

V020422



MANUAL FOR JUNIOR USERS

CLUBS AND TEAMS

FAIR GAME TIME
KEEPING KIDS IN THE GAME

BROUGHT TO YOU BY

ROOKIE ME

OFFICIAL COACHING TECHNOLOGY PARTNER



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INTERCHANGER AND ROOKIE ME

Interchanger is an iPad application built to assist community teams with the management of game day.

It has been used by over 5000 community teams around Australia, with expected usage in 2022 to top 10,000.

In 2021, Interchanger was acquired by the AFL's Official Coaching Technology Partner - Rookie Me. See www.rookieme.com for the full suite of digital and face-to-face coaching solutions provided by Rookie Me.

Leagues and clubs that have used Interchanger in previous seasons have clear evidence of improved player retention and a reduction of parent/coach/team angst.

Rookie Me will continually evolve the Interchanger product to meet the needs of community football. This evolution will include the launch of an enhanced version of Interchanger during the 2022 season.

INTERCHANGER

You have received this manual because your league/club has purchased a bulk subscription to ensure the implementation of AFL/league/club policy on junior/youth players receiving FAIR GAME TIME.

Interchanger has many features but its core solution is the management of player game time.

Research from around the world clearly indicates participants drop out of sport if they do not receive a "fair go".

Interchanger is being used by your league/club to ensure they provide a fair and equitable environment for ALL participants.

PLAYER – BARRY BOYLE

GAME TIME

- GAME TIME: 27%
- BENCH: 122M11s
- THIS STINT: 1M06s
- FORWARD: 38M43s
- DEFENCE: 7M05s
- INJURY: NII

4th Qtr 1:03

South West M. 2.0.12
Grange 0.1.1

Ground Time: 27%

Player	On Line	Off Line	Forward	Midfield	Defence	Bench	Score
Barry Boyle	10:00	5:00	38:43	0:00	7:05	122:11	0:00

It was very helpful when we had a full bench week in week out. A great way for us to monitor rotations, to ensure everyone is having fair game time.

AFL QUEENSLAND DEVELOPMENT STAFF

Many users choose to ignore the time in particular zones (defence, midfield, forward) and they just focus on GAME TIME.

AFL POLICY



Interchanger has been developed to assist with the implementation, monitoring and management of AFL Junior Policy



QUOTES FROM THE POLICY:

- “ The intent of the policy was validated by the research – it is good for the game. ... when implemented well, [it will] achieve two clear outcomes:
 - increases player involvement which positively impacts children’s perceptions of competence and enjoyment
 - creates a better match environment that is more aligned to the actual intent of the game.
- “ Perceptions of what is important to parents in modified rules does not align with what is important to children.
- “ Young people... do not enjoy sport when: there is an overemphasis on winning... [and] they don’t get enough playing time...
- “ To ensure all players feel an essential part of the team... it is critical they have an **equal amount of time on the field during the season**. This will keep players in the game and reduce the likelihood of them leaving to pursue other sports. It also **satisfies parents’ expectations** that their child will be given a **fair go**.
- “ It is recommended coaches keep records of the weekly game-time of each player to ensure each has equal playing time.

WELCOME TO INTERCHANGER

- Interchanger has many features to assist coaches develop their team and players. The focus of this manual is on the features related to game time, and in particular fair game time.
- The core functionality of this easy-to-use technology allows a league/club/team to have oversight of verifiable data to ensure all participants are receiving a fair go in terms of time on and off the field.
- Because Interchanger is cloud-based a club and/or league can see the data of all teams registered under its account.
- If players do not reach agreed thresholds of percentage game time (e.g. 50% or 75%) the administration at team, club and league level can receive email alerts.
- This means that a club coaching coordinator or a club president can be notified by email immediately after the conclusion of matches if any player has not achieved the agreed threshold.
- Interchanger can be as simple or as advanced as you choose to make it.
- The app hosts numerous features, that can be accessed to improve team and/or individual performance.
- 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**. Users can login to the website to see uploaded data at any time (including during a match if you are connected to WiFi).
- Time captured for each quarter, every match and cumulative season data will be available.
- Interchanger will give teams, clubs and leagues oversight of game time, but can be used for much more.



FAQS AND SUPPORT

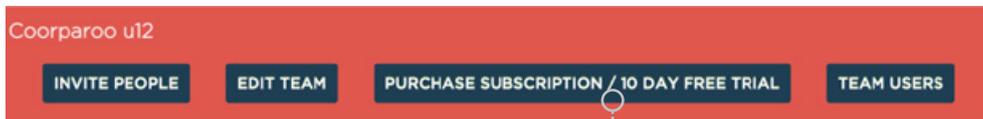
There are a range of tutorial videos and FAQs on our website. To understand available functionality, it is recommended that users view the videos and FAQs at:



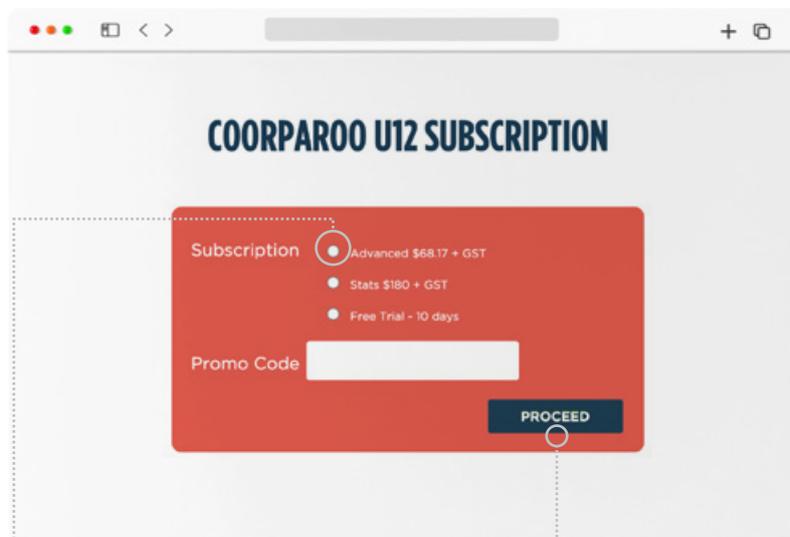
CLUB SET UP

If your league has purchased your subscription the following information will not be relevant. Please skip to the next section in this manual.

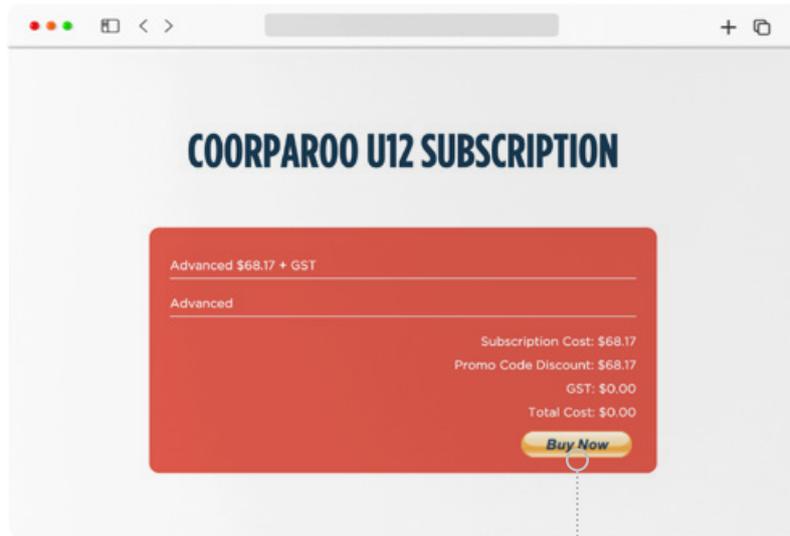
- Interchanger will assist you establish your club account and receive a bulk discount for multiple licences.
- Coupon codes for the licences you have purchased will be generated and provided by Interchanger.
- It is recommended that a club email address is used to establish your account.
- When you create an account you will also be asked to create your first team.
- After successful creation of your account your first team will be available to activate.



