ESTD 2012

INTERCHANGER

BROUGHT TO YOU BY

ROOKIE ME ®

MANUAL FOR JUNIOR LEAGUES
FAIR GAME TIME

WEST AUSTRALIAN

FOOTBALL COMMISSION INC.

WELCOME TO INTERCHANGER

Your league has partnered with **Interchanger** to provide a coaching tool for every junior team in your region, to assist with the rotation of players on match day and abide by AFL and league policy.

Interchanger can be as simple or as complex as you choose to make it. The app hosts numerous features, which can be accessed to improve team or/and individual performance, but some leagues are only specifically interested in how much time a player has spent on and off the ground.

At a basic level **Interchanger** will provide you with a tool to *measure time* on and off ground; and share this information.

All data is stored at www.interchanger.com.au
Time captured for each quarter, every match and cumulative season data will also be available to be viewed.
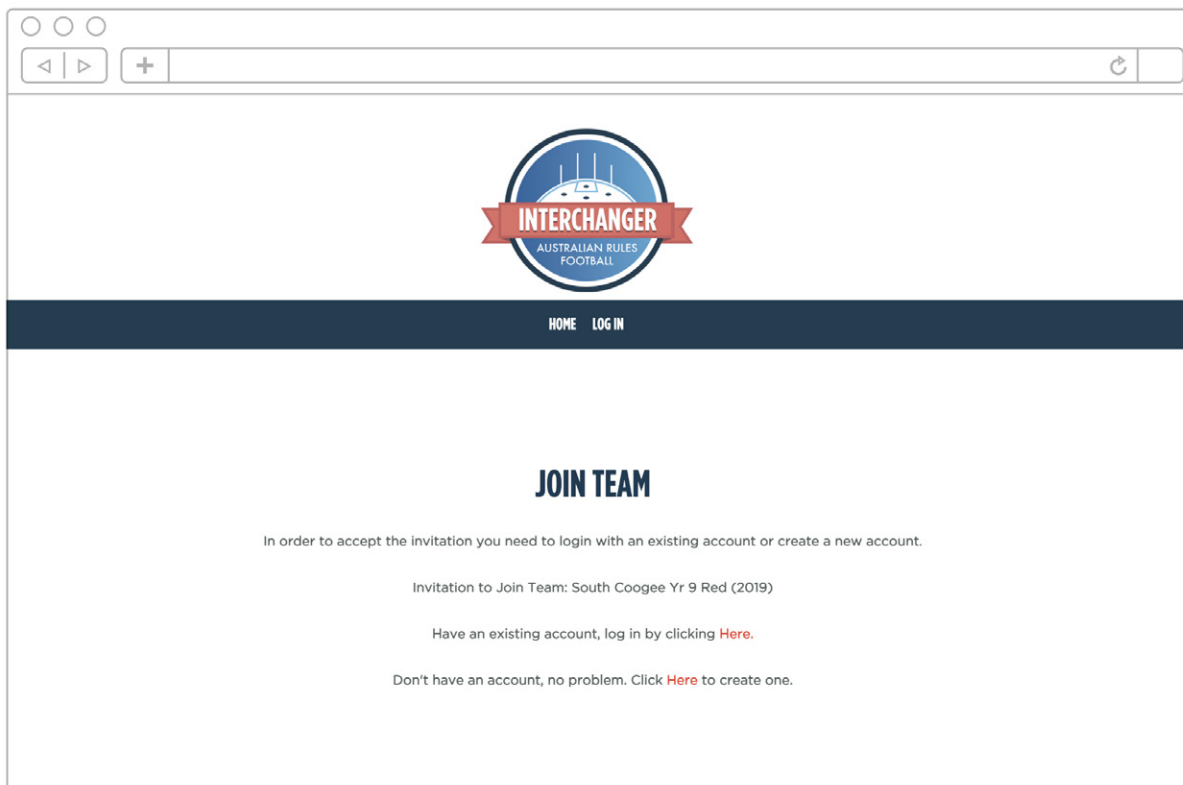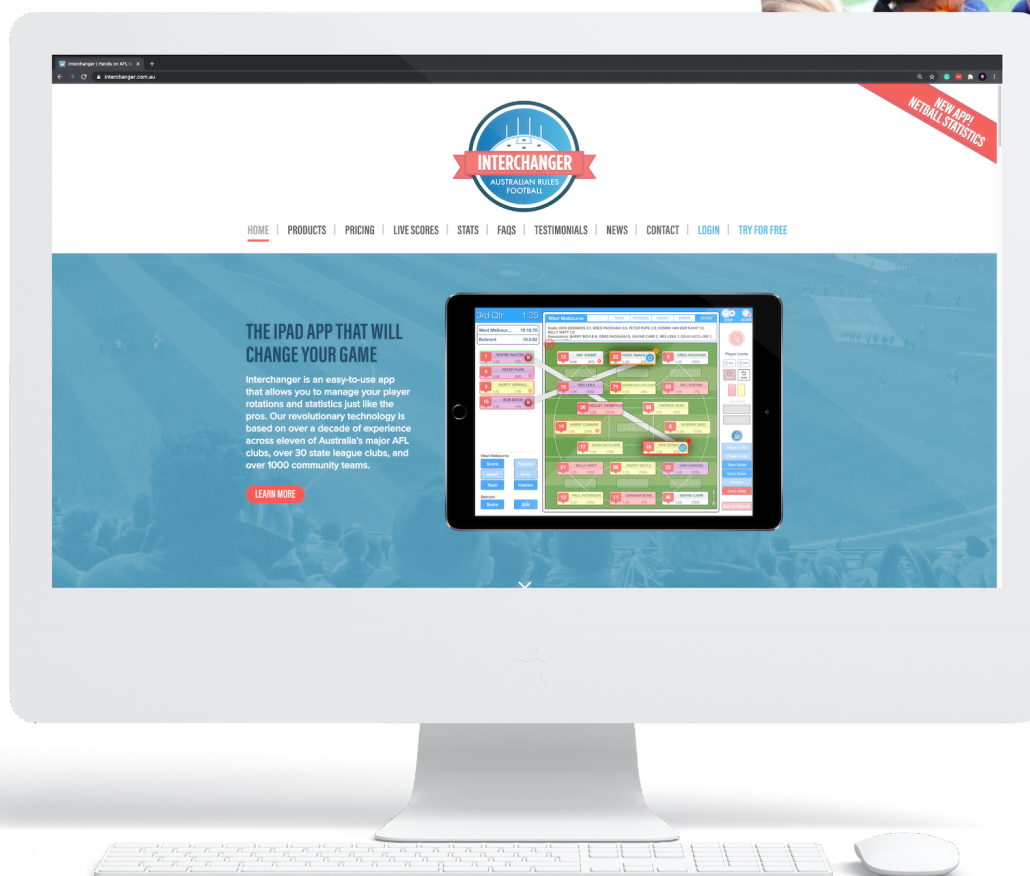
FAQS AND SUPPORT

