90 + GST)
 - 14 day trial
 - Interchanger Stats Plus 2016 (\$180 + GST)

Promo Code

PROCEED

Redland Bombers Subscription

Interchanger Stats 2016 (\$90 + GST)

Interchanger stats 2016

Subscription Cost: \$90

GST: \$9.00

Total Cost: \$99.00

Buy Now

Velocity Sports Pty Ltd

Your order summary

Descriptions	Amount
Interchanger Stats 2016 (\$90 + GST)	\$90.00
Item number: 5	
Item price: \$90.00	
Quantity: 1	
Item total:	\$90.00
GST:	\$9.00
Total	\$99.00 AUD

Choose a way to pay

Use Paypal

Pay with my PayPal account

Log in to your account to complete the purchase

Email

PayPal password

This is a private computer. [What's this?](#)

[Log in.](#)

[Forgotten your email address or password?](#)

Or your credit card

Pay with a credit or debit card

(Optional) Sign up to PayPal to make your next checkout faster

Setting up your team information

Once you are logged into Interchanger, set up your team's information so data from the iPad app can be collected, viewed online and linked with your account.

Go to "ACCOUNT" on the menu bar at the top of the webpage and select "Create New Team".

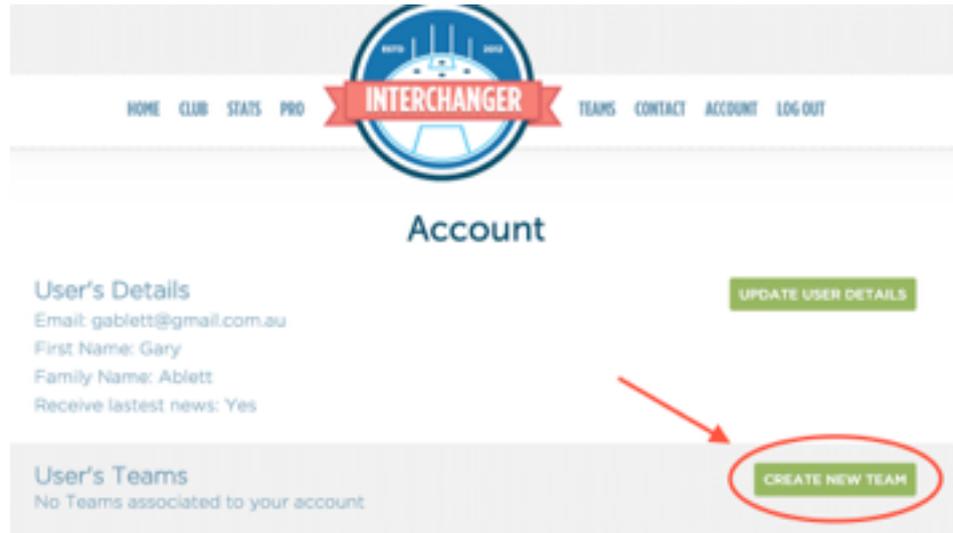
Enter in your team, coach and league information, game type, bench positions, default time on and off field times and player warning times.

Parents, players and supporters you have invited via the website, can login to view your match score live and post match

Edit your team

Edit your team and default information by clicking on 'Edit Team' in the Account section on the Interchanger website.

The default information is uploaded to the iPad you are using on match day. You can change these settings at any time during the season.



The screenshot shows the 'Create Team' page of the Interchanger website. At the top, there is a navigation menu with 'HOME', 'CLUB', 'STATS', 'PRO', 'TEAMS', 'CONTACT', 'ACCOUNT', and 'LOG OUT'. The 'TEAMS' link is highlighted. Below the navigation is the 'Create Team' header. The form contains the following fields and values:

Field	Value	Callout
Team Name	Gold Coast Suns	Up to 8 interchange players
Coach Name	Rodney Eade	Caters for 9,12,14,15 and 18-a-side
League Name	AFL	
Default Game Type	18 Positions	
Default Bench Positions	4	
Default Time On (Seconds)	600	Set default time on ground
Default Time Off (Seconds)	180	Set default time off ground
Yellow Warning (%)	50	Set 1st warning
Orange Warning (%)	80	Set 2nd warning
Red Warning (%)	100	Set 3rd warning

At the bottom right of the form is a green button labeled 'CREATE'. A red arrow points to it with the text 'Click create to finish'.

Using Interchanger for multiple teams as a club administrator

Club coaching coordinators, presidents and football managers can oversee the time on and off ground for all teams in your club, by setting yourself up as the main account user.

You are able to add an unlimited number of teams to your account. To add more teams to your account, follow the same instructions previously in **Setting up your team information.**

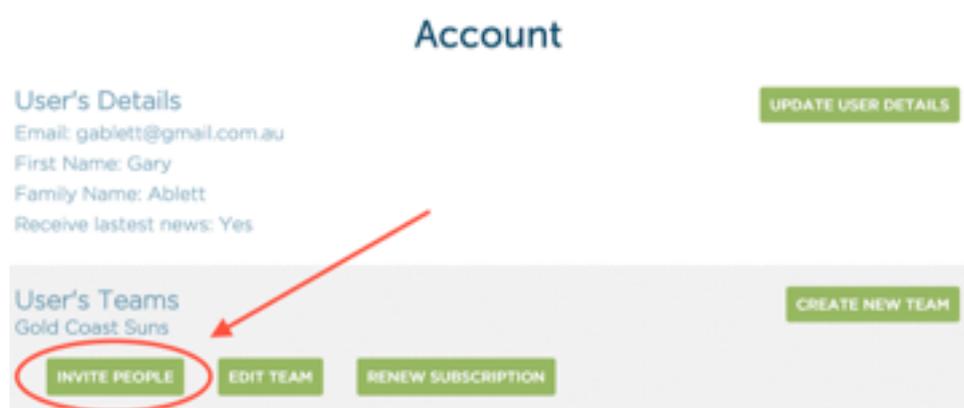
If you have multiple teams set up within your club, you can then invite users who can create games, add additional users, and invite others to view the data.

Inviting Others Users

You are able to invite other users to assist you in using Interchanger and gain access your team.

Select “Account” on the top of the website, then “Invite People” under the User’s Team section.

You can send people an invitation via email and select if they are able to create games, or invite other users, or just view the data (e.g parents and players).



Invite people

Enter in the email addresses of the people you would like to invite.

This is the message that will be sent in the email.
Gary Ablett has invited you to access Test on Interchanger.

Enter in at least one email address separated by a new line.

murray@interchanger.com

- Invited User can invite other users
 Invited User can create games

SEND INVITES!

If neither of the “Invited User can invite other users” and “Invited User can create games” boxes are checked, then the invitee will only be able to view the data.