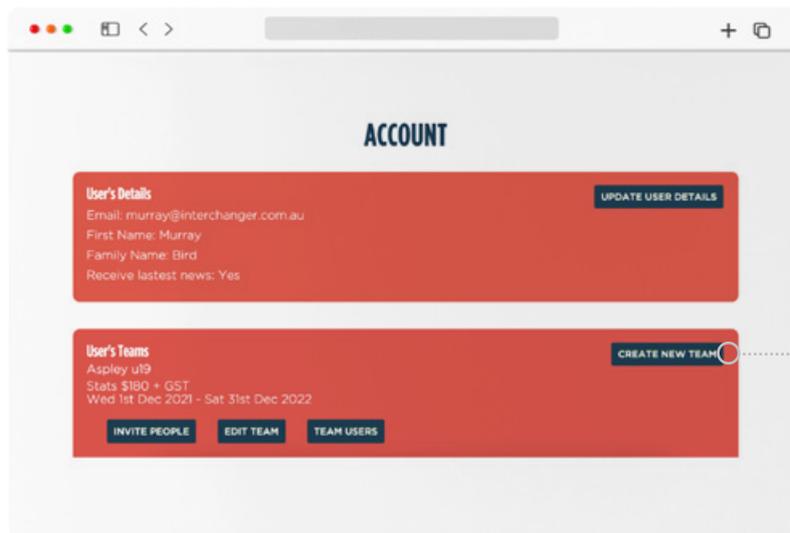
- Click on **PURCHASE SUBSCRIPTION**



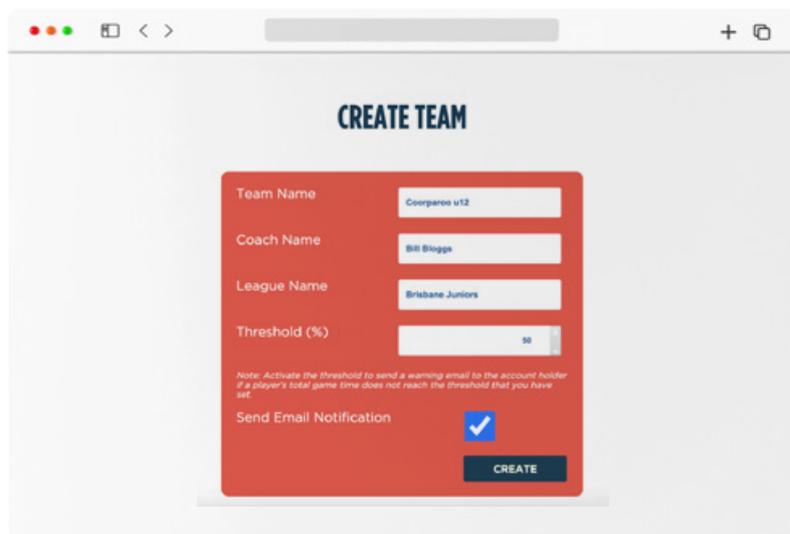
- Choose **Advanced** and enter the coupon code provided.
- Click on **PROCEED**



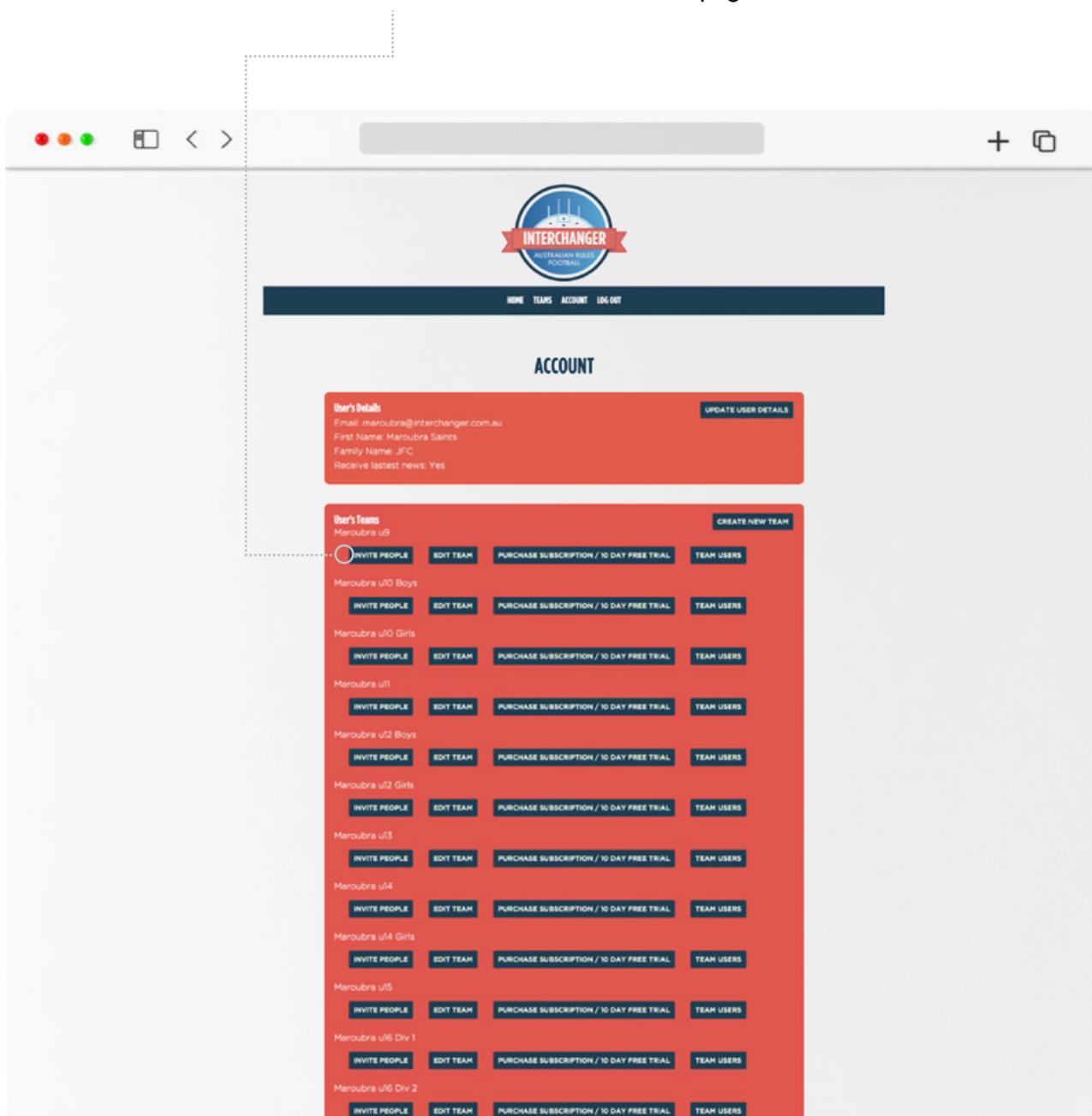
- Click on **BUY NOW** and your first team will be activated
- To create more teams go to **ACCOUNT** and choose the **CREATE TEAM** icon.