There are a range of tutorial videos and FAQs on our website. To understand what the app offers and what functionality is available, it is recommended that users view the following videos and FAQs: https://www.interchanger.com.au/faq/

REGISTRATION VIA WEBSITE

- Each club should have a designated email address for the administration of their teams. The coordinator will receive emails from **Interchanger** inviting them to access all of their teams.

- Individual teams should also provide at least one email address (coach or team manager or email address created for their team).

- After receiving the invitation email, you will need to click on the link **Click here to join**. *Club coordinators will need to click on the link for all teams they are invited to.*
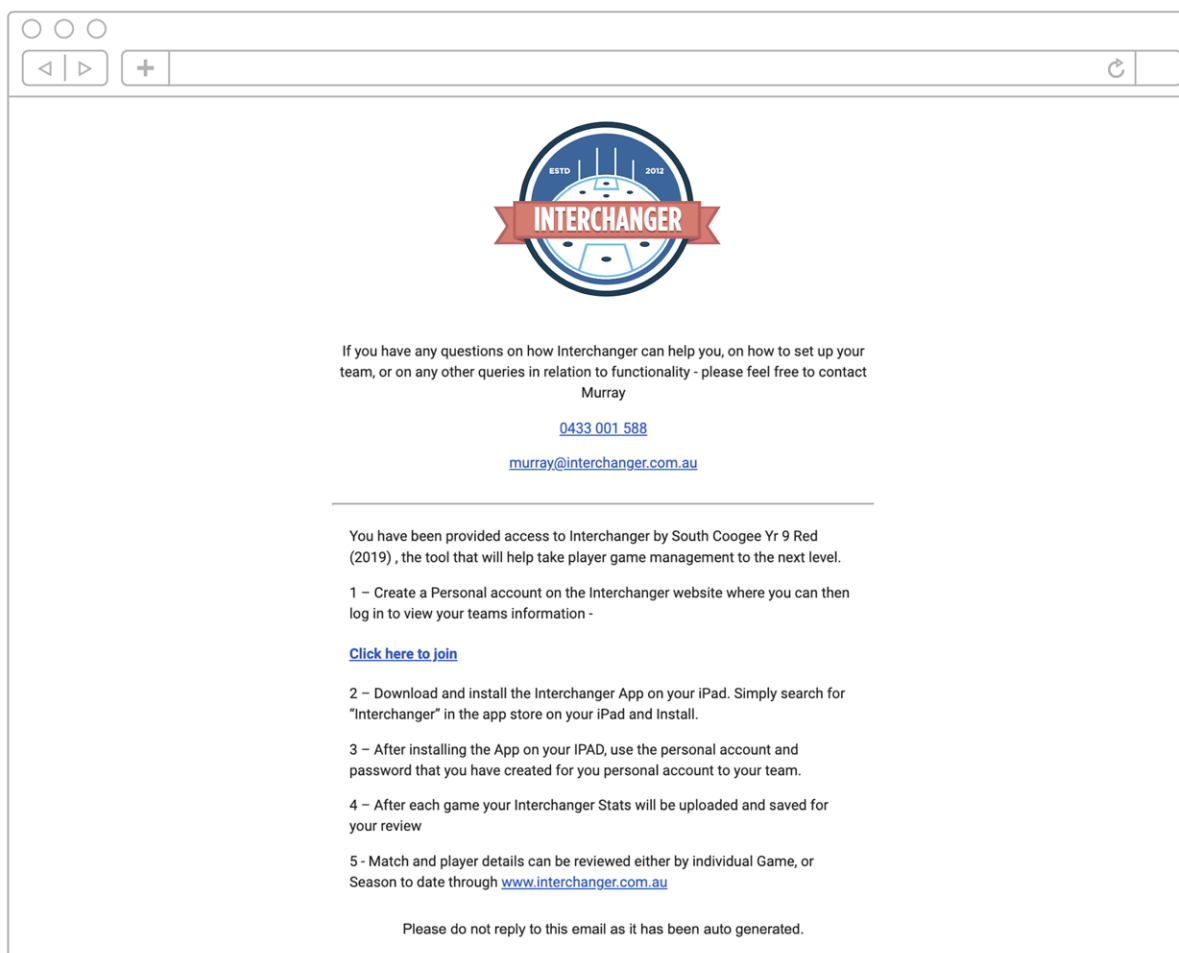
- Create your own password, which will enable access to the **Interchanger** app and the data stored on our **website.**
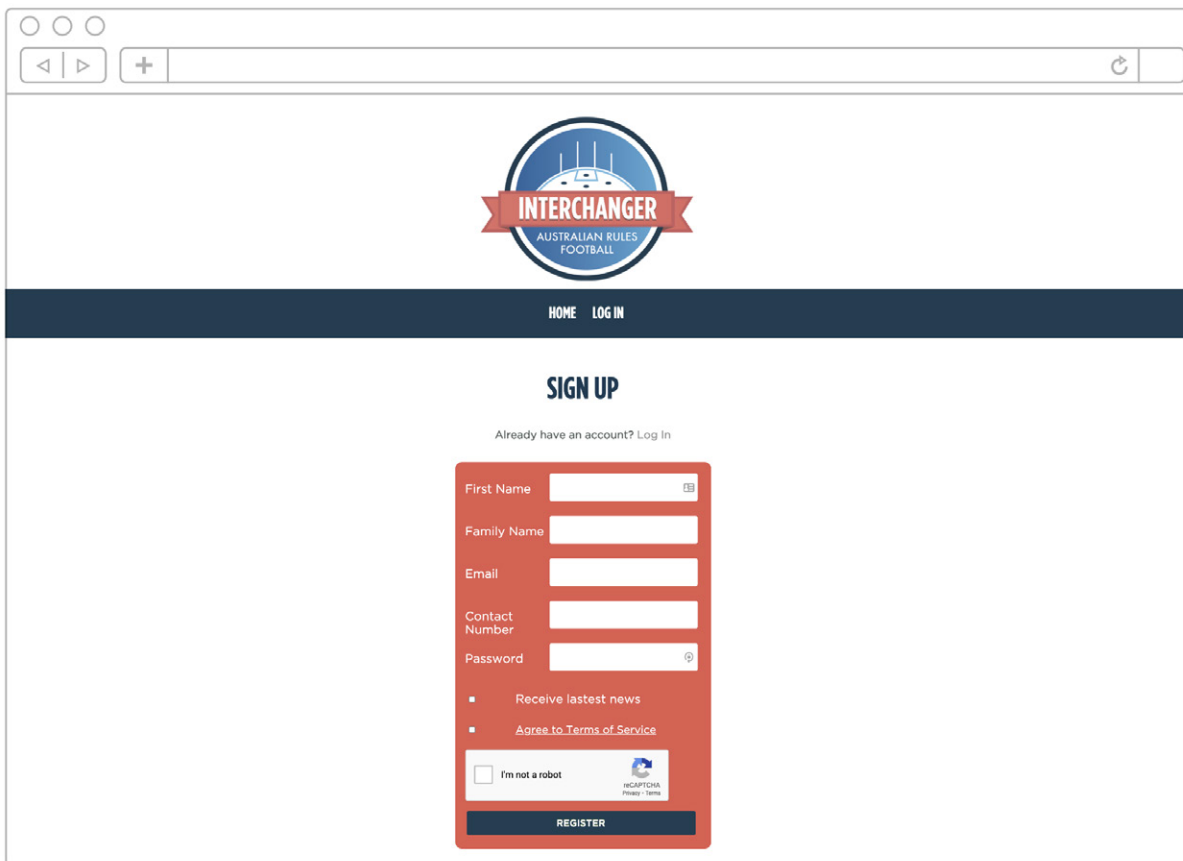
SETTING UP YOUR TEAM