USING INTERCHANGER ON YOUR IPAD

Before the match

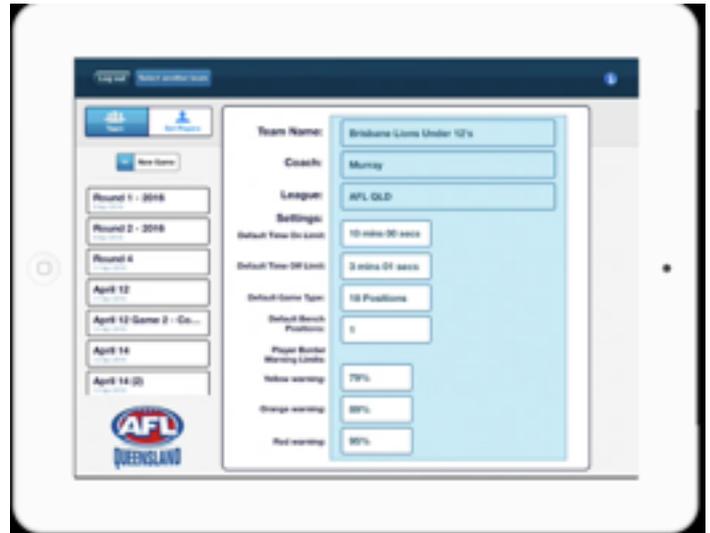
Once you have set up your account on the Interchanger website, you are ready to start using Interchanger on your iPad to get ready for a match.

Logging In

When you are logging into the app for the first time, your iPad must be connected to the internet.

Hit the Log In button when you launch the app and sign in with the account details you created on the Interchanger website. This will load all of your account and team information

on to the app, and allow for all the data you input during a game to be backed up to our cloud servers and accessible for you to view on our website. If you have multiple teams connected to your account, select the one you wish to use from the list after logging in.



Setting up your team for match day

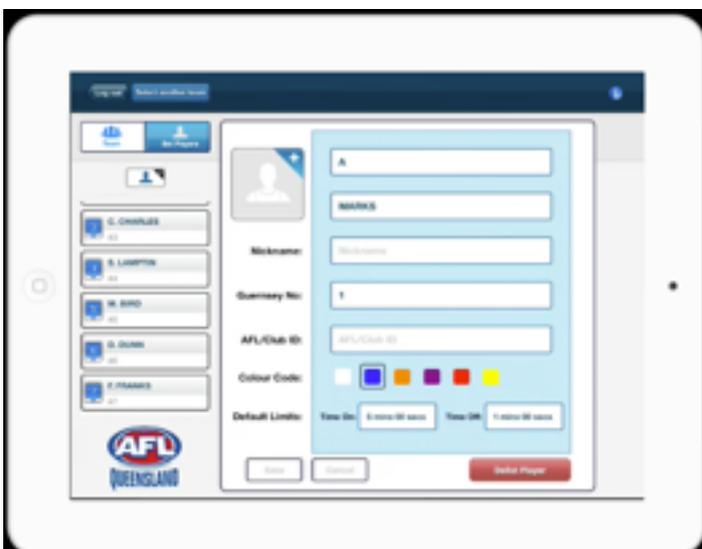
You will then be taken to the home screen where your default team information will be inputted from your account online. You can edit this information in the app at any time including

- Team Name
- Coach
- League
- Default Time On and Off
- Bench Positions
- Warnings of a player's time limit ending by using percentages.

These warnings come in three stages: Yellow Warning, Orange Warning and then finally a Red Warning. Customise the colour to the percentage amount of your choice.

Setting up your players

Go to 'Team' in the top left hand corner of the screen, select 'Set Players' to set up profiles for all the individuals on your team. You will be able to input information including



-Name. The display on the website and on the field will show whatever you type into the player's surname in the set up phase, plus the initial of their first name. If you have two players surname and with first names with the same letter (e.g Aaron and Alex Smith), we suggest you type their full name into the surname section as well.

-Photo (Optional)

-Nickname (Optional)

-Guernsey Number

-For long term storage of data, we encourage you use your players AFL Identification number.

-Individual default time limits that differ to the team default

-Colour coding when you have the Interchanger

Stats Plus package that allows you to create particular rotation groupings (e.g Defence rotation

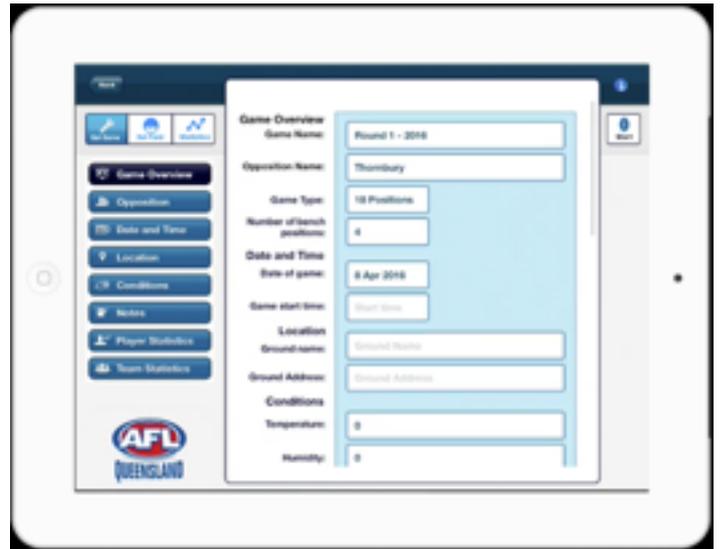
- orange, Midfield - Blue, Rucks/Tall Forwards - Yellow etc).

Setting up your game

Back on the “Team” tab in the top left hand corner, an icon will appear below that says “New Game”. Underneath this button will appear all the games you have created throughout the season, for you to use as a reference or view previous match information.

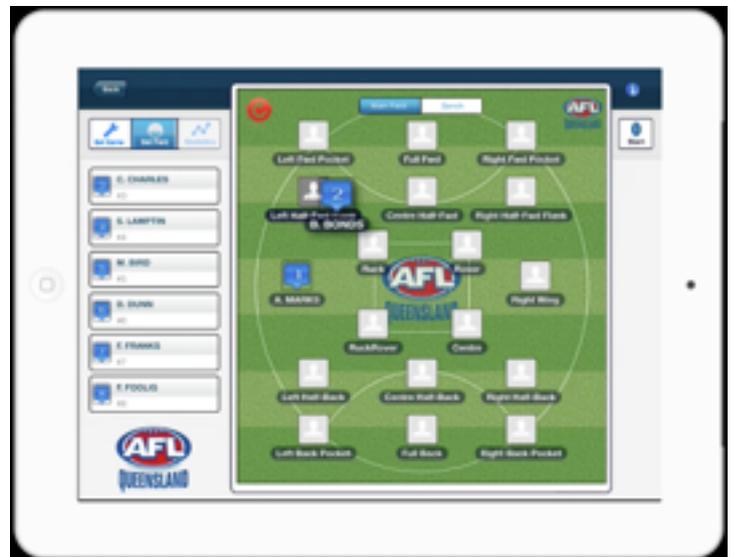
Select “New Game”. You will then be sent to the “Set Game” screen where you can enter all the information regarding your upcoming match.

