



# Match Day Instruction Manual

WELCOME TO DRIBL

Built *For The Game.*  
By The Game.

▼ KICK OFF

# STEP 1

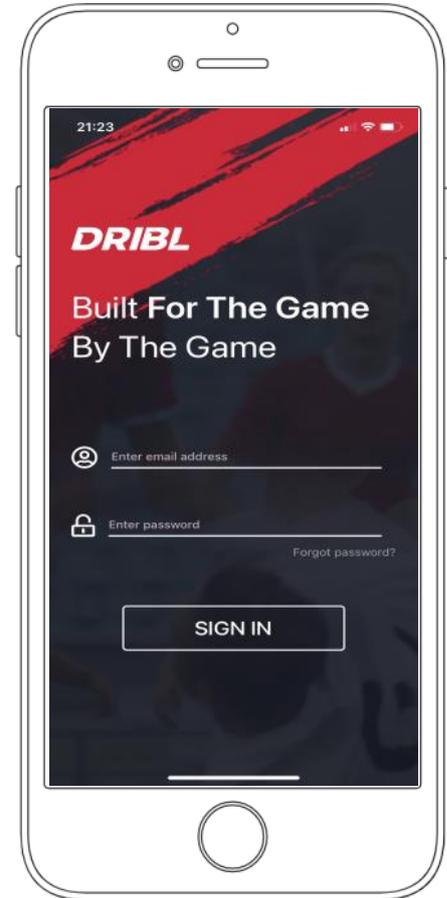
Download the DRIBL App



Your Login and Password have already been set up via the activation email sent to you from dribl.com

Enter your email address and password

*If you have forgotten your password hit the Forgot Password link to reset to your password. This will send you a reset email to your registered email address*



# STEP 2

## The home screen

All of your associated teams will appear on this page. Click on the appropriate tile to select the relevant match

*What do the initials in the hexagon stand for?*

*MA = Manager*

*TR = Team Reporter allows you to complete Matchsheets*

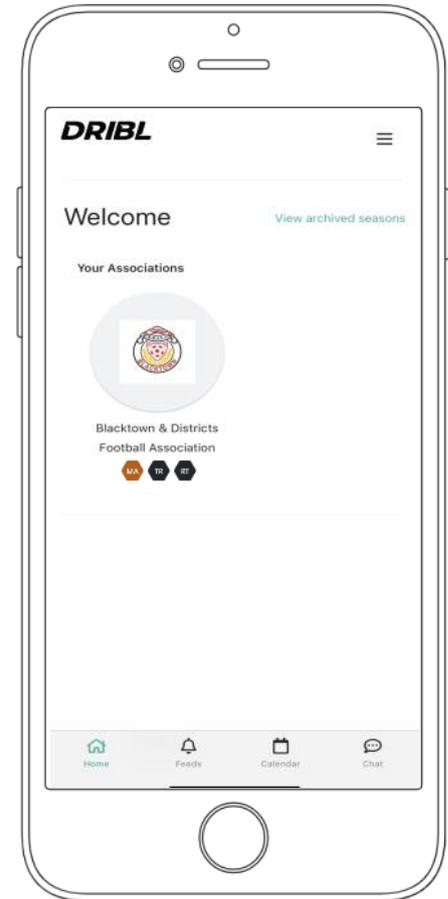
*RT = Team Recorder allows you to enter scores at the end of the match*

*PL = Player*

*CO = Coach*

*OF = Official*

You could hold several positions in a team!



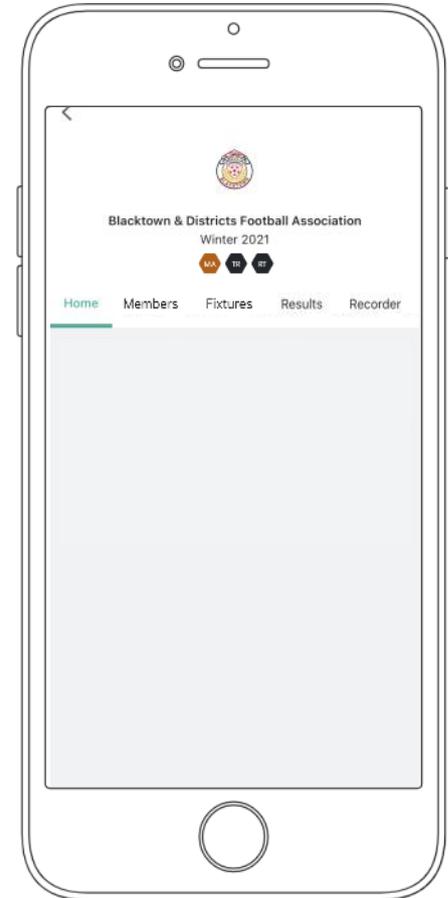
# STEP 3

## The team page

Swipe right across the menu to find Matchsheets

*Your menu items may differ from those with higher permissions. Example, a Club Secretary will see a lot more at this point compared to a Team Manager*

Your Matchsheet will appear on a new screen. Select the appropriate match.