- To input your team, you need to enter the player's names via the app.

- To download the app and set up your team you will need to be *connected* to wifi/Internet.

- If you have not downloaded the **Interchanger** app, visit the **App Store** and download and install the **Interchanger** app on an iPad, Ipad PRO or Ipad mini. This device could belong to you, a fellow team member or the club.

Interchanger 4+
Status Sport Pty Ltd
Designed for iPad
★★★★☆ 4.1 • 13 Ratings
Free

- The credentials which you have now set up, will now allow you to login to the **Interchanger app** on any iPad in the future. If you need to use a different device each week it is now possible, so long as you have the app installed and functioning.

- Your login is usable on iOS 9,10, 11, 12, 13 and 14.
  It may not work on very old iPads (iOS 8 and earlier).

- After successful installation of the app, log in using the *personal account* and *password,* which you have created on the **Interchanger website**.

- The *first* time you use **Interchanger** you need to be connected to the internet. If you make changes to your team list you will also need to be connected to the internet. If you log out of the app, you will need to be connected to the Internet/wifi to log back in.

- You **do not** need to be connected to the Internet/wifi on match day for the app to work. You **will** need to connect to the Internet/wifi at some stage post-match, to allow the data to upload to the server.

- There are two methods for team entry — manual or via the upload of a **.csv** file. Manual upload should only take a few minutes.

- If you chose to upload a .csv file then it should be formatted as set out below. There are instructions within the app.

Playing number	First Name	Family Name	Date of Birth	FootyWeb Number
1	Shane	Morrison	10/1/81	29130
2	Paul	James	4/8/89	32158
3	Brady	McCosker	15/1/97	39898
4	Darcy	Marsh	25/7/00	42155
5	Jacob	Apted	25/4/01	72381
6	Aidan	Faulkner	8/9/00	72461
7	Simon	Fynes-Clinton	30/4/00	72551
8	Harry	Steel	18/1/01	72819
9	Lachlan	McClare	29/10/99	72876
10	Thomas	Mulherin	12/8/97	73071
11	Jack	Wratten	9/3/00	73087
12	Tom	Ansell	16/5/00	73167
13	Justin	Box	26/5/77	76976
14	David	Horvath	1/10/73	77538
15	Russell	Hardacre	30/9/79	77948
16	Michael	Artis	24/7/86	79880
17	Tobi	Spencer	21/3/76	81497
18	Joshua	Ryan	11/8/79	81645
19	Matthew	Hood	17/6/86	83902
20	James	Lewis	14/6/81	85846
21	Jamie	O'Keefe	9/10/68	88356
22	Sam	Bandy	1/3/89	103831

- Player photographs/images can be used to assist new users who are unfamiliar with team players. If a team is low on numbers, it may be a good idea to add extra mock players for when opposition participants are required to play with your team (if your league allows this).

- For example, if you only have 19 players — it may be an idea to add some anonymous opposition players to your list, with spare jumper numbers available e.g.
  24 – Oppo (1)
  29 – Oppo (2)
  33 – Oppo (3)
  48 – Oppo (4)

PLAYING NUMBERS

Caters for:
- On-field ranging from 7-a-side to 18-a-side;
- Bench ranging from 0 to 12 players.

WARNING SYSTEM

- The coach has the ability to **set** each player to play for a certain amount of time on the field, each quarter.

- Coaches interested in optimising player performance, reducing fatigue and the risk of injury — would benefit from utilising this feature.

- Coaches wishing to provide opportunities for players in different positions, may also find this useful. Time on ground can be measured forward, mid, defence and bench.

- The warnings work on a *traffic light* system on the app; whereby, players will flash yellow, orange and red, as they approach their predetermined time on the ground for that particular quarter.

- If you **do not** want to use this system, simply set the warning times to **zero**.

TOTAL GAME LIMIT

This feature is utilised by teams who want to limit total playing time.

For example, if a player is returning from injury, you may want them to only be on the field for 25-minutes, to assist with recovery and performance.

The **default** setting is zero for this feature and it will only activate when you input a time.

ON FIELD ROTATIONS

This feature is rarely used by junior teams; however, this is an ideal feature for moving one player from one zone on the ground to another.

If the feature is not activated or in use, the default setting will be zero.

COLOUR CODING

Coaches have the option to colour code players in specific rotations.

GAME SET UP

It is highly recommended that users spend at least 10 minutes on a mock game before they use it for the first time on match day. Mock games should be deleted from the app so they don't compromise the team's data for the whole season.

On the **SET GAME** page there is a **DELETE GAME** button. You **will** need to be connected to the Internet/wifi to delete your mock game(s).

- After you have entered your team. Go to **TEAM** and press **NEW GAME**.

- Enter the following details to proceed:
    - GAME NAME (e.g. Round 1);
    - OPPOSITION NAME (e.g. Harvey Bulls);
    - GAME TYPE (e.g. 7-to 18-a-side) ; and
    - NUMBER BENCH (e.g. 0 to 12).

- The playing numbers and bench size can be changed/altered each week; and also be changed/altered on match day. **So long as you do not press ENTER on the app, to commence the game.**

- You are now ready to **SET FIELD** and choose the players who are participating in the particular match you are setting up.