On this screen you will be able to enter in the game name, opposition name, game type, bench positions, date and time of the game, location, conditions, notes.



Setting your field

After entering your game data, you can set your field for the game. Select the player by tapping on them, and then the position you wish them to occupy on the field. Alternatively, you can push down on the player from the left hand column, and then drag them across to where you want them to be. Be advised, that you will be able to move players around pre-match and in-game to different positions. Once you have filled your main field, please select your bench and place your substitutes there.



Viewing field in whiteboard mode

To look at your field in whiteboard mode, hit the red button located on the top left of the field. You will then enter a full screen version of your field, where the players and the position for the match is clearly displayed. To see which players are assigned to your bench, hit ‘Bench’ tab at the top of the screen. This viewing option will also be available during breaks in game, with the red button located in the same position.



To exit the whiteboard view, hit the red button again to return to the previous screen.



Using Interchanger during the game

Being connected to the internet during a game

If you are connected to the internet during a game, all of your data will be automatically uploaded to our server during the match.

You can be connected to the internet if your iPad has a built in mobile broadband, if there is available WiFi, or if you are connected to a Personal Hotspot. This means that people who have a link to your game on the website will be able to view information live.

If you do not have an internet connection, that is all right. All of your data will be synchronised and then viewable on the website the next time you are connected to the internet.

Starting a match

To begin your match, hit the start button on the top right of your screen where you set your field and game information. You will then be taken to the game screen to start the first quarter.



Starting, pausing and adjusting the game clock

To start the game clock, hit the button in the top right hand corner where the red arrow is pointing in the diagram above. You can also use this button to pause and restart the clock throughout the game.

To adjust the game clock time, select the button to the right of the start clock. You will be able to add or subtract minutes and seconds.

Changing and resetting player limits

To alter the time limits assigned to an individual player during the match, select the player you wish to edit by tapping on their name, then select either the on field or off field player limits with the buttons next to the yellow arrow in the above diagram.

To reset a player's time and clock, select the player and then press the red reset button, below the change buttons.



Red and yellow cards

If a player receives a yellow or red card during a match, select the player on the field and then assign them with the correct coloured card located on the right hand side of the screen, where the red arrow is pointing in the image below.

If the player can be substituted for another player on the bench, firstly conduct the interchange as normal by moving the player to the normal interchange bench.

You can then change the player's individual Player Limit Off to the time designated for the sending off. Highlight the player by tapping on them, select "Off" under Change Player Limit, hit NONE to set the time to zero, then tap to add to time limit based on the penalty given.

A count down clock on the player's time off will commence as soon as you activate their move to the bench.

The player will flash green when the penalty is over and available to go back onto the field. You will then be able to change back the player's off-field player time limit. Should the send off time cross over quarters, you will need to calculate the time for the subsequent quarter, and reset their timer.

If the player is unable to be replaced due to receiving a card, they should be moved to the blank spaces located under the red and yellow Send Off cards in the right hand column.

If the player who has been sent off is not allowed to come back onto the ground for the rest of the match, you can leave them there permanently for the rest of the game. However, if the penalty is for a certain period of time, change the player's individual player limit off time to the penalty given and when they flash green, move them back to the bench or the field.



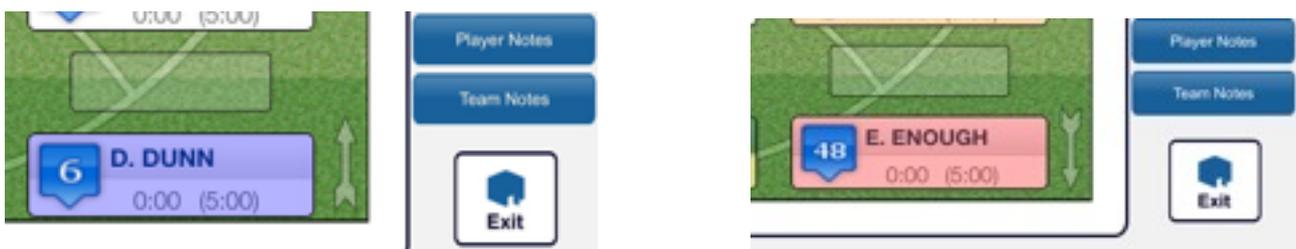
Undo actions

If at any time a user makes a mistake entering data on the application, hit the Undo button located on the right hand column. This will reverse the previous action inputted.



Rotating direction of field display

In game, the default position of your team shows your forwards at the top of the screen and defenders at the bottom. To switch this around and have your forwards at the bottom of the display, you can physically flip your iPad around and it will change it automatically. You will see the arrow at the bottom of the display which will show the direction of play. If your iPad isn't flipping, make sure your iPad settings have the rotation lock switched off.



Rotations

Bench interchange rotations

To prepare an interchange between two players, hold down on the player you wish to substitute and drag them across to the bench player that will replace them. This action does not enact an interchange, but prepares it for you to register it on the iPad.

When the interchange occurs, hit the blue interchange button that appears at the end of the bar between the two players.

To cancel the interchange, hit the red cross button to remove the scheduled substitution.



Once you have done this, the player's time limits will automatically reset.

In Field and Multiple Player Rotations

Changing a player's position on the field is the same as enacting a bench interchange. Select the player you wish to change positions with and drag them to the position on the field where you want them to go. This can also include moving an extra player into a different zone.

You are also able to set up multiple rotations of players at once using the same actions as rotating a single player. Simply hit the blue button once the interchange has been actioned.



Extra Players in Zones

While in the game, there are extra positions available in each zone. You are able to move extra players into different zones for reasons such as playing an extra player behind the ball or requiring additional players in the midfield. To do this, select and move the player into the spare spaces allocated in each zone to match the way your field is set. The image below shows the movement of players into the spare position spaces in each zone where you can move players.



Scoring

To record when scoring occurs for your team, touch the player who has kicked the goal or behind on the field, then "Score" in the group of statistics options in the bottom left hand corner.

If a rushed behind is registered, tap away from the playing field so that no player is selected, and then tap the score button.

Below your team's statistics options is the ability to input the score for the opposition as well.

Viewing match data in game

Brisbane Lions Under...	TIME	SCORE	POSSESS	ASSIST	ERROR	TEAM
# Total Assists:	Tackles	Blocks	Shepherds	Chase Down	Turnover	Spoil
3	1	0	1	0	1	0

To check on team and individual player data during the game, there is a bar located above the field on the screen. When no player is selected, you will be viewing the teams information including overall scoring. If you have Interchanger Stats, you will also see possessions, assists, errors and customised team and individual statistics. When a player is highlighted, the bar will display their playing time and if you have Interchanger Stats, their other data as well.