- Follow the process above for each new team that you create

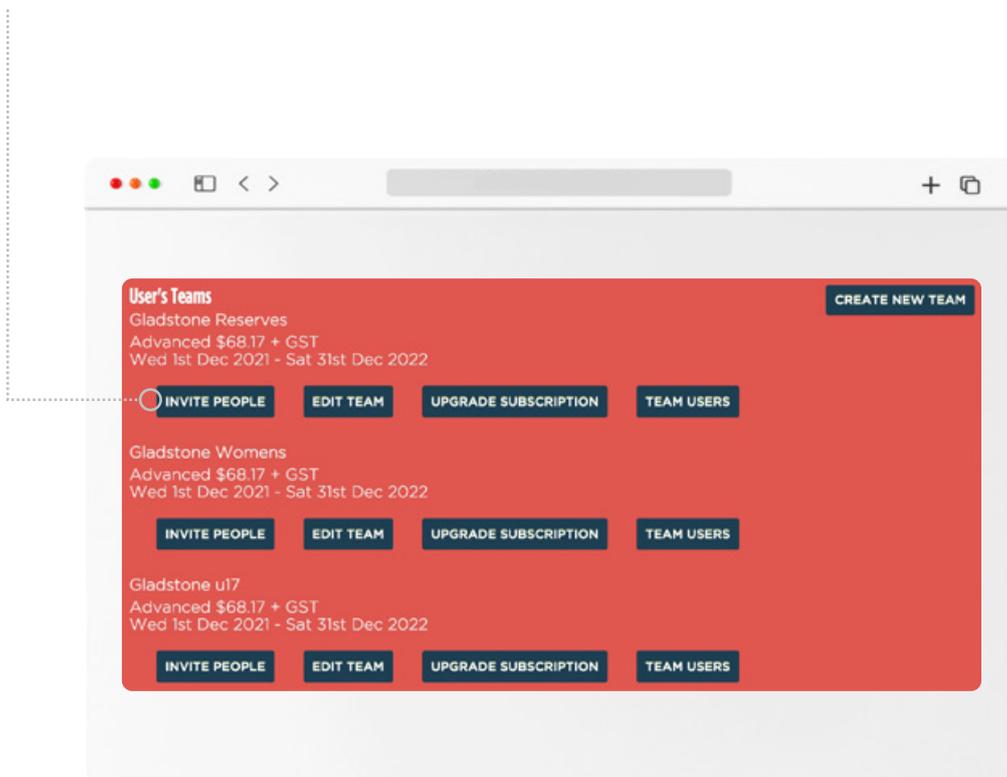


- It is here where clubs can establish a minimum threshold for game time for each team.
- You can choose to receive an email alert if any players within the club fail to achieve the minimum game time threshold.
- All members (e.g. coaches, assistant coaches and team managers) who have access to individual teams (see INVITE PEOPLE function later in this manual) will also receive this alert email.
- Once the team is created, activate using coupon codes provided. You will now be able to INVITE PEOPLE from the ACCOUNT page

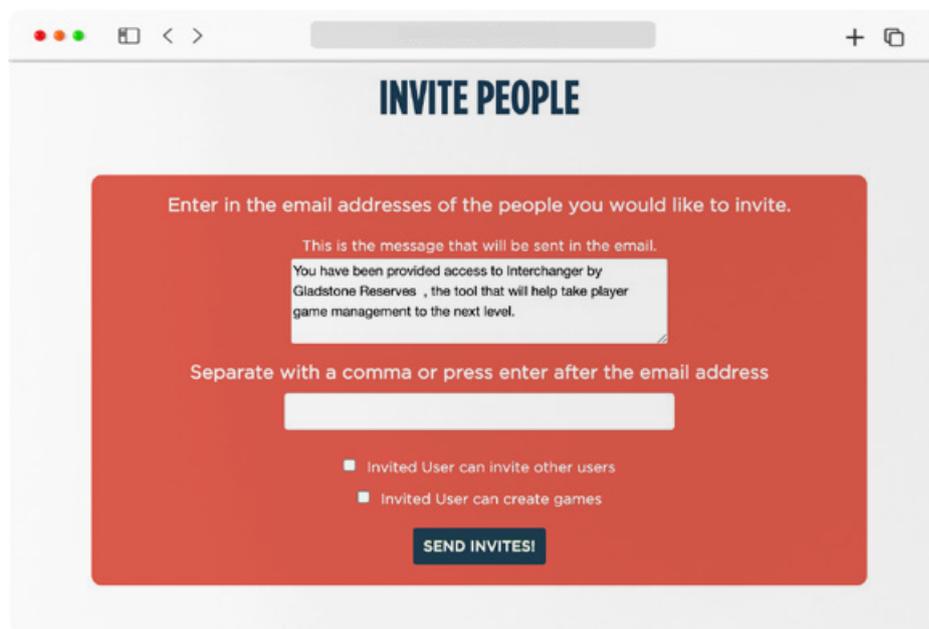


CLUB REGISTRATION VIA WEBSITE

- A club must have a designated email address for the administration of their teams. This will enable the appropriate club personnel to have oversight of all teams and their data.
- If you are operating under a LEAGUE subscription (i.e. your league has mandated the use of Interchanger) your CLUB will be set up for you.
- DO NOT set up your own team. Wait for the club to send you an invite to a team that has been created for you. (You may want to set up your own team to familiarise yourself with Interchanger using the DEMO mode or the free 10 day trial that is offered. The team you create here will not be able to be used under a league/club account).
- Club administrators can set up all of their teams (see videos on FAQ page) or request Interchanger (murray.b@rookieme.com) to assist.
- Once a club has established their teams under the one account they can invite individuals to gain access to their respective team(s).
- A club can invite individual team managers/coaches/assistants/volunteers to their own teams by logging in to their ACCOUNT via www.interchanger.com.au
- **Go to the INVITE PEOPLE function.**



