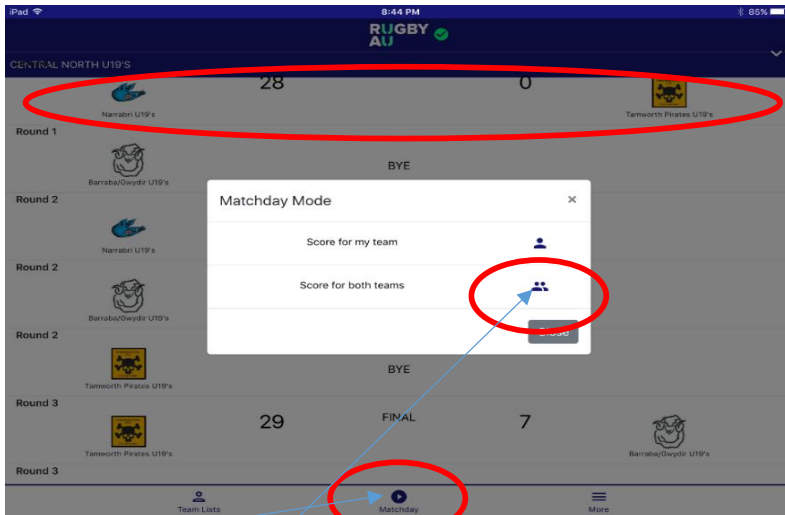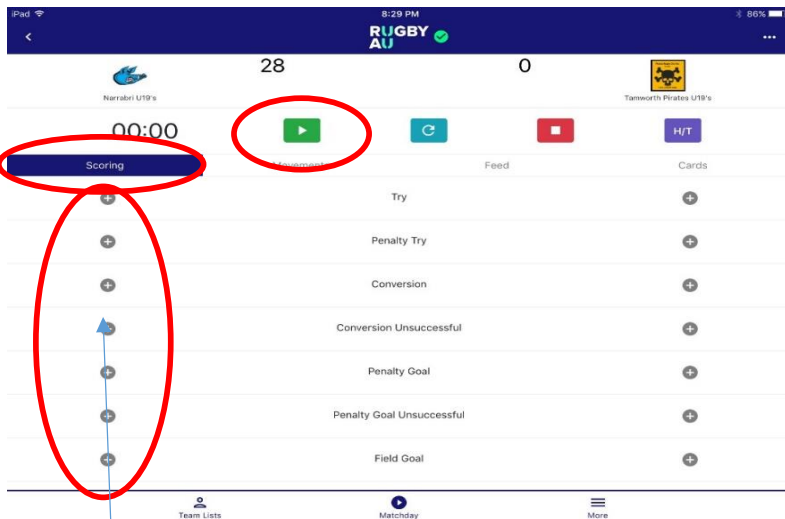# Central North Rugby Union

Select match day at bottom, select game to be scored and choose to score for your own team or both teams.
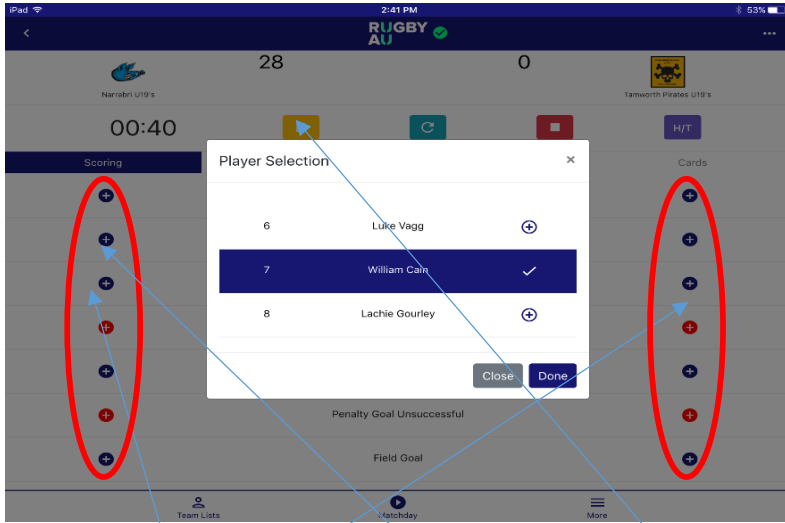