Viewing rotations and playing time data

As well as viewing individual's rotation data in game, there are a number of other ways to view your team rotation data with Interchanger.

In Game

To view an individual's playing time percentage, set limits and time spent in positions and on the bench while in a game, select the player and the top bar will display this information under the 'Time' header.

N. LAPPIN	TIME	SCORE	POSSESS	ASSIST	ERROR	CUSTOM
Ground Time:	On Limit	Off Limit	Forward	Midfield	Defence	Bench
15%	5:00	1:00	0:00	0:59	0:00	5:23

On the web

When the your iPad is connected to the internet, all of your rotations data will synchronise with your Interchanger account. You will then be able to view your game day and rotations data when logged into the Interchanger website. Select "Teams" from the top bar, select your team, select 'More Details' on the game you wish to view and scroll down to look at Match Times for each player.

If you are subscribed to Interchanger Stats, all of your statistical data and coaching notes will also appear on the website. Click on the arrows at the top of the columns to rank players in any particular order.

If you are connected to the internet during a game, your data is uploaded and available every minute. You may need to press refresh on your browser to receive the minute by minute updates if they aren't available.

YES OPTUS 11:54 AM interchanger.com.au

DELETE MATCH

Match Times

Player	On	% On	Avg On	Off	% Off	Avg Off	% Fwd	% Mid	% Def
ABLETT	24:22	100%	4:04	00:00	0%	00:00	7%	38%	54%
BARNES	17:51	73%	2:59	6:31	27%	6:31	19%	16%	38%
BONDS	18:28	76%	3:42	5:54	24%	5:54	52%	24%	0%
BROWN	23:14	95%	4:39	1:08	5%	1:08	0%	50%	46%
CHARLES	22:06	91%	4:25	2:16	9%	2:16	10%	81%	0%
DUNN	17:30	72%	17:30	6:52	28%	1:43	0%	72%	0%
FERTY	20:52	86%	4:10	3:30	14%	3:30	36%	0%	49%
FITZROY	20:50	85%	3:28	3:32	15%	3:32	15%	16%	54%
FOOLIG	22:34	93%	5:39	1:48	7%	1:48	0%	93%	0%
FRANK	18:52	77%	3:46	5:30	23%	5:30	15%	0%	62%
FRANKS	20:46	85%	3:28	3:36	15%	3:36	10%	50%	25%
GRAHAM	19:48	81%	3:58	4:34	19%	4:34	43%	39%	0%
GUNSTON	21:16	87%	4:15	3:06	13%	3:06	69%	0%	18%
GUSTO	20:17	83%	4:03	4:05	17%	4:05	19%	65%	0%
HENRY	20:39	85%	4:08	3:43	15%	3:43	35%	0%	50%
LAMPTIN	17:05	70%	3:25	7:17	30%	7:17	25%	0%	46%
LAPPIN	20:54	86%	4:11	3:28	14%	3:28	24%	0%	62%
LONG	16:33	68%	8:17	7:49	32%	1:57	0%	19%	49%
RICH	18:58	78%	3:48	5:24	22%	5:24	68%	0%	9%
ROBINSON	18:42	77%	6:14	5:40	23%	1:25	10%	38%	29%
TARRANT	16:23	67%	8:12	7:59	33%	2:00	19%	0%	48%
WHITE	20:36	85%	4:07	3:46	15%	3:46	34%	0%	51%

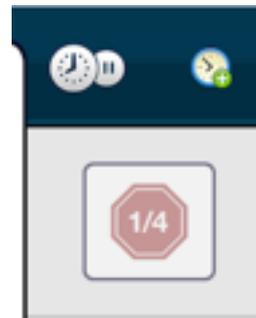
Match Stats

Player * SG * SB * SS * PK * PH * PM * PU * PR * PT * AT * AB * AA * AC * AF * AS * EF * EF

Ending a quarter and the match

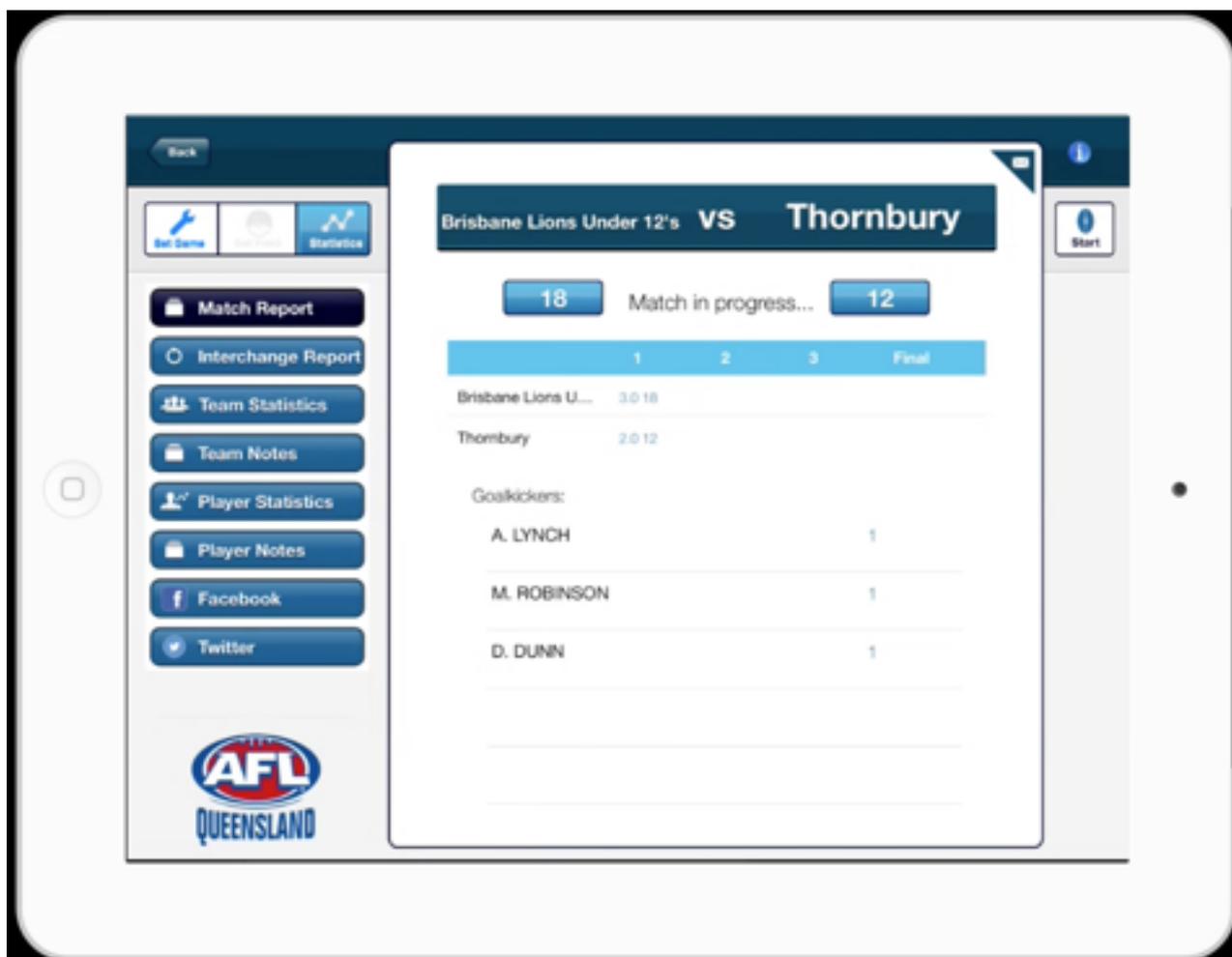
Below the start and edit match buttons in the top right hand corner is the end quarter button. You will first need to pause the game clock, then you will be able to press this button to end each quarter and the match.