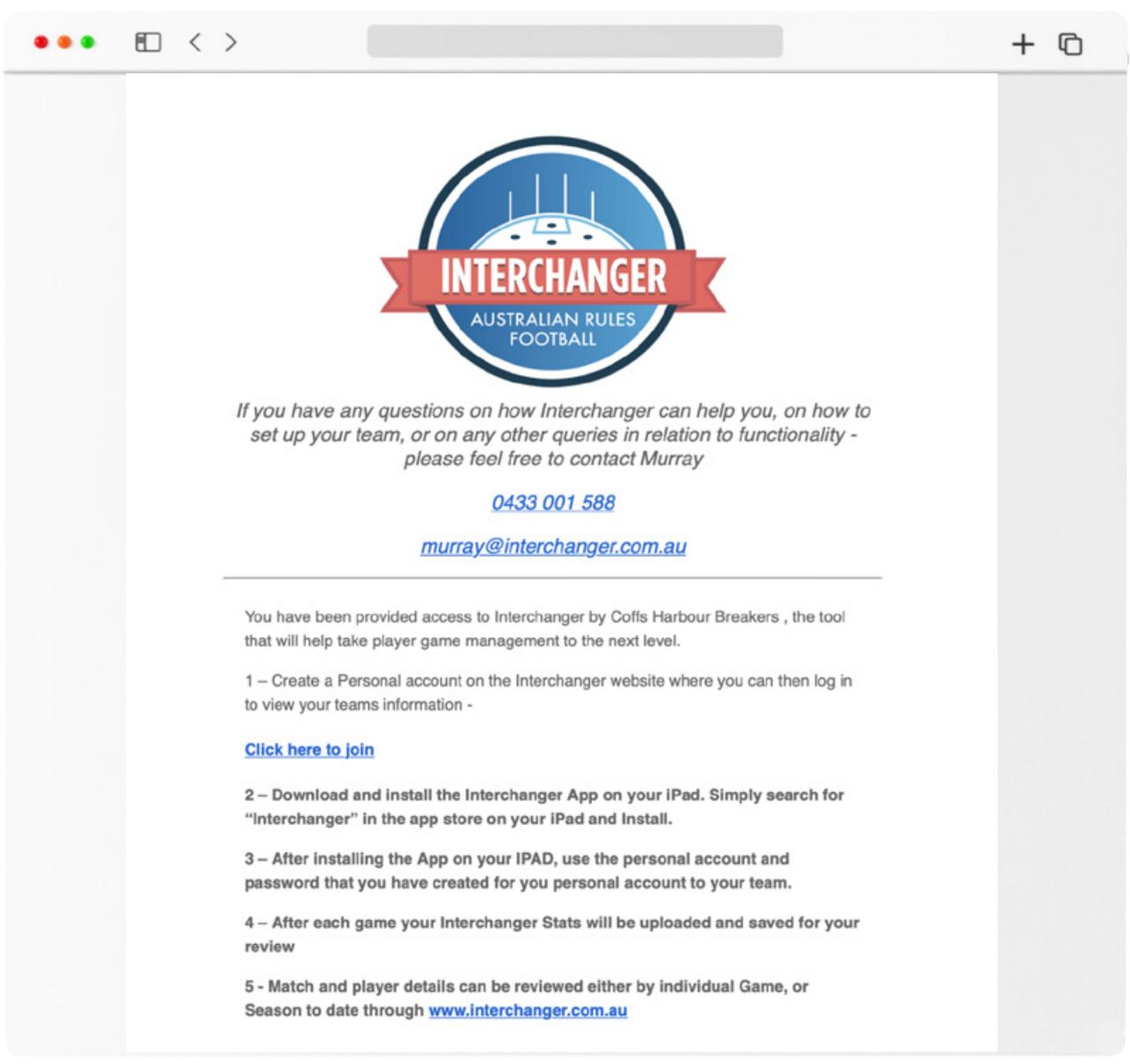
- Click on **INVITE PEOPLE** to see the following screen



- Enter the email address(es) you want to gain access to a particular team.
- Use the two check boxes below where you enter email addresses to allow different levels of access to a team.
- If you want to give another user “viewing rights only” do not click either of the check boxes.
- After receiving the invitation email, you will need to click on the link **Click here to join**.
- This will allow users to sign up and create their own individual Interchanger account for access to their team(s).
- If a user has already created an account they should use the secondary **Click here to join** link.
- If a LEAGUE has set up your teams, the appropriate club coordinators will need to click on the link for all teams they are invited to. (It is important that a CLUB has oversight of ALL teams via one email address).
- One club email having access to all teams is important because the club may want to add or delete users to various teams during a season.
- There is no limit to the number of users per team.
- For club and league accounts only the account owner can remove individuals from access to the team once they have been added.

- After creating your own password, you will now be able to access the Interchanger platform.

SAMPLE EMAIL



ACCESSING INTERCHANGER

- To input your team, you need to enter the player's names and a playing number via the app. (See videos on FAQ Page)
- To download the app and set up your team you will need to be connected to WiFi.
- 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.



- 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, 14 and 15.
- 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 WiFi to log back in.
- You do not need to be connected to WiFi on match day for the app to work.
- You will need to connect to WiFi at some stage post-match, to allow the data to upload to the server.
- Most clubs and leagues prefer that this information is made available on the Interchanger server as soon as possible after completion of the game.

SETTING UP YOUR TEAM

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

.CSV FILE UPLOAD

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

- Date of Birth can be entered as 00/00/00 for each player.
- The player ID number can also be entered as 000000 for each player.

MAKE SURE YOU HAVE NO DUPLICATE NUMBERS

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	Watten	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

MANUAL ENTRY

- You must enter a player number and first and last name.
- You are not required to enter date of birth, email addresses and ID numbers if you are manually entering player details.
- You do not need to colour-code players or enter details on player time limits for basic use of Interchanger (see notes on Alert System on page 20). If your coach does not wish to have player alerts then it is recommended that you set the limits for each player to zero, so alerts are not activated during games.
- Player images can be used to assist new users who are unfamiliar with players. Any photos will only be able to be viewed on the iPad on which they are uploaded.
- 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 (for 18-a-side games) — 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

Interchanger caters for:

- On-field ranging from 7-a-side to 18-a-side;
- Bench ranging from 0 to 12 players.
- Changes to on-field and bench numbers can be made in the Game Settings in the app, before you commence a game (see FAQ videos on www.interchanger.com.au).

MULTIPLE iPADS

- The Interchanger platform is cloud-based.
- So, if you forget your iPad on match day or your iPad breaks or is lost/stolen, you will be able to access another iPad, download Interchanger and LOGIN.
- Logging in on another iPad will pull your team list down from our server to enable use of your account. You will need to be connected to WiFi to connect to our server.
- When editing a team list (deleting or adding players) it is recommended that you use the original iPad on which you set up the team.
- Adding and deleting players from different iPad can lead to issues with duplication of players.
- If you experience duplication of players please contact Interchanger for rectification.

ZONES

- AFL Junior Policy recommends the rotation of junior and youth players through different positions.
- Interchanger can assist with implementation of this policy.
- Time on ground can be measured forward, mid-field, defence and bench (and injured).
- These times are collated cumulatively on the website and can be viewed for the whole season.

5-5-5 FOR 15-A-SIDE

- To facilitate measurement of “time-in-zone” for a formation of 5 forwards, 5 midfielders and 5 defenders in 15-a-side games, once inside a game the user can move players prior to game starting as per the screenshot below.
- Player icons can be dragged and dropped in the empty place-holders to configure the formation of your line-up as you see fit.
- These formations can be changed at any time prior to the match and also during the match.