# STEP 4

## The Matchsheet and actions to take before the match

Across the menu there are several items that you can see. Lets run through them first and then move onto actions required prior to kick off

*Home Team = the team appearing first on the fixture list*

*Away Team = the team appearing second on the fixture list*

*Referees = This will show if you have referees allocated to your match*

*Cards = Where you will check after the match to see who was carded throughout the match*

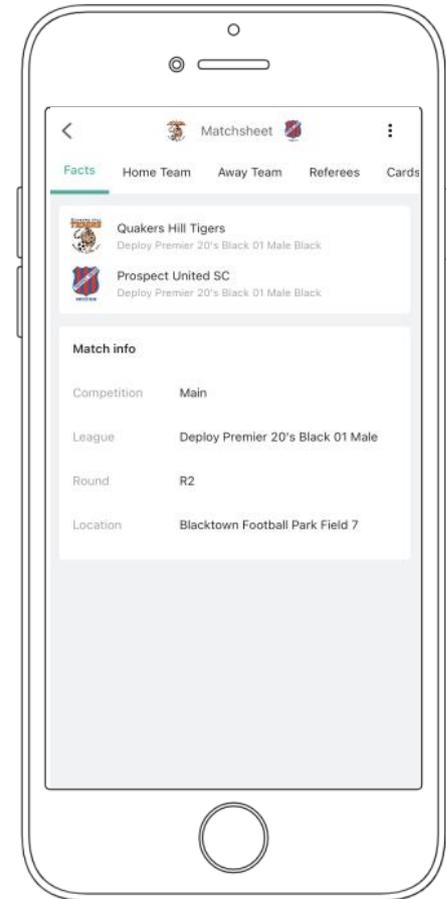
*Substitutions = Shows when a substitution was made*

*Goals = Shows who scored goals and at what time*

*Scores = The final score*

*Officials = Where you enter your Ground Official & Match Day Supervisor*

*\*Some age groups will not offer all of the features listed above*



# STEP 4 Cont.

## Entering your teams information

Select your team. You might be the home or away team on the day

You can add upgraded players by clicking the



Lets explain the dots next to the players



*C = Captain. This is not necessary*

*S = Starting. This is not necessary*

*P = Played. This is not necessary*

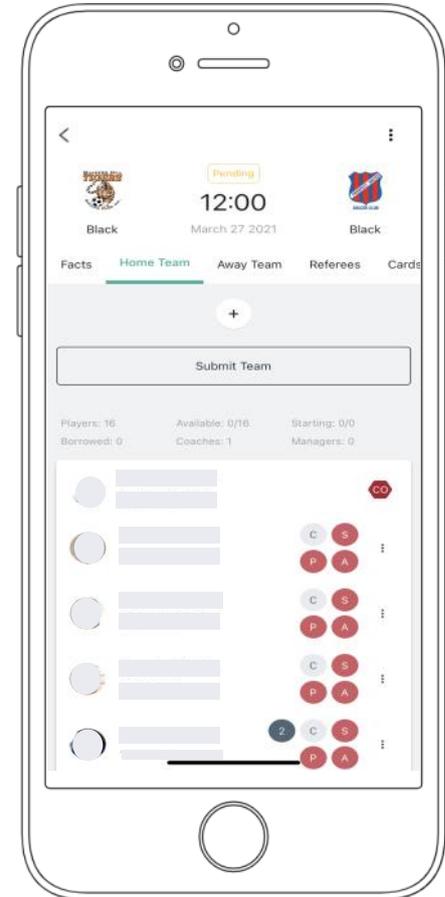
**A = Available. This is the important button. All players present and taking the field or bench must be clicked. When a player is selected, the A circle will turn to green**

**⋮ = is the area that you enter the players jersey number. You can see the last player in the list has the jersey number 2**

*\*Some of the above may not be available to your age group or division*

**In order, to complete your teams information you need to:**

- A) Add any upgraded player to the team**
- B) Select all of the players that are "Available". Confirm the A button is green**
- C) Enter the jersey numbers of all of the players**
- D) Hit the "Submit Team" button**



