

BEFORE GAME DAY - PLAYER ATTENDANCE

Up to 24 hours before game, Coaches and Team Managers can:

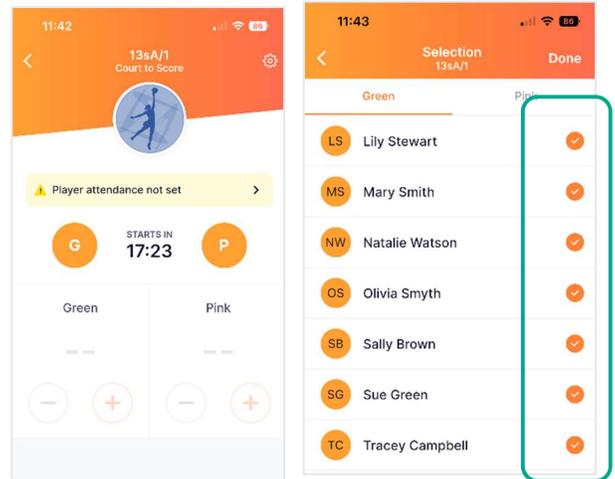
- **select** the players who will play in the match
- **borrow fill in players** if needed

This early access helps ensure all players are covered by **current Netball Victoria Membership/Insurance** and avoids last-minute delays on game day.

Marking Attendance

Click **“Player Attendance”** to mark who is playing.

A countdown timer will show how long until your game begins.



Can't find a Player?

If a player is **not listed** in your team's attendance screen, it means:

- They do not have **current Netball Victoria membership/insurance** and must register and pay for it, **OR**
- They are insured but registered with a **different league not using Netball Connect – Match Day**, and must still register to the MENA competition (even as a fill-in).

● **No additional cost applies** for registering to MENA if they already have Netball Victoria Membership/insurance.

Game Day Reminder

- ✓ Scorers must double-check player attendance on game day.
- Only marked players will be eligible to play in finals.

ON GAME DAY - iPad Collection & Return Procedure

Collection of iPad:

The first-named team is responsible for collecting the iPad:

- From the **Competition Office** if your game is in the first **timeslot of the day**.
- From the previous **game's scorer at courtside** if your game is not the **first of the day**.

Return of iPad:

The first-named team is also responsible for handing over the iPad:

- To the **next game's scorer at courtside** if there is another game on that court.
- To the **Competition Office** if your game is in the **final timeslot of the day**.

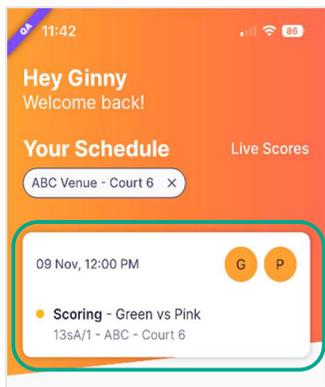
⚠ **Do not leave the iPad unattended at the court.**

✓ The official score is the one recorded on the iPad.

📷 **Tip:** Take a photo of the final score on the iPad as a backup.

1. Select Scorecard on court specific iPad

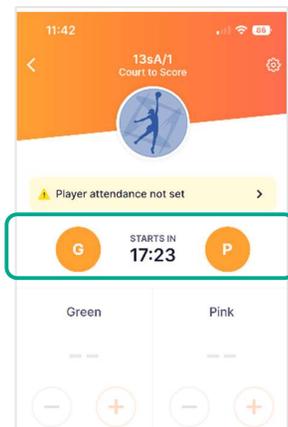
- Each court has a **designated iPad**, which will display **only the games scheduled for that court.**
- The scorer should tap on the relevant **'Scorecard'** for their game to begin scoring



2. Marking Player Attendance

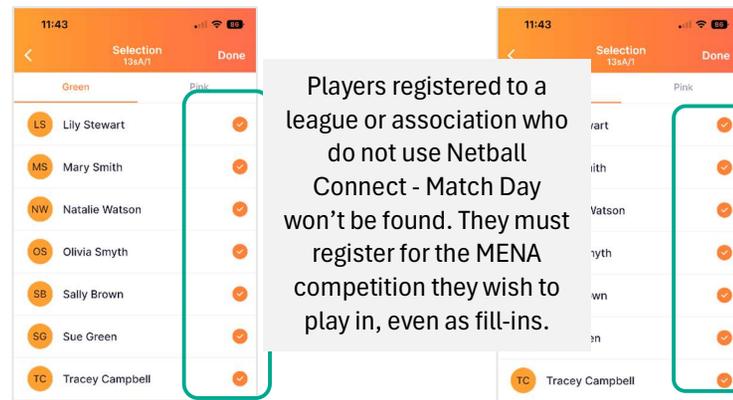
- Tap **'Player Attendance'** to mark who is playing

The timer counts down to the scheduled game start (e.g. *Game starts in 17:23*).



3. Add Players taking part in the game

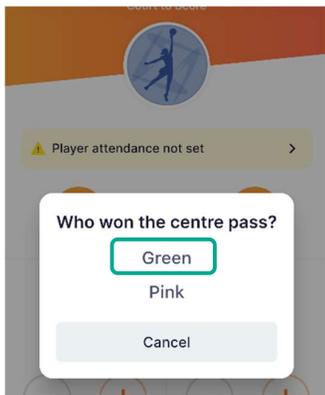
- Select players playing the game.
 - This data is used to determine finals eligibility.
- Players must be hold NV membership or have a Single Game Voucher.



4. Can't find a player?

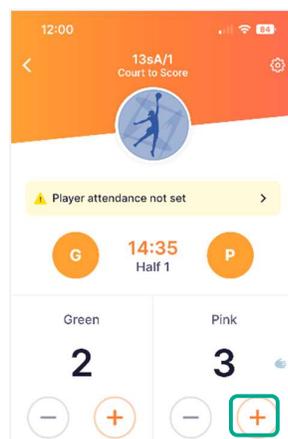
- If a player isn't listed or can't be found via lookup, write their details on the game sheet provided.
- The Competition Administrator will follow up after game day.

5. Game Start & Centre Pass



- Games start automatically at the scheduled time.
- When prompted, select the first-named team as taking the first centre pass.

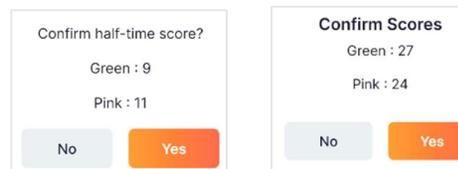
6. Tap '+' to add a goal, or '-' to remove one.



- The **hand icon** shows which team has the next centre pass.
- Use the **gear icon** anytime to update team attendance or add players.

7. At the end of the quarter & end of the game confirm the score.

Check in with other team scorer throughout the game. At each break if an adjustment is needed click **No** & update score.



The game ends with a final pop up to confirms the scores.

Tip: Take a photo of the final score on the iPad as a backup.

Notes

If you have any scoring notes to report, please record them on the provided **game sheet**, including your name and team name and return to the Competition Office.

First Aid

Maroondah Council provide First Aid. **Report any injuries to First Aid**, located at Reception. **Record the injury via the online form** via the QR on the day injury occurred.