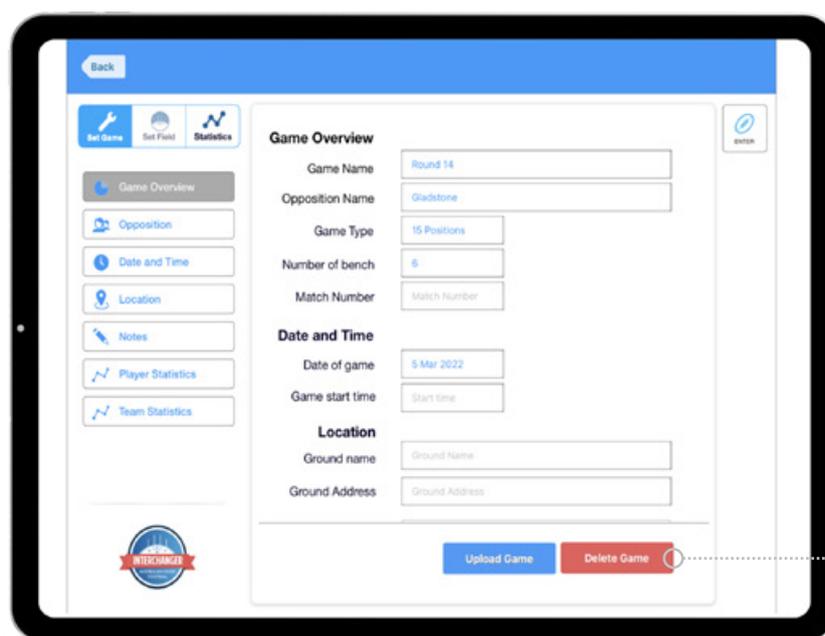


GAME SET UP

It is recommended that users spend at least 10 minutes on a mock game before their first 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 WiFi to delete your mock game(s).



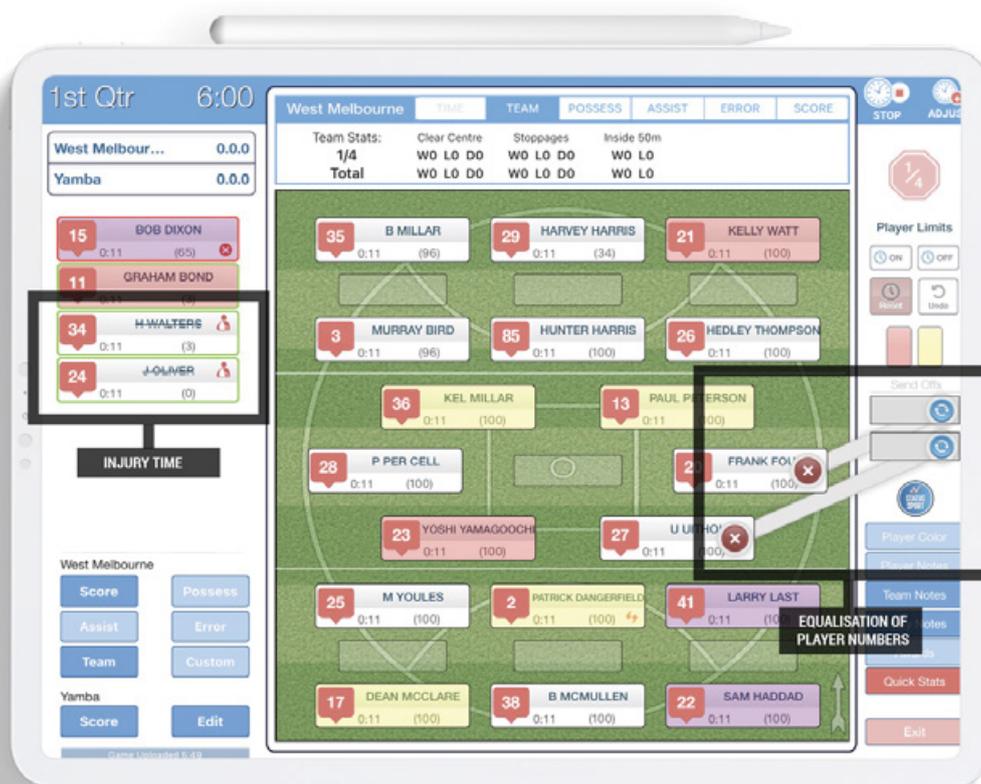
- After you have entered your team. Go to **TEAM** and press **NEW GAME**.
- Enter the following details to proceed:
 - **GAME NAME** (e.g. Round 1);
 - **OPPOSITION NAME** (e.g. Harvey Bulls);
 - **GAME TYPE** (e.g. 7-to 18-a-side) ; and
 - **NUMBER BENCH** (e.g. 0 to 12)
- The playing numbers and bench size can be changed/alterd each week; and also be changed/alterd 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 the player's name when they return to the bench. Injury time will be recorded and not added to their bench time.

EQUALISATION OF PLAYING NUMBERS

Use the send-off area on the right hand side if you need to reduce playing numbers in match. (Eg. 18 players and for equalisation purposes you need to reduce numbers to 17)



NOTES

- There are a number of unusual and infrequent scenarios that may arise on match day. It is recommended that you use the **Notes** function to comment on these scenarios.
- 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 a match.
- The notes section of the app is accessible pre-, post- and in-game. Notes made will be visible to league/club officials when they are assessing the game time from matches.
- Notes can be added to a player (tap the player and then tap PLAYER NOTES) or more generally for the team (tap anywhere on the game screen except on a player and then tap TEAM NOTES).

TOP UP PLAYERS

The following solutions can 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 10).

GAME UPLOAD

To ensure your data has been uploaded when the game is completed, make sure you are connected to WiFi, return to the **SET GAME SCREEN** and use the button at the bottom of the page **UPLOAD GAME**.

EMAILS FROM INTERCHANGER

The league/coaching-coordinator/team contact will receive an email if a player does not reach the club/league's agreed time threshold (e.g. 50% or 75% of game time).

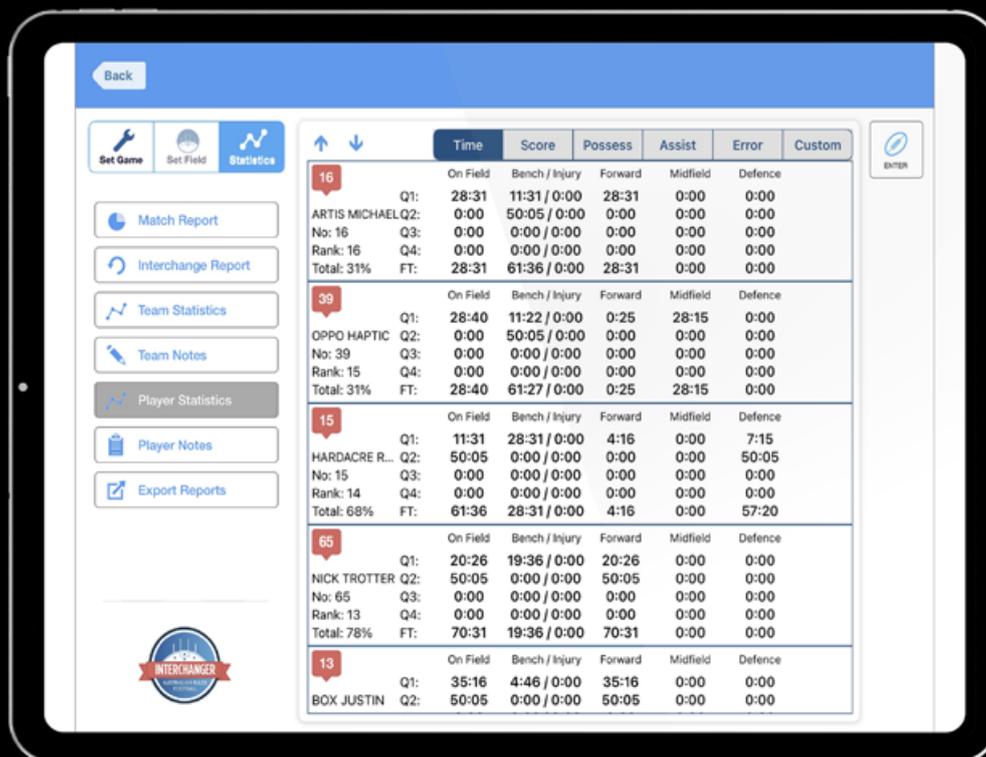
This is an alert feature, which draws attention and notifies the representative(s) of this event.

