

2024 TEAM MANAGERS GUIDE



TEAM MANAGERS GUIDE

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TEAM MANAGERS GUIDE

This Team Managers Guide is to be read in conjunction with the Rules, Regulations & Policies of SANFL Juniors. How the roles and responsibilities associated with match day processes is managed at the discretion of each club (Team Managers, etc.). Below is a how to guide for club Team Managers as per section **7.8 SANFL Juniors Competition Rules & Regulations**.

REGISTERING AS A TEAM MANAGER IN PLAYHQ

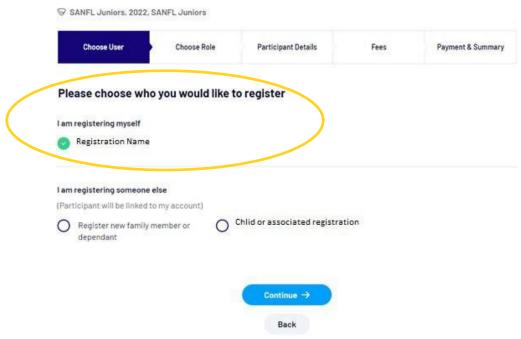
Registration Link

The club registrar can provide the registration link, same link that is sent to players (participants) registering for the current season. The link can be found in the "Competition Management" tab, then click on the "Registration" tab, you will then see the current season with a registration link that can be copied and forwarded to your team manager.

STEP #1 - CREATING AN ACCOUNT OR LOGGING IN

If you already have an account, you will be prompted to log in or crate an account (if you don't already have one from registering a child or other participant in the club).

Once you have logged in or created an account you will see the following screen, this screen is where you will select to register yourself, you will notice in the section below it will have any people or person that is registered under your account details.



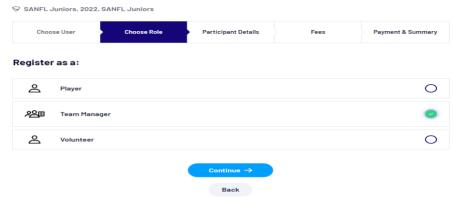
Click Continue



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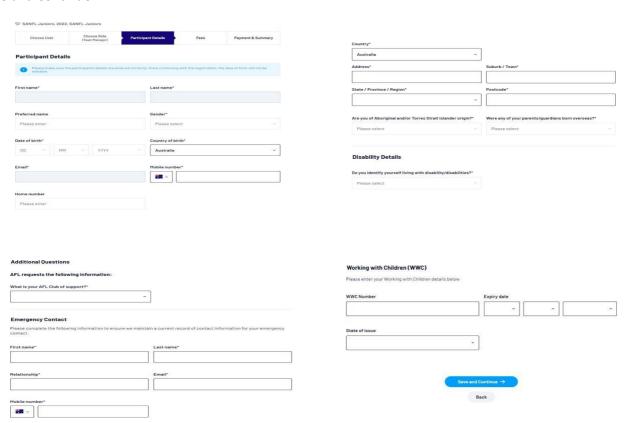
STEP #2 - TEAM MANAGER REGISTRATION

The next screen is where you will select "Team Manager". Then click Continue



STEP #3 - PERSONAL INFORMATION

The next screen is where you will update all your personal information. Including your Working With Children Check details, you will need to provide the WWC number, expire date and the state of issue. Once completed click Save and Continue.

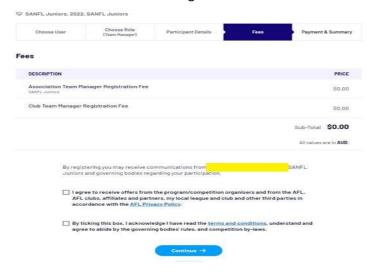




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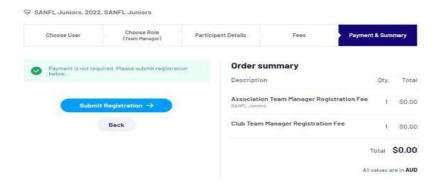
STEP #4 - REGISTRATION AND FEE SCHDULE SUMMARY

The next screen will show you a registration summary and fee schedule, there are no fees to register as a club Team Manager. This section will also have the terms and condition agreement tick box. Once checked click Continue

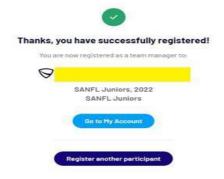


STEP #5 - REGISTRATION SUMMARY SCREEN

Registration Summary Screen. Check the information and click Submit Registration, this will send the registration through to your club registrar for approval.