To exit the game, hit the Exit button in the bottom right hand corner, which will become available when you have ended a quarter or the match.

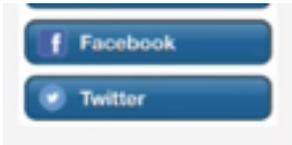


Using Interchanger during breaks and post match

When you exit from the game screen between quarters and after a match, you will be taken to this screen. If you are between quarters, hit the start button on the right hand side to be able to start the next quarter



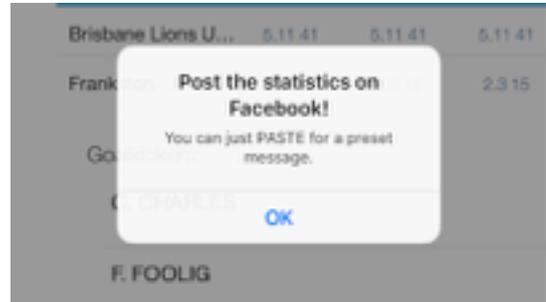
Sharing game information via social media



On the left hand column you are able to tweet game information and write Facebook posts from within the app to your linked accounts during match breaks and post match.

Facebook

When you select the Facebook option, instructions will pop up on the screen to let you know that Interchanger will create a text copy for you to paste into the status update box



When the box appears, hold down in the text section to give the 'Paste' option, then hit paste. You will then be able to edit, delete and add text to what is preloaded by Interchanger.

It will automatically paste the quarter by quarter score, goal kickers and, if you have Interchanger Stats, other individual statistics.

Customise your status, then hit post to publish on your Facebook page. If you have publishing rights for a club or team page and want to post through that, press on your profile pic at the top of the box and change where you wish to post to.



Twitter

To tweet this information, hit "Twitter" underneath Facebook, on the left hand side of the screen. A preloaded tweet with the current or final score and goal kickers (and if you have Interchanger Stats, leading possession getters) will pop up for you to edit and then tweet. Please be aware that the preloaded information may be over the 140 character limit, so you may need to edit this. When you're ready to go, select your linked Twitter account and hit post.





Match Report

Your match report will give an overview of your game and key statistics including breakdown of score by quarter and goal kickers.

If you have subscribed to Interchanger Stats Plus you will be able to email all of your data in a CSV file.

Interchange Report

The Interchange Report will give you a time coded list of all the interchanges that occurred during the game. Once again, if you have subscribed to Interchanger Stats you will be able to email this list.

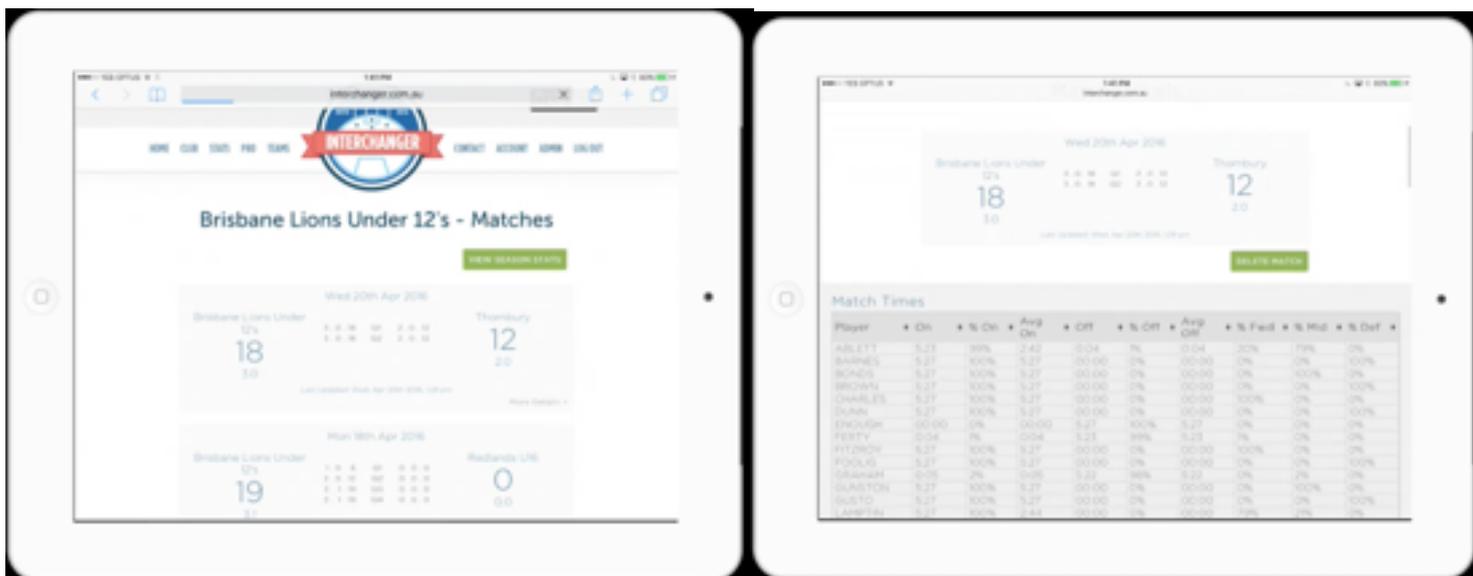
Team and player statistics and notes

Player and team coaching notes, plus statistics tabs will be available if you are subscribed to Interchanger Stats. In the team and player notes and statistics tabs, you will have access to all the information you entered during the game and this too can be emailed.

Data backed up to your account

When the iPad is connected to a mobile or wifi connection, all of your data is automatically backed up to your account and available for viewing on the website for more in-depth analysis and sharing.