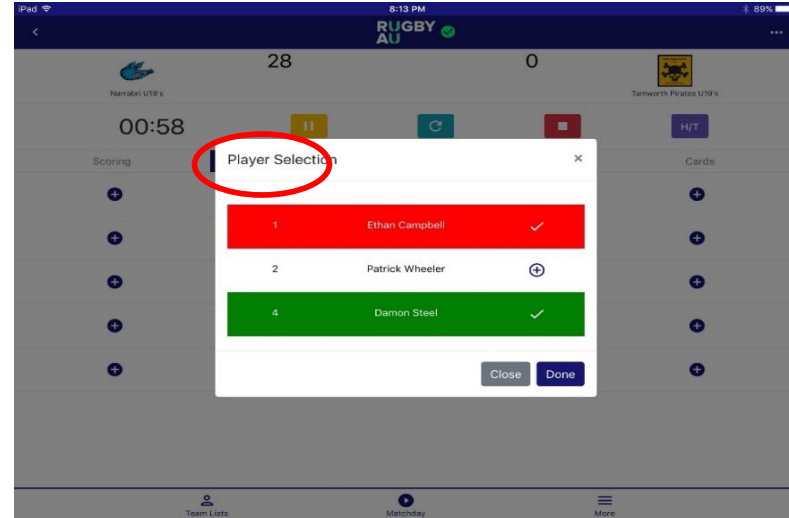Use the 3 dot menu at top right to add players to teams

Hit green play button to start clock. Play button will change to yellow pause button to show game is running. Scoring buttons will highlight to show they are active. Inactive Active
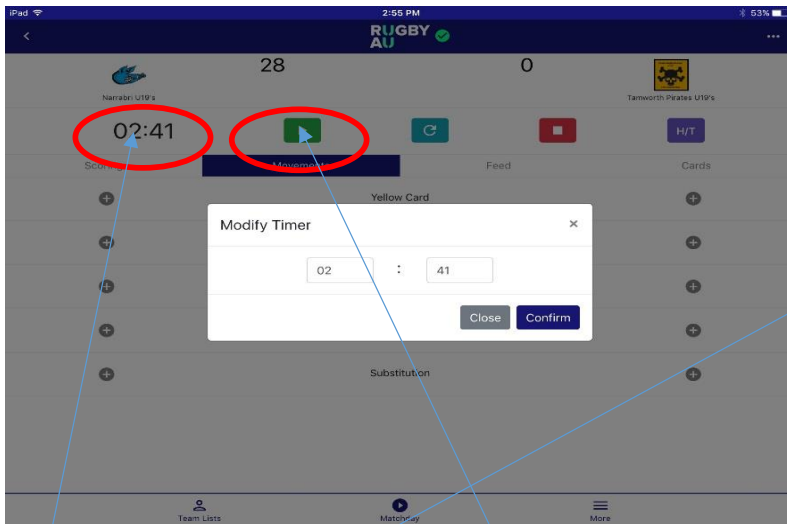

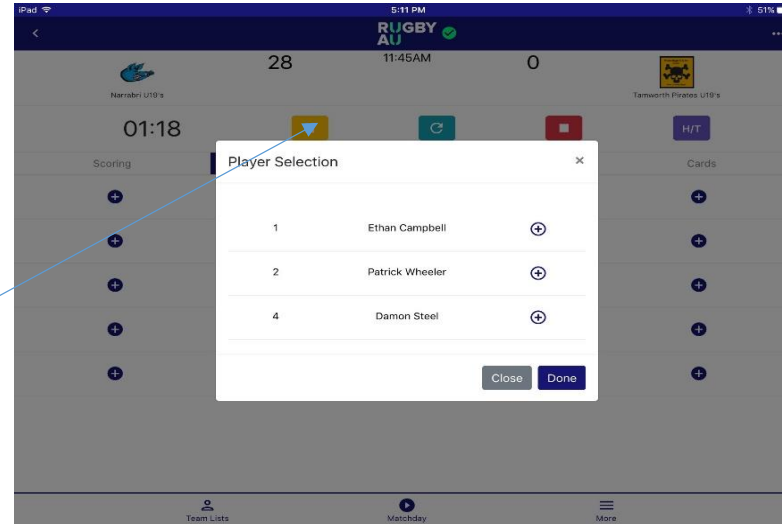
Green indicates that app is on line.

When adding a score, a drop down box will appear to select the player who scored. Home scoring. Away Scores. Scoring active with yellow pause button.
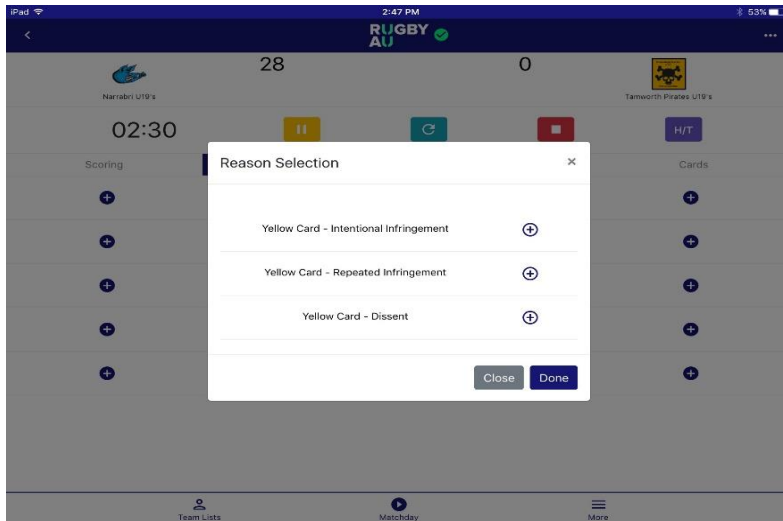