- Drag and drop players into a specific position — these positions can be changed once you have pressed **ENTER** and are in game mode.

INJURY TIME

If a player is injured, double tap their name when they return to the bench. Injury time will be recorded and not added to their bench time.
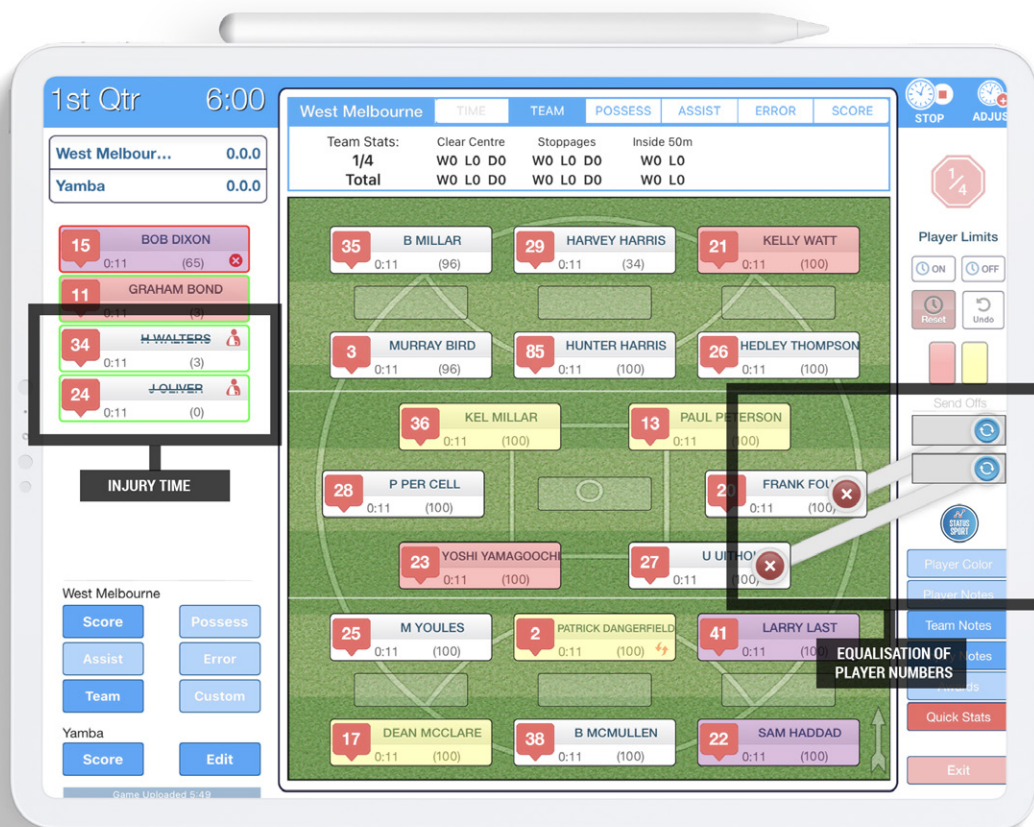
NOTES

- There are a number of unusual and infrequent scenarios, which may arise on match day. This potentially may impact the use of the **Interchanger** app. For example: The iPad stops working or switches off during the match, the iPad runs out of battery, the user forgets to start a quarter; or a player arrives late to match.

- The notes section of the app is accessible pre, post and in-game. Notes which are made will be visible to league officials when they are assessing the game-time from matches.

- It is highly recommended that this feature is used if any unusual scenarios arise and explanation is required.

TOP UP PLAYERS

The following solutions should be implemented when your team is required 'to even up' numbers.

SCENARIO 1
If your players are required to *top up* for the opposition (e.g. four different players each quarter). You can make notes to reflect that this has occurred. You may also just indicate that the player was injured for the quarter they are playing for the opposition — so his/her time is not recorded as bench time.
*To mark a player as injured you need to **double tap** their name (when they are on the bench).*

SCENARIO 2
Opposition players participating for your team.
Set up mock opposition players at the start of the season. Include them in your team list for the day.