There may be 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 the game. These reasons should all be written in the notes area with explanation.

ACCESSING INFORMATION AT GAME BREAKS

To access a sortable list of game time at a break in the match press the EXIT button in the bottom right hand corner of the home game screen.

Go to Player Statistics and use the two blue arrows to toggle between most time-on-ground and least time-on-ground.



VIEWING GAME DATA LIVE

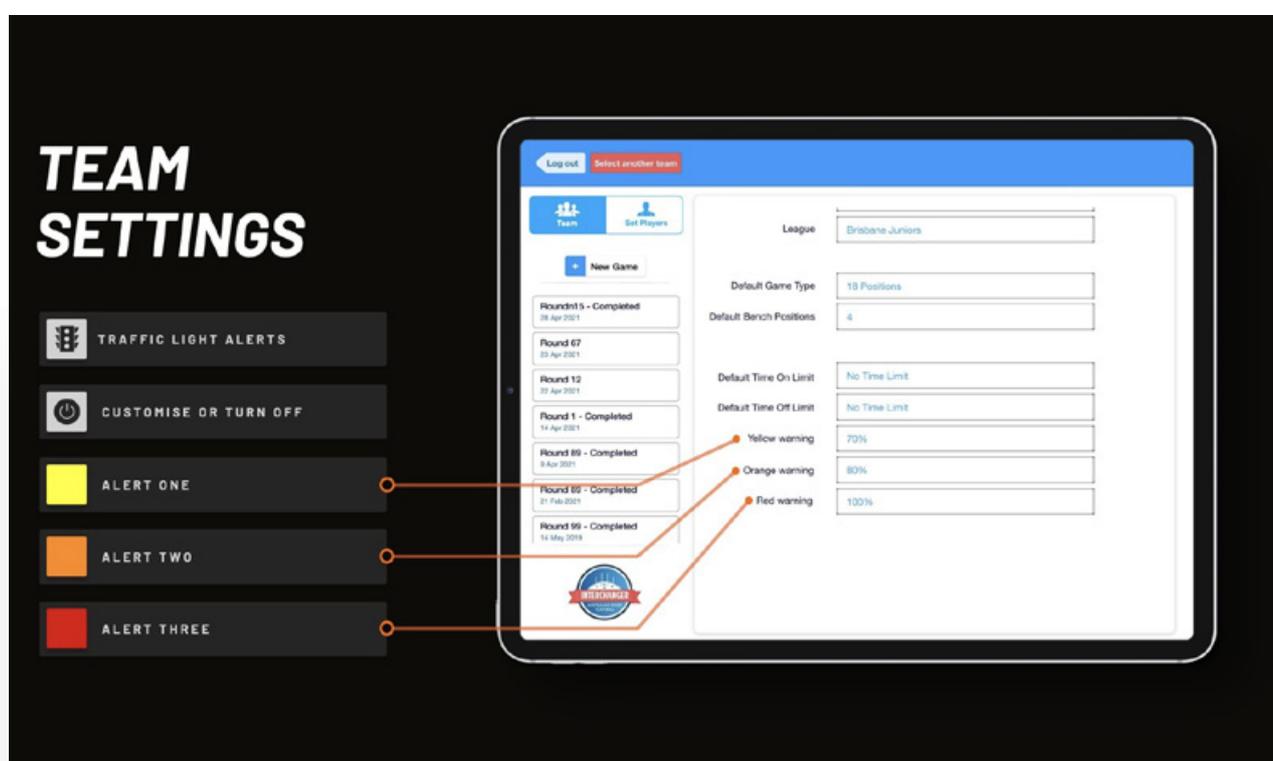
- Interchanger data can be accessed LIVE via our website if a user is connected to WiFi.
- This means the coach and assistant coaches can view game time (and other) data without having to ask the person using Interchanger.
- An Interchange Steward could be entering information 100 metres from the coaches bench and the coaching staff can see this data on the Interchanger website.

MATCH TIMES

PLAYER	ON	% ON	AVG ON	OFF	% OFF	AVG OFF	% FWD	% R
Russ BARNES	00:00	0%	00:00	28:57	100%	14:29	0%	0%
Steel Harry	00:00	0%	00:00	28:57	100%	14:29	0%	0%
Fynes-Clinton Simon	3:12	11%	3:12	25:45	89%	12:53	0%	0%
Nishant KOHLI	26:29	91%	8:50	2:28	9%	2:28	87%	0%
Peter PERFECT	26:39	92%	8:53	2:18	8%	2:18	0%	3%
Bandy Sam	27:39	96%	13:50	1:18	4%	1:18	96%	0%
Adham DIMACHKI	28:03	97%	14:02	0:54	3%	0:54	0%	97%
Faulkner Aidan	28:57	100%	14:29	00:00	0%	00:00	0%	100%
Marsh Darcy	28:57	100%	14:29	00:00	0%	00:00	0%	0%
Horvath David	28:57	100%	14:29	00:00	0%	00:00	100%	0%
Bill GRAHAM	28:57	100%	9:39	00:00	0%	00:00	4%	0%
Gab HASIMOTO	28:57	100%	14:29	00:00	0%	00:00	0%	0%
Wratten Jack	28:57	100%	14:29	00:00	0%	00:00	100%	0%
Apted Jacob	3:46	100%	3:46	25:10	0%	8:23	13%	0%
Lewis James	28:57	100%	14:29	00:00	0%	00:00	0%	0%
Ryan Joshua	28:57	100%	14:29	00:00	0%	00:00	0%	100%
Box Justin	28:57	100%	9:39	00:00	0%	00:00	0%	2%
Hood Matthew	28:57	100%	14:29	00:00	0%	00:00	100%	0%
Artis Michael	28:57	100%	14:29	00:00	0%	00:00	0%	100%
Jason REID	28:57	100%	14:29	00:00	0%	00:00	0%	100%
Hardacre Russell	28:57	100%	14:29	00:00	0%	00:00	0%	0%
Spencer Tobi	28:57	100%	14:29	00:00	0%	00:00	100%	0%

ALERT SYSTEM

- The user has the ability to **set** each player for a certain amount of time on the field, each quarter.
- Coaches interested in optimising player performance, reducing fatigue and the risk of injury — may benefit from utilising this optional feature.
- Coaches wishing to provide opportunities for players in different positions, may also find this useful.
- Interchanger's alerts works on a **traffic light system**; 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.
- If this feature is activated on a player they will be marked with an X on the game screen when their "total game limit" is reached, signifying that they should be removed from the field.
- The **default** setting is zero for this feature and it will only activate when you input a time.