Use movements tab (hidden behind circle) to make substitutions - select off (red) then on (green) in the one screen before pressing done..
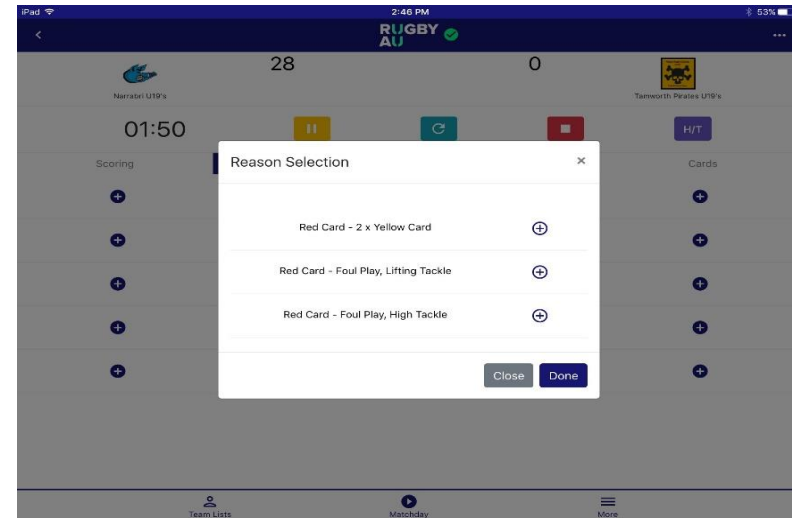

To adjust the match timer press yellow pause button to stop game then press near or on the clock to bring up change box. Press green play button to restart the clock with the correct time.
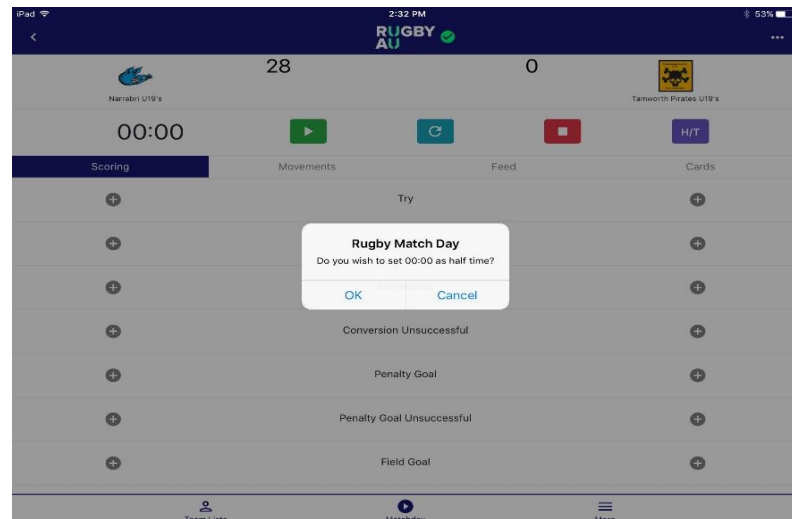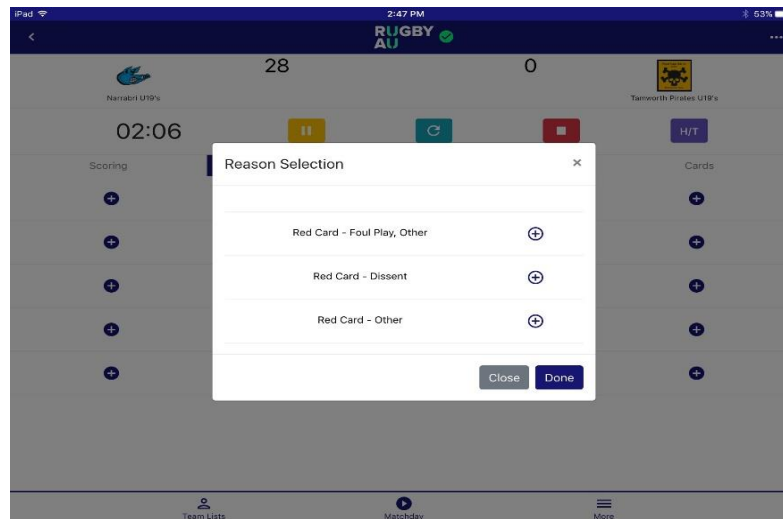