SCENARIO 3
If you need to reduce playing numbers during a game (to even up) the two spaces on the right side of the app can be used. If you drag one player to the right from an 18-a-side match it will reduce your playing numbers to 17 and two players it will make it a 16-a- side game
(Please refer to the graphic on Page 9).

EMAILS FROM INTERCHANGER

The league/coaching coordinator/team contact will receive an email if a player does not reach the league's agreed time threshold (e.g. 50% or 75% of game time on match day). This is an alert feature, which draws attention and notifies the representative(s) of this event.
There may be adequate reasons for the player not reaching the game threshold; such as user error on the app, the user has forgotten to mark the player as injured, the player arrived late or didn't attend games. These reasons should all be written in the notes area with explanation.

CUMULATIVE DATA FOR THE WHOLE SEASON

This data can be viewed on the website and be shared with others via the **INVITE OTHER** function.

TEAM CUMULATIVE STATS
PLAYER TIME STATS

Year: 2020   Deleted Players: Hide

< BACK

PLAYER	#	M ON AVG	% ON	AVG ON	M OFF AVG	% OFF	AVG OFF	% FWD	% MID
NORGATE	10	28:13	60%	8:04	18:30	40%	8:49	10%	18%
O'SHAUNESSY	12	29:54	61%	8:21	18:50	39%	8:22	32%	6%
SLOB	10	31:34	61%	13:09	20:35	39%	7:06	34%	7%
BOLDISON	6	36:36	63%	8:27	21:23	37%	8:33	37%	11%
HUGGINS	12	31:52	65%	9:06	16:51	35%	8:26	14%	1%
EADES	11	34:51	66%	10:39	18:00	34%	6:11	33%	12%
ELLIOT	10	32:28	68%	9:16	15:16	32%	6:56	18%	31%
SLOB	12	33:26	69%	8:32	15:17	31%	8:20	38%	3%
THORNTON	12	33:42	69%	8:59	15:02	31%	9:01	18%	1%
HOCKING	10	36:38	70%	10:11	15:30	30%	6:44	15%	20%
FORD	4	40:37	71%	9:33	16:41	29%	7:25	50%	0%
LEIVERS	10	33:55	73%	9:10	12:42	27%	7:28	47%	0%
WALLER	11	35:51	75%	8:58	11:43	25%	8:03	40%	10%
WHITBY	10	38:52	75%	10:14	13:16	25%	6:38	14%	24%
VERITY	10	41:33	80%	10:23	10:41	20%	5:05	21%	22%
HOARE	11	43:36	82%	11:25	9:15	18%	6:47	31%	23%
PATON	11	43:41	83%	11:26	9:11	17%	5:19	36%	13%
THOMAS	11	45:45	87%	11:42	7:06	13%	4:36	20%	22%

OTHER FEATURES THAT MAY BE USED

1. Allows coach coordinators or other appropriate personnel to view data of all teams.
2. Measures time: forward/midfield/back/bench/injury.
3. All data on the website — where player time in position per-quarter, per-match and for the season are clearly displayed. Players can be ranked with the push of a button.
4. Player's total percentage game time is clearly visible throughout the match.
5. Allows for 3, 4 or/and 5-way rotations. Caters for send-offs; red and yellow cards.
6. Record goal kickers.
7. Handy button to add time if you miss the start of a quarter.
8. Produces an interchange report.
9. At breaks, rank players in order of time on ground with the push of a button.
10. Relay scores and goal kickers live via Facebook and Twitter.