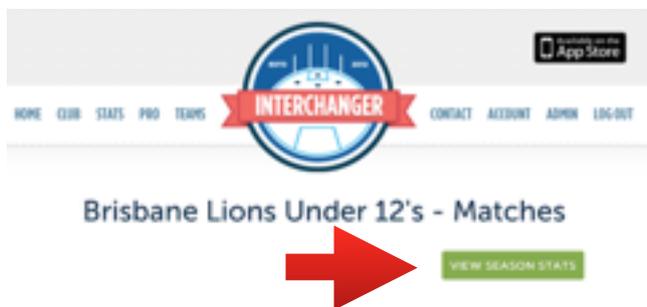
Accessing your information on the Interchanger website



When you are logged into the Interchanger website with your account details, you are able to view all games played and recorded through the iPad app.

If your iPad is connected to the internet while the game is on, you are able to provide a link for people to see updates of the game live.

To view your games online, log into your Interchanger account online, select “Teams” pick the team you wish to view and you will then be able to see all of your current and previous matches

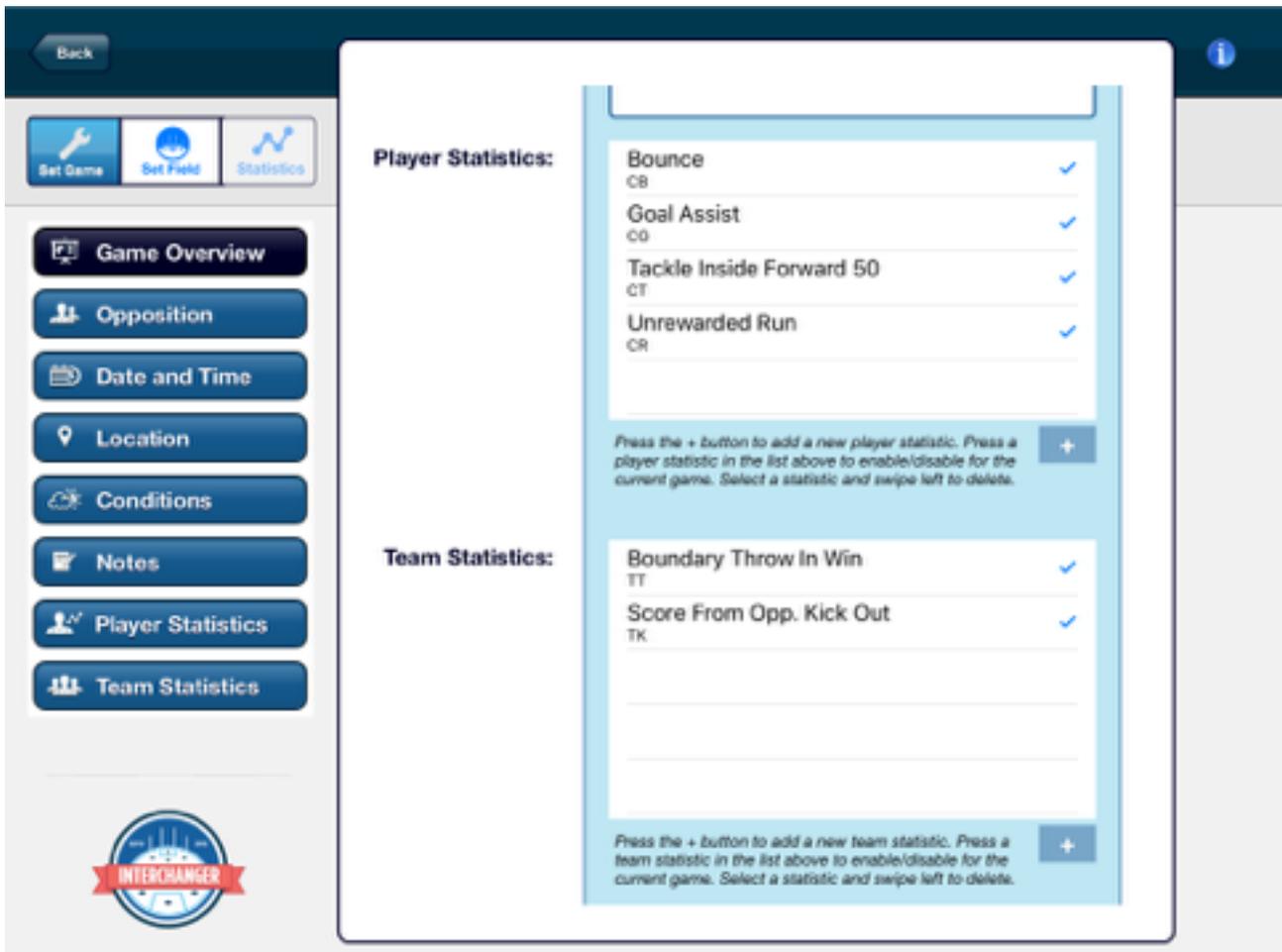


As well as being able to view the individual and team information for each match, you are also able to view cumulative data over the course of your season. To do this, click on “View Season Stats”



Interchanger Stats

Creating and setting up your player and team statistics



With Interchanger Stats you will be able to create and edit player statistics and team statistics that you have identified as key parameters to monitor.

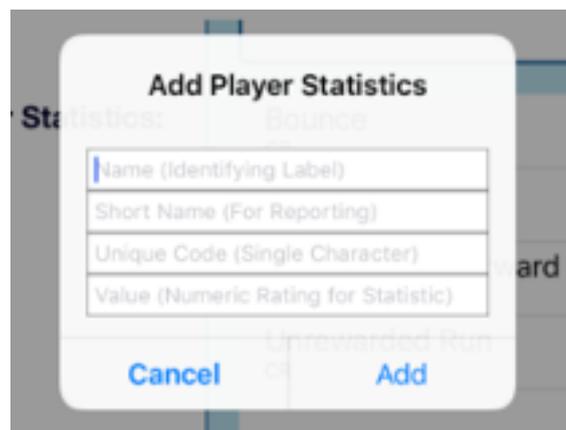
Hit the '+' button to add a new statistic, enter in the stat name, shorter version of the name that will appear in game and a unique code that will appear when looking at the stats in a report.

Make sure the statistics you want to use for this game are ticked and selected before you start the match.

To delete a category you have added to your list of Player or Team Statistics, swipe right on the one you wish to remove and hit the "Delete" button.

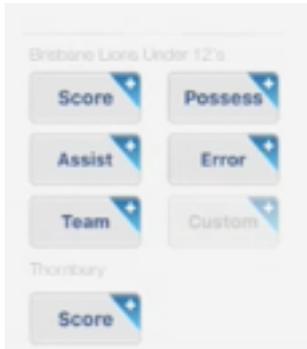
Sharing data via email

You will have access to the data from the match and the ability to share it with anyone including coaches, players, club officials and families via email. When you are between quarters and post match, you will see an email icon in the top right corner of the main screen. Selecting this will pop open a mail window where you can enter in addresses and send straight from within the app.