You should then see the following screen if the registration has been completed successfully.





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TEAM SHEETS IN PLAYHQ

PlayHQ System

Link: https://www.playhq.com/

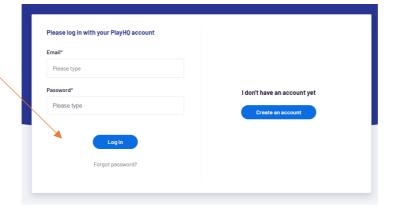
Once you have registered to your Club as the Team Manager and a Club Official or Administrator has assigned you to your team, you will have access to your team via the link above.

STEP #1 - SIGING IN TO PLAYHQ

You will see the screen below and in the top right corner you will see a Log In button Click the Log In Button.



You will then be asked to enter your email address and password (this is the email address and password you set up when registering to be the Team Manager for your Club). Once you have put your email and password in click on the Log In Button.



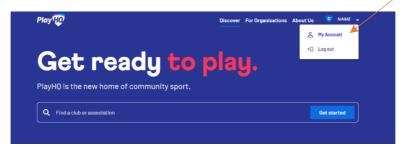


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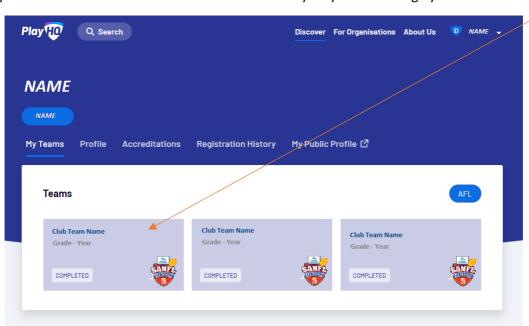
You will then be redirected to the following screen once you have logged in successfully. In the top right corner, you will notice that your name has now appears (this is the name you registered with).



This is where you will select the down arrow next to your name – Then Click on My Account.



You should now see on your screen the team or all teams you have been assigned to as Team Manager. The Current Team and Season will appear on the Left (Click on this team and season) – if you do not see a team in this section you will need to contact your Club Administrator or Football Director as they may need to assign you to the team.





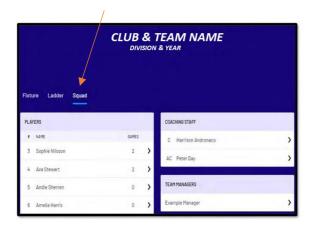
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CREATING TEAM SHEETS IN PLAYHQ

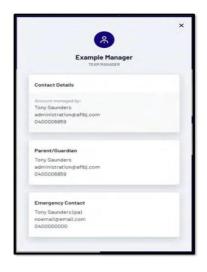
STEP #1 - SQUAD LISTS

Once you have clicked on your Club Team you will see the following tab's, "Fixture", "Ladder", "Squad".

Click on the "Squad" Tab, this is where you can see all Players, Coaching Staff that are assigned to the team.



Clicking on the > icon next to the names will give you the view of Contact Details, Parent/Guardian, and Emergency Contact.



STEP #2 - FIXTURE & TEAM SHEETS

Click on the "Fixture" Tab, this is where you can see upcoming scheduled games. Click on the game that you want to add information to (This will be the up-coming game that has no scores).



This will default to the public view page, click on the "Manage" tab at the top of the screen

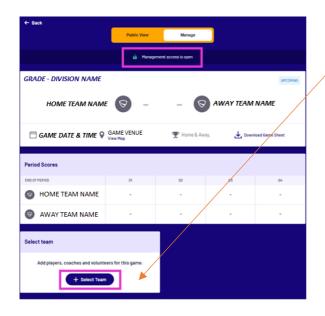




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STEP #3 - ADDING PLAYERS TO LINE-UP (TEAM SHEETS)

The Game Screen (via Fixture Tab) will give you access to the game that you have selected, and this is where you can add your team list. In the bottom section of the page, you will notice a <u>+ Select Team</u> button. Click on this button and it will then allow you to add players (participants) to the team sheet for the selected game.





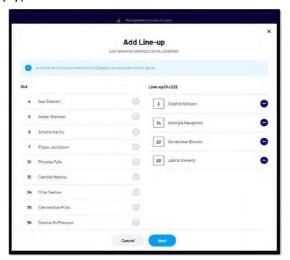
This is the <u>+Select Team Button</u>
Located at the bottom of your
screen – click the Select Team
button and you will then be able to
add each of your players to the
Team Sheet for the selected game.