ON FIELD ROTATIONS

This feature is ideal for guiding the movement of a 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. If colour coding is not activated the player's icon will appear as white on the match day screen.

PLAYER SETTINGS

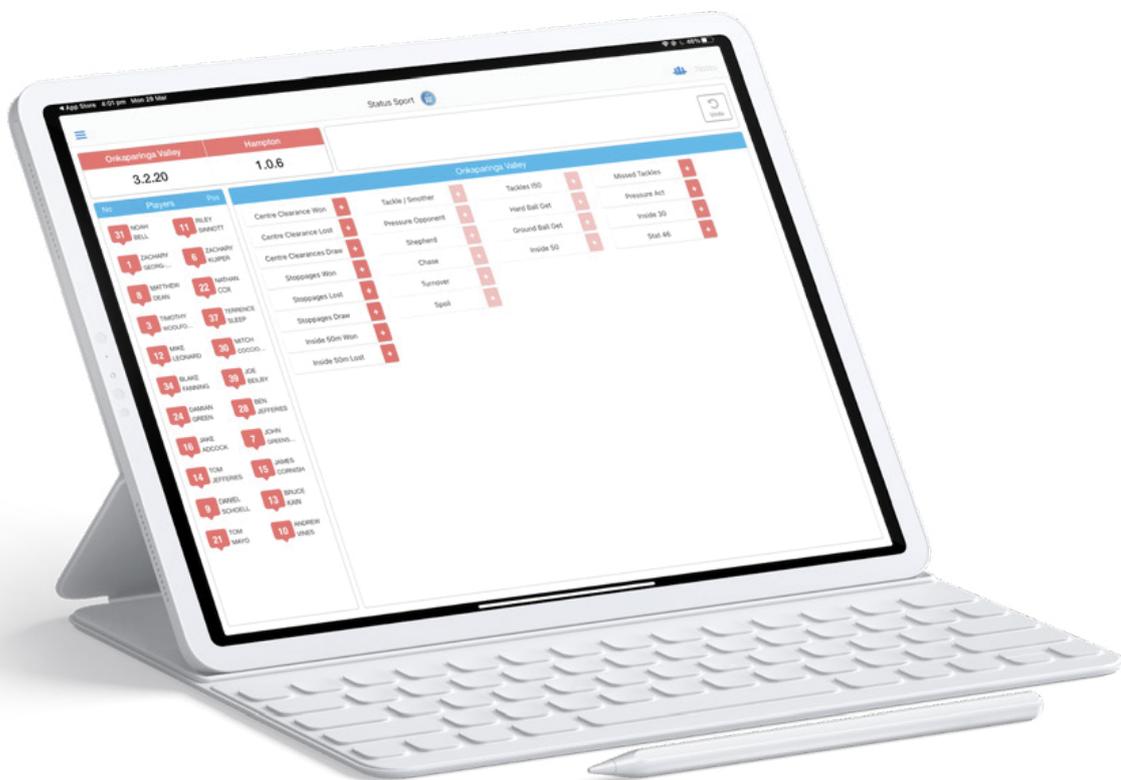
- COLOUR-CODING
- TIME ON-FIELD
- RECOVERY TIME ON BENCH
- TOTAL GAME LIMIT
- ON FIELD ROTATIONS

SCORING AND STATS

- Your subscription allows the adding of stats from the iPad you are using for player rotations. See the video on the FAQ page of www.interchanger.com.au
- You will not be able to EDIT stats after you have closed off the last quarter and finalised a game.
- Users can choose from a list of team and individual stats that are hard-wired into the app.
- You will also be able to customise any team or individual stat you desire.

STATS FROM OTHER DEVICES

- To add stats from other devices you will need to upgrade to our STATS package. To facilitate an upgrade please contact murray.b@rookieme.com
- For more information on stats from other devices see the videos on www.interchanger.com.au



CUMULATIVE DATA FOR THE WHOLE SEASON

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

The screenshot shows a web interface titled "TEAM CUMULATIVE STATS" with a sub-header "PLAYER TIME STATS". It includes a "Year" dropdown set to "2020" and a "Deleted Players" dropdown set to "Hide". A "< BACK" button is visible. The main content is a table with the following data:

PLAYER	#	N	M	B	I	J	%	Avg	%	Avg	%	Avg	%	Avg	%
NORGATE	10	28.33	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	31.54	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%	9.36	15.36	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	13.36	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

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's 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 clearly visible throughout the match
5. Allows for 3-, 4- and 5-way rotations; Caters for send-offs and red and yellow cards
6. Record goalkickers and other stats
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 goalkickers live via Facebook.

APPENDIX 1

LEAGUE ADMINISTRATION

Thank you for purchasing a league account with Interchanger.

Interchanger will:

- Establish a league account and LOGINs
- Provide bulk coupon codes grouped under club names

Leagues will need to supply:

- A list of clubs
- The number of teams within each club
- Example below

CLUB	TEAM NUMBERS
Coorparoo	21 teams
Morningside	12 teams
Wilston Grange	19 teams
Wynnum	8 teams
Zillmere	17 teams

Your league account will enable the administrator to:

- Create and delete teams
- Activate teams with coupon codes provided, or;
- Provide codes to clubs so they can create and activate teams.

Establishing a standardised naming convention for clubs/grades/age groups will assist with viewing data on website and avoid confusion in regard to which team is which.

It is recommended that the league create teams for their clubs to avoid naming anomalies.

(Team names can be changed by the league administration via the ACCOUNT page).

Recommended format: Club - Age Group - Grade (if applicable)

EXAMPLES:

Halls Head Yr 7
 Halls Head Yr 8 Gold
 Halls Head Yr 9-10 Girls Blue
 Halls Head Yr 9-10 Girls White

Coorparoo u10
 Coorparoo u11 White
 Coorparoo u13 Div 2

PREVIOUS SEASONS

If you have used a league account in the past your teams from previous season(s) will be available for viewing, and reuse.

If a team has a majority of players “staying together” and moving to an older age group, you will be able to facilitate the changing of the team name.

Existing teams from a previous season can be:

- Reactivated with the same name e.g. Halls Head u17
- Reactivated with an edited name e.g. Halls Head u17 is changed to Halls Head u18
- Left dormant and not reactivated
- Deleted (not recommended if data exists)

It is recommended that the league provides clubs with a template similar to the one below to enable reactivation of existing teams.

Sample template for rolling over teams in to a new season

CLUB CONTACT EMAIL REQUIRED

2022 TEAM NAME	2021 TEAM NAME
Halls Head Yr 7	Halls Head Yr 6
Halls Head Yr 9-10	Halls Head Yr 9-10
Halls Head Yr 4	New team in 2022
Coorparoo u13 Div 1	Coorparoo u12 Div 2
Coorparoo u17	New team in 2022
Burnie u12	Burnie u12
Burnie u14	New team in 2022
Burnie u16	Burnie u14

APPENDIX 2

Is Interchanger available for Android?