Recording Statistics with Interchanger Stats in game

With an Interchanger Stats package you will have the ability to easily record key individual and player statistics. Similar to the way you register a player scoring. Select the player by tapping on them, then tapping the correlating statistic in the bottom left hand corner.



The buttons for individual statistics are:

- The 'Possession' tab will bring up statistics such as uncontested and contested mark and effective kicks.
- 'Assist' which will bring up options such as shepherding and tackles
- With the 'Error' tab you will be able to record mistakes such as free kicks against and dropped marks.
- And 'Custom' where you will have the predetermined key parameters that you identified as areas to focus on. Statistics will appear that you have created before the match when you were **setting up your game.**

There is also the option to record team statistics. To do this, there is no need to have a player selected first, just hit the "Team" tab in the bottom left hand corner and input your data on key statistics such as inside 50's, clearances and stoppages.

Adding player and team notes in game

During a game, you will be able to add player and team notes for viewing between quarters and post match. To add notes on a player, select the player by tapping on them, then hit the 'Player Notes' button in the right hand column.

For team notes, just hit the 'Team Notes' button underneath the Player Notes button.

This data is also sent to the website for viewing in match (if your iPad is connected to the internet and synchronising during the game) or post match.



Interchanger Stats Plus is a new addition to the Interchanger iPad application.

Interchanger Stats Plus will give you new features including:

- Colour coding of players
- Use of Inter Stats, the iPhone and iPad app that allows for the input of statistics by assistants, volunteers and other coaches during the game. This app connects to your main iPad running Interchanger and feeds data to it in real time.
- Sending time coded CSV files from Inter Stats for video editing
-

Colour Coding of players

The screenshot shows the 'Set Players' interface in the Interchanger Stats Plus application. On the left, there is a list of players with their names and numbers: A. MARKS #1, B. BONDS #2, C. CHARLES #3, S. LAMPTIN #4 (highlighted), and M. BIRD #5. At the bottom left is the Interchanger logo. The main area is a form for editing a player's details. The player being edited is S. LAMPTIN, #4. The form includes the following fields and options:

- S:** A text input field containing 'S'.
- LAMPTIN:** A text input field containing 'LAMPTIN'.
- Nickname:** A text input field containing 'Nickname'.
- Guernsey No:** A text input field containing '4'.
- AFL/Club ID:** A text input field containing 'AFL/Club ID'.
- Colour Code:** A selection of color swatches: white, blue, orange (selected), purple, red, and yellow.
- Default Limits:** Two text input fields: 'Time On: 5 mins 00 secs' and 'Time Off: 1 mins 00 secs'.

At the bottom of the form are three buttons: 'Save', 'Cancel', and 'Delist Player'.

Interchanger Stats Plus gives you the ability to colour code players into groups. Assign a player to a colour group when you are setting them up as players or before setting up a game. You will be unable to change their colour group during a game, but will be able to during a quarter break.

Previous subscribers to Interchanger Club may already have colour coding available to them, and will continue to do so until they need to renew their subscription. Colour coding will only be available to new users who subscribe to Interchanger Stats Plus.

Interchanger Stats Plus + Inter Stats iOS app

Downloading Inter Stats for iPhone and iPad

Interchanger Stats Plus allows you to utilise the Inter Stats app available for iPhone and iPad. This application allows you to input statistics into the main iPad running Interchanger from other devices on game day.

For example, if you are running Interchanger on your iPad, you will be able to assign one or more stats to an assistant, parent or volunteer who can monitor and record information for you. This information instantly appears on your iPad and is available to view in real time.

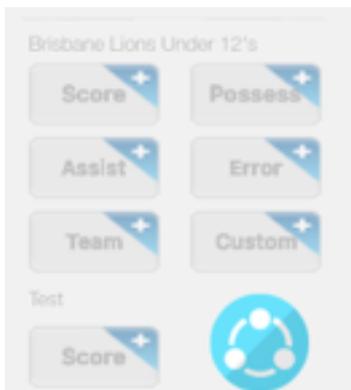
To download the app [click here](#), or search “Inter Stats” on the App Store.

Setting up the game for Inter Stats on your iPad

With Interchanger Stats Plus, you will have the ability to connect multiple iOS devices (iPhone, iPad) to the iPad running the Interchanger application during a game.

Once you have the latest test versions of Inter Stats and the Interchange iPad app, you will be able to use this feature.

The setup and connection of this feature will take a few minutes and requires you to be in game, so we recommend you do this process a few minutes before the first bounce.



When you are in the game, you will notice a new button in the bottom left hand corner where the scoring and stats input is.

Hitting this button will then bring up a new box on the field part of the screen.

This is the “Delegation of Data Entry” where you will be able to assign all of the scoring and statistics that you have to the iPhone and iPad’s of your assistants, volunteers and other coaches who are helping you out.

Before they are able to connect and you are able to assign data entry, you will need to hit publish the game in the bottom right hand corner.



Once the game is published, those with Inter Stats installed on their iPhone's and iPad's will be able to connect.

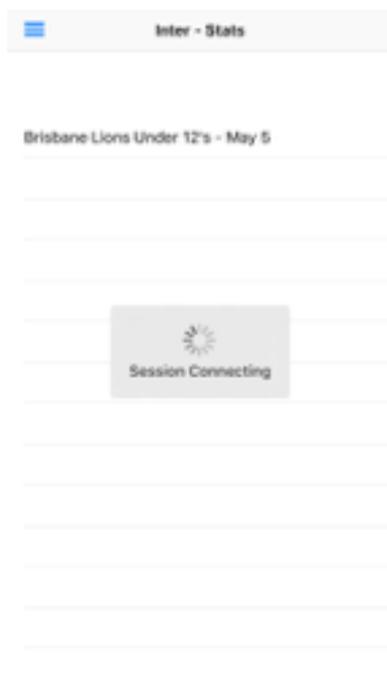
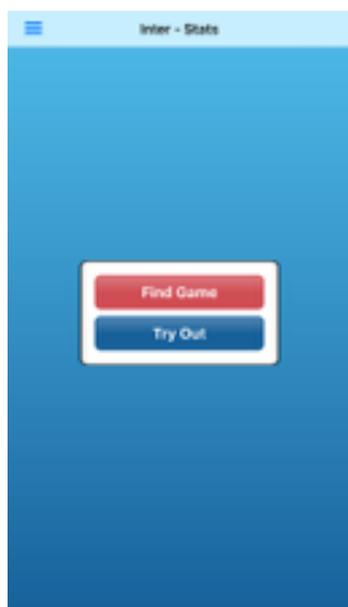
YOU MUST BE CONNECTED TO THE SAME NETWORK VIA PERSONAL HOTSPOT FROM OR WIFI TO CONNECT DEVICES TO THE IPAD RUNNING THE INTERCHANGER APP