STEP #4 - ADD LINE-UP (TEAM SHEET)

Adding the team (Add Line-Up page), to select the players playing in the game simply click on the + symbol next to each of the players' name to add them to the Line-up.

This will add each player from the left-hand side to the right-hand side of the screen (All players that can be selected for this team should have been assigned by the club registrar or football director or PlayHQ Club Administrator).

Once the players have been selected and are all located on the right-hand side of the screen click Next. (If a player does not appear in your line-up for selection, you can either click the add player button located on the bottom of the screen or contact your Club Administrator or Football Directo to have players added to your line-up). All players who will be taking to the field for the current game must be added to the team sheets (if players step on the field and they are not on the team sheet fines and penalties will apply).

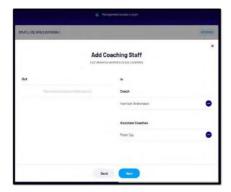




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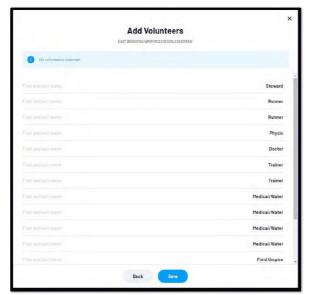
STEP #5 - ADDING COACHES

Add Coaching Staff, this is where you will add the Coach and Assistant Coach (if applicable) to the Team Sheets. Once you have added all the coaches click Next. (Coaches can only be added to the Team Sheet if they have completed their coaching accreditation – this is done via Coach.AFL Link: https://play.afl/coach - Once a coach has completed their accreditation via Coach.AFL they will automatically be assigned to the team in PlayHQ – They need to select SANFL Juniors as their League and the correct age grade and Gender group they are coaching.) If you cannot see your coach, then you will need to contact your Club Administrator or Football Director to make them aware that the coach has not completed their accreditation or it is incomplete. You CANNOT FINISH Team Sheets without having a Head Coach selected.



STEP #6 – ADDING VOLUNTEER GROUND MARSHALL, RUNNER, FIRST AID, WATER RUNNERS

Adding Volunteers, this is where you will add all the Game Day volunteers. Including: Steward (Ground Marshall), Runner (Team Runner), Trainer (First Aid), Medical/Water (Water Runners). All these volunteers need to be registered into the PlayHQ system as volunteers for the club. Once you have added all the volunteers click Save. All Club Volunteers for Ground Marshall, Runner, First Aid, Water Runners will need to register as Volunteer to the Club



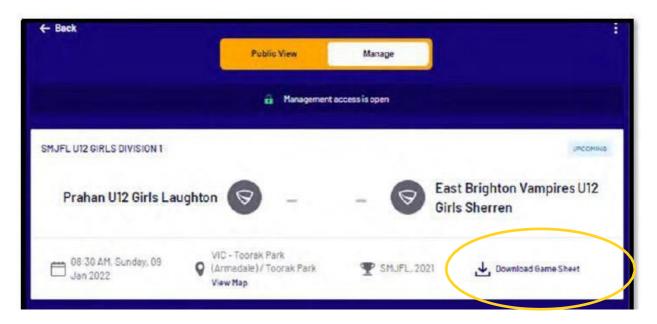
via PlayHQ – How to Guide for Volunteer registration can be found in this document.



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STEP #7 - PRINTING TEAM SHEETS (GAME SHEETS)

Once you have entered all the players, coaches, volunteers and clicked Save you will return to the main scheduled game page. On this page is where you can download and print the Team Sheets (Game Sheets)



You also can change and edit the information from this page that you have entered, simply click the pencil icon on the section you wish to edit or change.

Once you have downloaded the Team Sheet (Game Sheet), you can then print your required copies for the game. Please refer to the **SANFL Juniors Rules and Regulations** on Game Day Requirements. Example: Three (3) copies of the Team Sheet are required for GAME DAY – 1 copy for the Umpires, 1 copy for the opposing team and 1 copy for you as the Team Manager.



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AFTER THE GAME - ADDING MATCH RESULTS

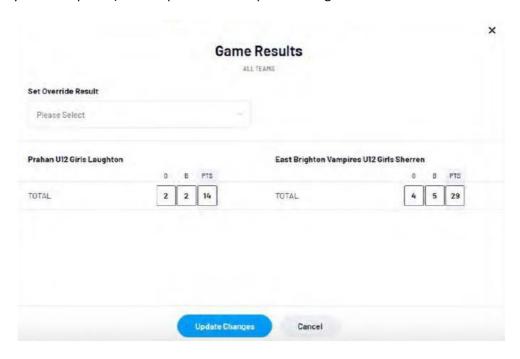
Log into your PlayHQ system, click on your club team, then click on fixtures, this will default to the Public View, click on "Manage" tab.