# STEP 5

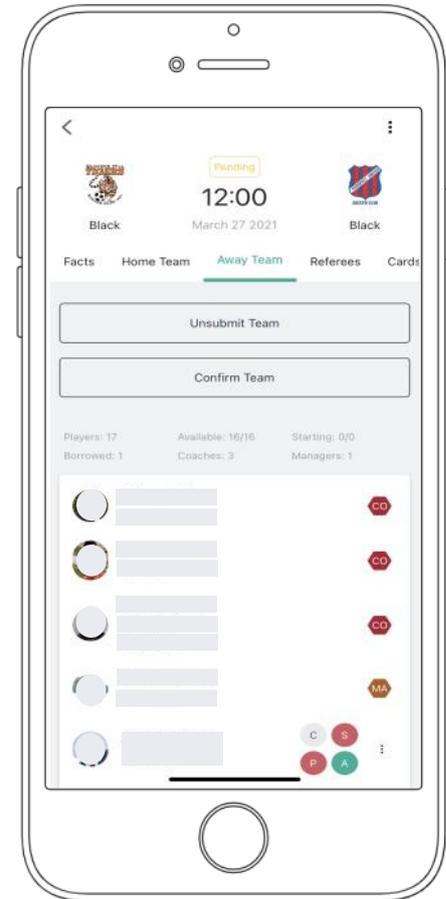
## Reviewing the opposition team

Once the opposition has submitted their own team you may review the opposition. Do this by:

- A) Enter the other teams area of the Matchsheet**
- B) With the players and opposition teams Manager present, check the photos match the players taking part in the match. You can enlarge the photos by clicking the  next to a player (just like you entered your jersey numbers).**
- C) Once satisfied that the opposition team is legal you can “Confirm Team”**

*\*You can add players after kick-off by both managers clicking the “Unconfirm Team” and “Unsubmit Team” button, enter the new players information and carry out the same procedure as mentioned to allow the latecomer to commence playing.*

*\* Injured players cannot be replaced by another player after the initial Matchsheet is completed*



# STEP 6

## Entering the Officials

Each team must enter the details of the Match Day Supervisor and Ground Official(s)

**A) Enter the "Officials" area of the Matchsheet**

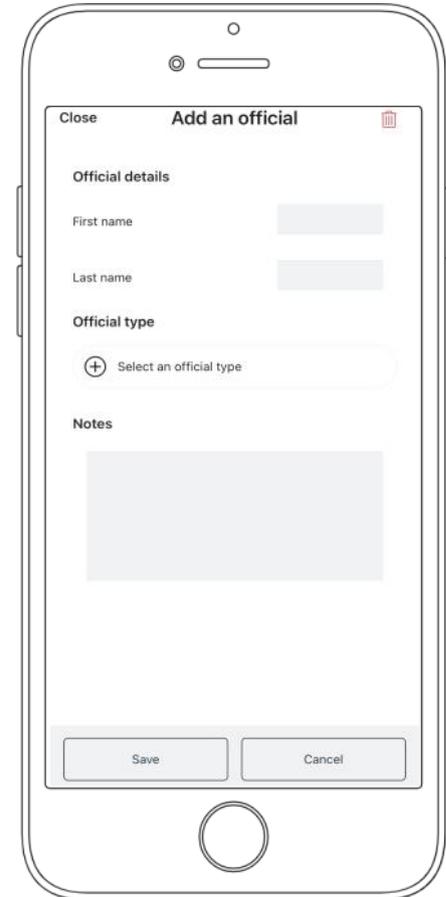
**B) Enter the name of the official**

**C) Select the Official type**

**D) Hit "Save" for each official**

*The Match Day Supervisor's name can be found at the canteen.*

That is all that is required before your match



Close Add an official

Official details

First name

Last name

Official type

+ Select an official type

Notes

Save Cancel

# STEP 7

## After the match and score entry

After the match you should confirm that the referee has entered the correct people sanctioned or sent off from the field of play through the “Cards” section of the Matchsheet

If there was no official referee, it is the responsibility of the home clubs team manager’s to enter the referee(s) names in the “Officials” section of the Matchsheet. Fines may apply to clubs failing to list unofficial referees

After the match find the “Recorder” section on the team page (shown in step 3)

Washouts and abandonments can be recorded by clicking the ⋮

- A) Check the cards in the Matchsheet**
- B) Enter the name of the unofficial referee(s) if required**
- C) Enter the “Recorder” section in the team page**
- D) Enter the score**
- D) Hit “Save”**

And you are done!