Connecting Inter Stats to iPad

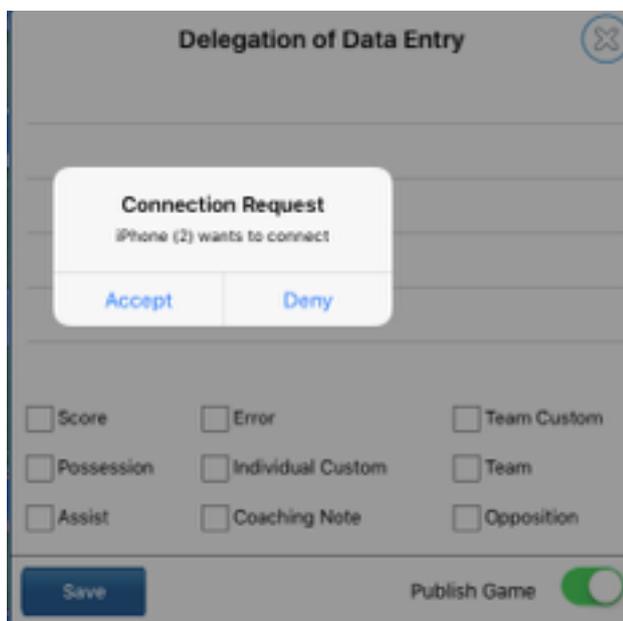
When the iPad has published the game, launch Inter Stats and hit "Find Game".

Inter Stats will then find the available team in the same network and it will appear on the screen.

Select the team, and then wait for the iPad to accept the connection.



Back on the iPad, once Inter Stats is requested as a connection, this pop up will appear on the screen. Hit "accept" and then the device will appear in your list of Delegation of Data Entry box and the devices will be connected.



Assigning stats to devices

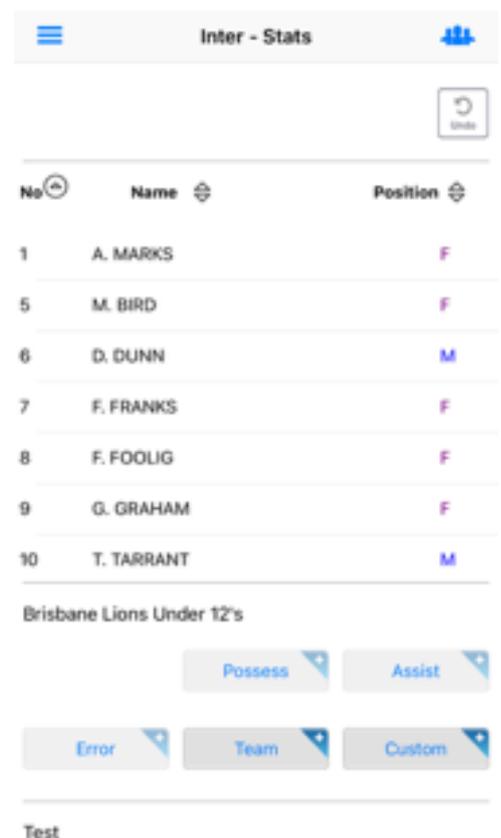
Once the Inter Stats devices have been connected to the main iPad, you can choose which stats you want each device to monitor.



- Select the iPhone/iPad from the list
- Tick the box for the stats you want them to monitor
- Hit the save button
- To exist the “Delegation of Data Entry” box, hit the cross in the top right hand corner

The Inter Stats app that you have given permissions to should now have the corresponding stats on their devices, ready to input. Once all the devices have been connected and assigned, you are ready to start the game.

Please note that if you exit the Inter Stats app during the game for an extended period of time, it may disconnect. You will also need to reconnect at the start of each quarter. To reconnect hit the blue button in the bottom right hand corner and reconnect.

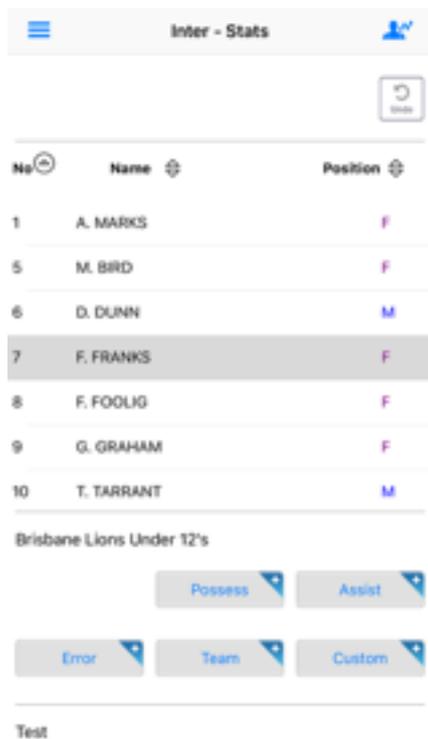


Inputting a statistic

To input a player stat such as a possession, disposal, assist, error or score, select the player by tapping on them, then on the category underneath. If it is a team statistic, it doesn't matter at that time if a player has been highlighted.



Each category will then open up a box with the options available. Select the statistic and then you will return to the main screen. You will see at the top of the screen the last action done. If you have made a mistake or need to delete the last action, hit the 'Undo' button and it will reverse the action.





Player and team coaching notes

If you have been assigned to do player or team coaching notes, you will be able to this via the button in the top right hand corner.

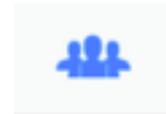
To do notes for a player. Make sure you tap on the player and that they are highlighted.

Hit the player note button in the top right hand corner



If you are doing notes for the team, you must make sure you do not have a player highlighted. You can remove a highlight from a player by tapping on them again, or in a blank space on the app. You will know you do not have a player highlighted as the icon in the top right hand corner will be different.

Hit the team note button in the top right hand corner for team notes.



To start making notes tap the blank space in the top part of the pop up to bring up the keyboard. Type in your notes and hit done. Instead of typing, you will also have the ability to use the voice-assistant feature that will transcribe your spoken words to text.



To do this, hit the microphone button located next to the space bar. Speak your notes, then hit the done button. Your notes will then appear in the box. When you are finished making notes, hit the done button to return to the main screen.

Please be aware that the microphone and voice-assist feature is like the Siri feature of the iPhone. Its accuracy is based on the clarity of your voice and the words spoken.

Emailing off time coded CSV files of inputted data

At anytime during the game, during a break or post match, you will be able to email CSV files of the time coded you have entered in to the app. Hit the menu button in the top left hand corner, and from the list select “View Game Stats”.



Then from the list, select the game that you wish to email the statistics of by tapping on it, then hit the email icon in the top right hand corner. An email draft will then appear within the app and two CSV files will automatically be added as attachment.

The first attachment will be a time coded list of all the statistics inputted during the game, the second will be a time coded list of the player and team notes inputted.

After the email is sent, you will be returned to the “View Game Stats List”. If you are in the middle of a game and wish to return to inputting statistics, hit the menu button and hit “Input Game Stats”.