STATS

Contact murray@interchanger.com.au to add the stats package for only $20 AUD + GST, per team. See https://www.interchanger.com.au/statistics/
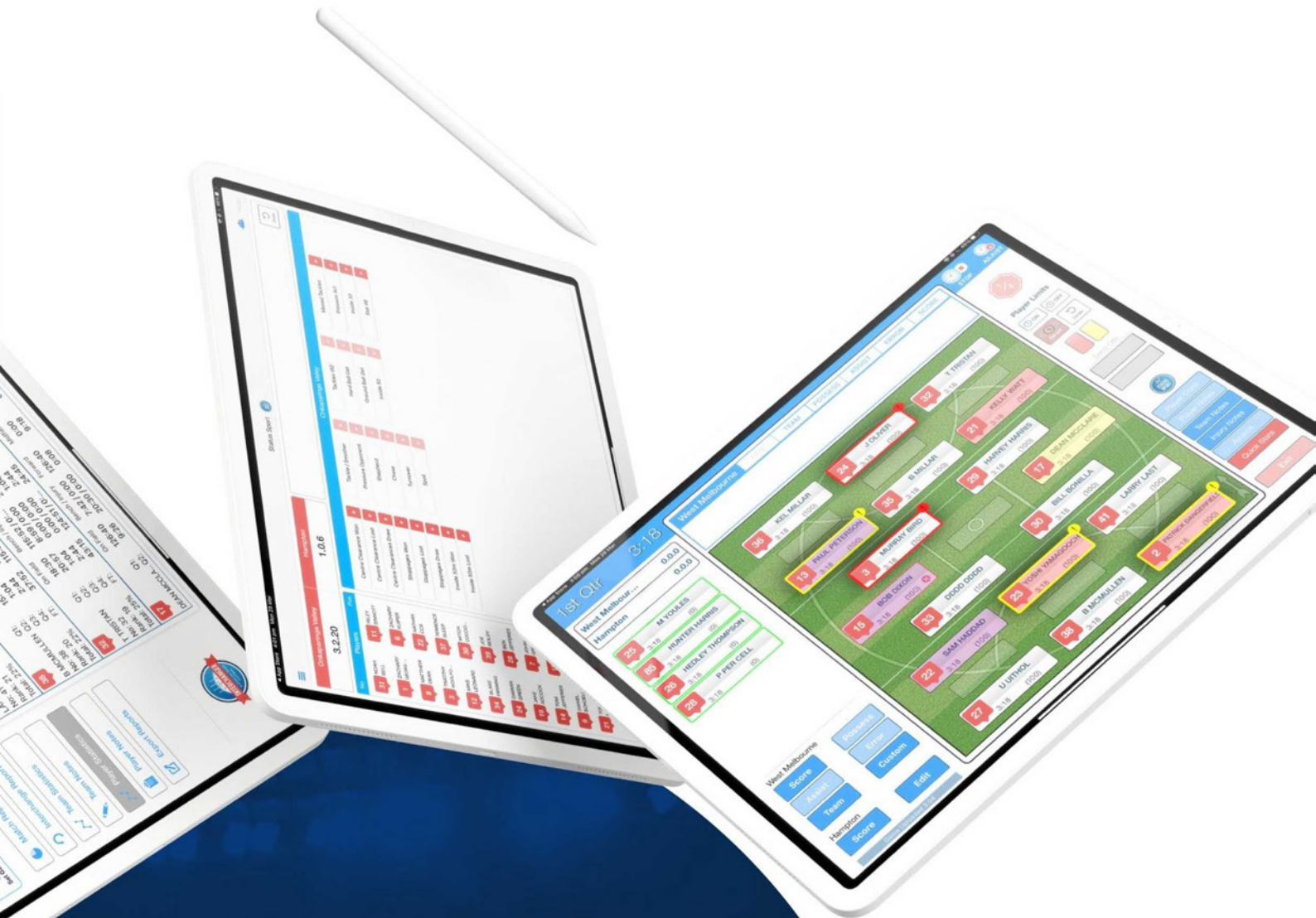

LIVE SCORES (FREE SERVICE)

Scores, goal kickers and sponsors can also be relayed live via our **STATUS LIVE** app — you will need to be connected to the Internet/wifi and contact us for a **MATCH NUMBER**, to ensure scores come through live. Contact murray@interchanger.com.au for more information. See https://www.interchanger.com.au/live-stats-2/

THANK YOU.

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