STEP #1 - ADDING RESULTS

In this section you will see "Edit Game Results", click on this to go into the results page where you can add Goals, Behinds, and total scores.



You will then go into the Game Results screen – this is where you will add the total goals and behinds for the game (it automatically adds the points). Once updated click "Update Changes" button.

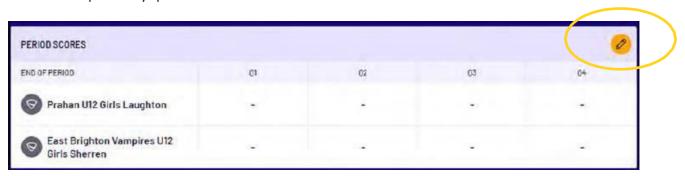




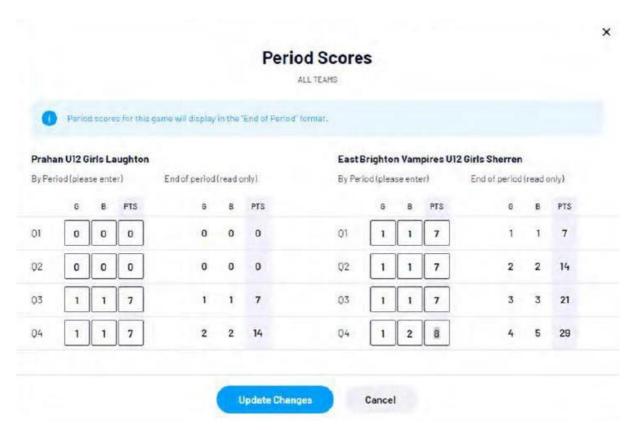
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STEP #2 - ADDING QUARTER BY QUARTER RESULTS

Once you are back at the main Game Page, at the bottom of the page there is now "Period Scores" section. Click the pencil to edit the quarter-by-quarter scores.



Period Scores page add the scores for each quarter then click the "Update Changes" button once completed.

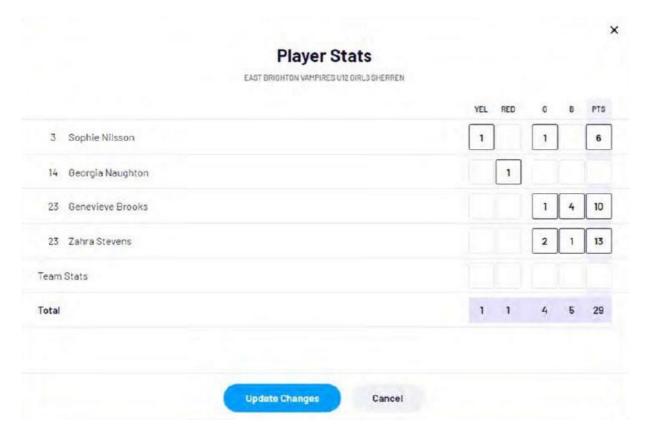




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STEP #3 - ADDING PLAYER GOALS, POINTS, YELLOW & RED CARDS.

Once you are back at the main Game Page, scroll down the screen until you reach "Player Statistics". This is where you can make changes to jumper numbers, team line-up, goals scored etc. after the game. Click on the pencil in the "Player Statistics" section.



In the Player Stats screen you can add Yellow Cards, Red Cards, Goals, Behinds (total points will be automatically updated) Once completed click "Update Changes" you will then return to the main Game Page.



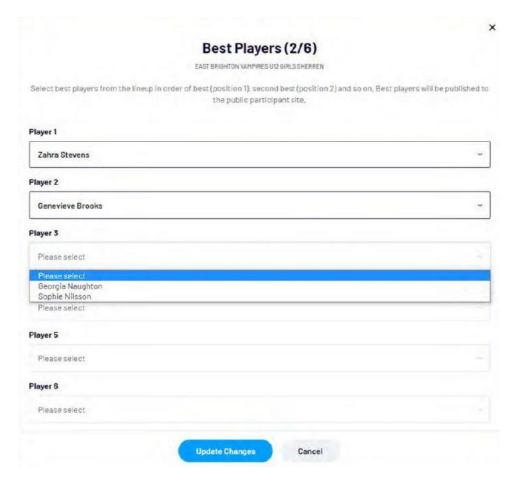
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STEP #4 - ADDING BEST PLAYERS

On the main Game Page under "Player Statistics" you will see the Best Players section. Click on the pencil in this section.