No, it isn't. Interchanger is only available for iOS operating systems running on an iPad, iPad mini or iPad Pro. Status Sport, the statistics assistant application which is available as part of the Interchanger subscription, can be used on any Apple device running iOS including iPhone and iPad.

You do not need an iPad to set up an account or view your data via the Interchanger website. As long as any member of your team has an iPad, you will be able to use Interchanger.

In fact you can use one iPad one week and a different one the next. All your account details and data are stored on our cloud server, and accessible from any device.

All you need to do is sign up on the website and you can use any iPad on match day with your unique username and password.

Do I need to be connected to the internet to use Interchanger?

No. You can operate Interchanger on match day without an internet connection. When you get home and have an internet connection, you can then sync your data with our website.

If you are not connected to the internet during a match, then your data will not be available on our website until you make an internet connection.

However, THE FIRST TIME you use Interchanger you should be connected to the internet. This will enable your registration details to sync down from our website.

Can I invite others to view the data?

Yes. You can invite parents, players, other coaches and club officials to view the data on the Interchanger website. To do this, you need to go to the Interchanger website, log in, and go to the ACCOUNT page. Click on "Invite Others" under the team you wish people to view and just follow the instructions.

Is it available for 18 to 7-a-side?

Yes. Interchanger can cater for all game sizes down to 7 a side. In the game set up, you are able to choose 18- to 7-a-side.

Can I pre-set rotations before the game?

Our experience with **Interchanger Pro** over many years has seen that a system that is flexible works better for the majority of teams.

You can set a rotation (even before the match begins) well before it is due to be activated. And when you do activate it, and the player comes to the bench, you just need to press one button.

Can I get the forwards to display at the bottom of the screen, rather than the top?

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.

Is there a manual for junior clubs/leagues?

Yes, click here to access the manual - <https://help.rookieme.com/interchanger-manual>

Is there a webinar for junior clubs/leagues?

See FAQ page on website.

As the coach, how do I see the data if it is being entered by someone who is not close to the bench?

If you are connected to wifi you will be able to view your match-data live as the game progresses by logging in to your account on the website.

When I set up my team for a game of 15-a-side it shows the formation as 6 forwards/3 midfielders/6 defenders. Can I change this configuration?

Yes, once you enter the game and before you start the game you can change the positions on the field to various configurations (e.g. 5-5-5 or 5-6-5 for 16-a-side).

Can I add extra teams to my account?

Yes. Login to your account on the website, go to the ACCOUNT page and use the CREATE TEAM button. From there follow the prompts to activate your subscription.

What is required to set up my team?

You only need to enter the player's name and number. Player Id and email addresses are not required.

What is required for game set up?

Game name: e.g. Round 1

Opposition name: e.g. Gladstone

Game type: (choose from 7- to 18-a-side)

Number of bench: (0 to 12)

Match number: (only required if you have subscribed to LIVE SCORING)

Date of game: Not required (will autofill)

Game start time: Not required

Ground name: Not required

Ground address: Not required

MAKE SURE YOUR TEAM IS SETTLED BEFORE you press ENTER.

This will ensure you don't have to reset the game if you have any late changes, late arrivals, injury in warm-up etc.

Can I practice on a dummy game?

Yes, it is recommended that new users set up a dummy game and have a play with the features before using Interchanger live. To maintain integrity around your cumulative season data it is recommended that you delete any dummy games.

Can I delete a game?

Yes, you can delete a game from the iPad on which you have entered data. The delete button is on the game setup page.

How do I UPLOAD a game?

You can operate Interchanger and upload after the game when you are connected to Wifi. You will find an UPLOAD GAME button on the game setup page inside the app.

If a player does not show up, or is a late arrival, what options do I have?

1. If it is prior to the game, you can go back and reset the game, reducing playing numbers or bench numbers as appropriate.
2. Mark the player as injured and make a note.
3. Just make a note so the club/league is aware of this anomaly.

If a player leaves the game before the finish, what options do I have?

1. Mark the player as injured and make a note.
2. Just make a note so the club/league is aware of this anomaly.

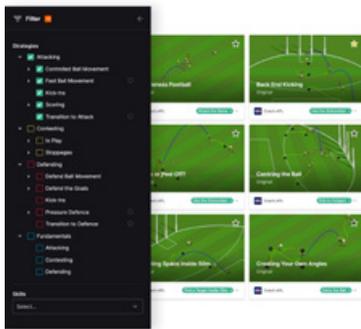
If playing numbers change during a match (e.g. for player equalisation purposes) can I reduce the number of players on the field?

Yes, use the SEND OFF area on the right hand side of the home screen - see the Interchanger Manual for more information. <https://help.rookieme.com/interchanger-manual>



CoachAFL and Rookie Me have partnered together to provide all accredited coaches of Australian Football with an innovative online platform, set to take your coaching to the next level.

Rookie Me Coach has been developed with an education-first approach to coaching. Using easy step-by-step animations, smart technology, and AFL developed insights, coaches can browse, learn, plan and execute training sessions that are engaging and purpose driven.



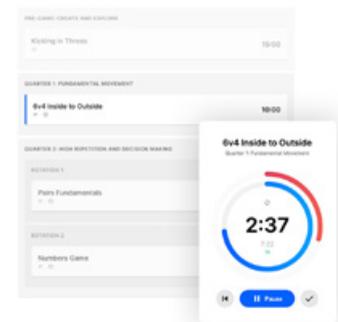
TRAINING ACTIVITIES

Access an extensive library of training activities, covering moments and skills of the game.



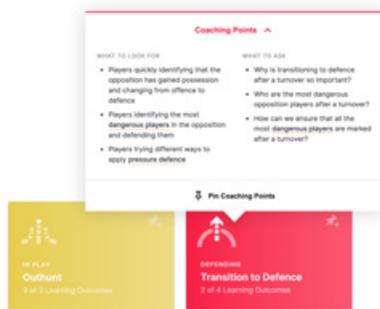
STEP-BY-STEP GUIDE

Explore a simple, step-by-step animated walk-through of how to setup and run the activity.



TRAINING SESSIONS

Utilise training sessions designed by expert coaches, or start from scratch to suit your team's vision.



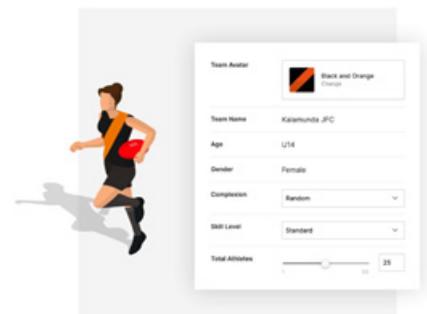
EDUCATION

Understand the purpose behind every training activity and session through education and coaching tools.



OFFICIAL AFL CURRICULUM

Gain access to exclusive AFL coaching resources tailored for the team you coach.



TAILORED FOR YOUR TEAM

Setup your teams customising age, gender, team size and appearance, to personalise your experience.

BROUGHT TO YOU BY
ROOKIE ME



THANK YOU.

MURRAY BIRD
HEAD OF GAME DEVELOPMENT

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SCAN FOR FAQS



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