When completing the best players section 1 = Best, $2 = 2^{nd} Best$, $3 = 3^{rd} Best$, $4 = 4^{th} Best$, $5 = 5^{th} Best$, $6 = 6^{th} Best$. Best Players are selected via a dropdown list, once completed click "Update Changes" button.





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REGISTERING AS A VOLUNTEER IN PLAYHQ

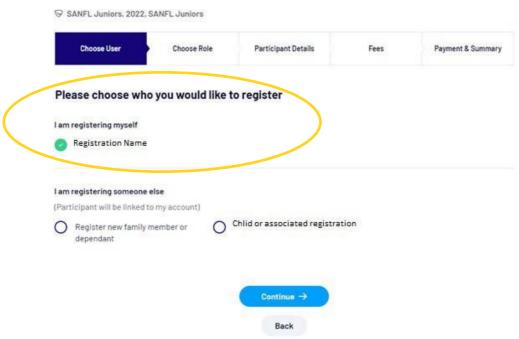
Registration Link

The club registrar can provide the registration link, same link that is sent to players (participants) registering for the current season. The link can be found in the "Competition Management" tab, then click on the "Registration" tab, you will then see the current season with a registration link that can be copied and forwarded to your volunteers – this is the same registration link as players and Team Manager use.

STEP #1 - REGISTERING YOURSELF AS A VOLUNTEER (GROUND MARSHALL)

If you already have an account, you will be prompted to log in or crate an account (if you don't already have one from registering a child or other participant in the club).

Once you have logged in or created an account you will see the following screen, this screen is where you will select to register yourself, you will notice in the section below it will have any people or person that is registered under your account details.



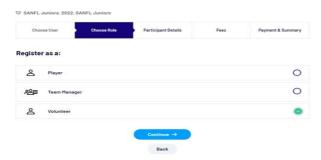
Click Continue



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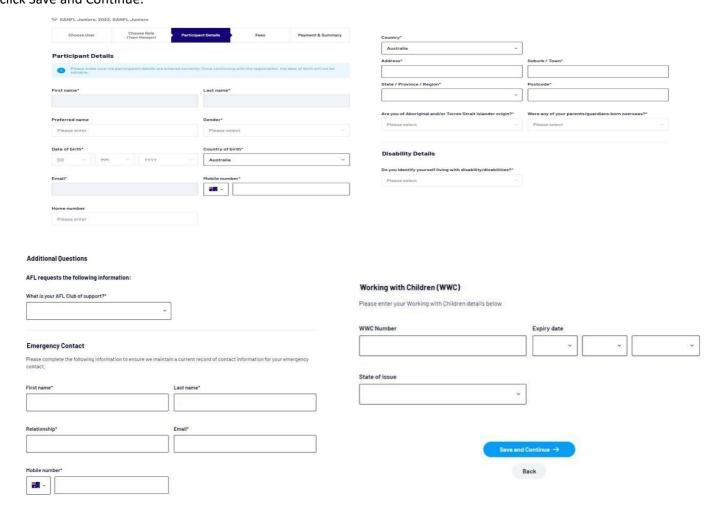
STEP #2 - SELECTING VOLUNTEER

The next screen is where you will select "Volunteer". Then click Continue



STEP #3 - ADDING YOUR DETAILS

The next screen is where you will update all your personal information. Including your Working With Children Check details, you will need to provide the WWC number, expire date and the state of issue. Once completed click Save and Continue.

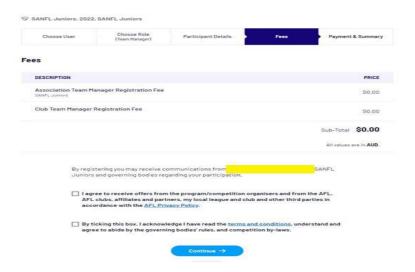




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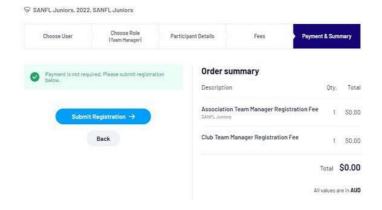
STEP #4 - REGISTRATION SUMMARY

The next screen will show you a registration summary and fee schedule, there are no fees to register as a club Volunteer. This section will also have the terms and condition agreement tick box. Once checked click Continue.



STEP #5 - FINAL SUMMARY SCREEN & COMPLETION OF REGISTRATION

Registration Summary Screen. Check the information and click Submit Registration, this will send the registration through to your club registrar for approval.



You should then see the following screen if the registration has been completed successfully.



We Love Footy