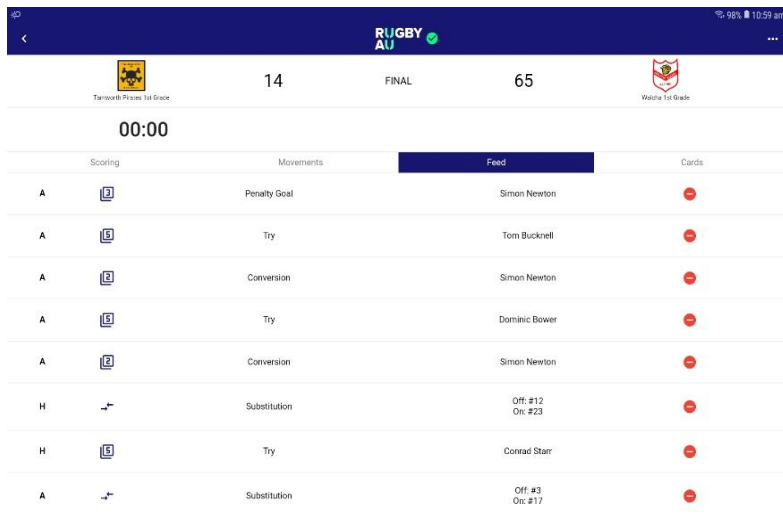When adding a movement a player selection box will appear.

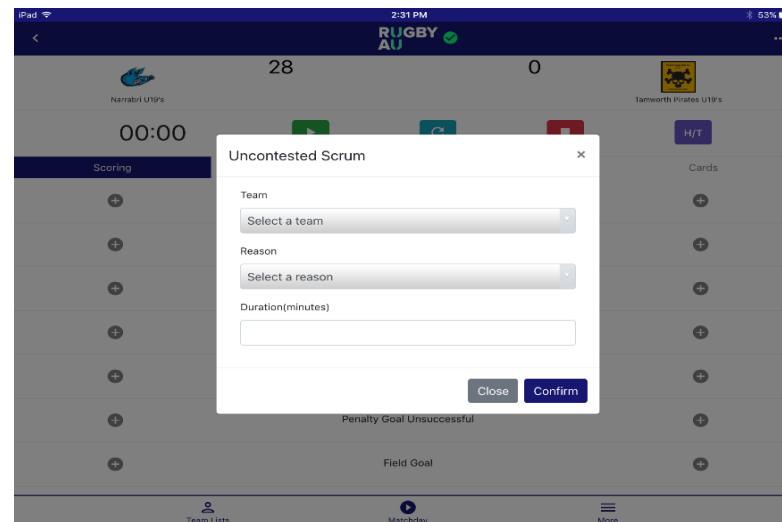Scroll down the reason selection to see one more yellow reason

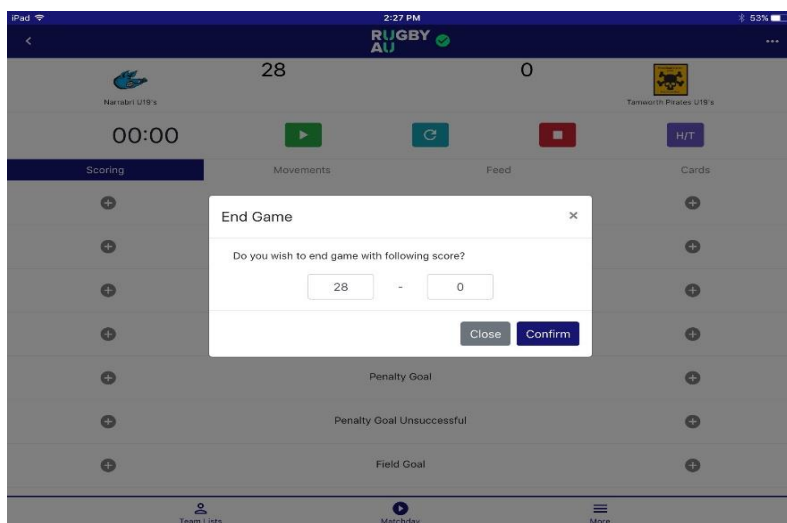There are more red card reasons if you scroll down.

Do not reset the timer to zero at half time. Press cancel to allow the clock to run on from the first half. If reset to zero all points will be shown as being scored in the 1st half.
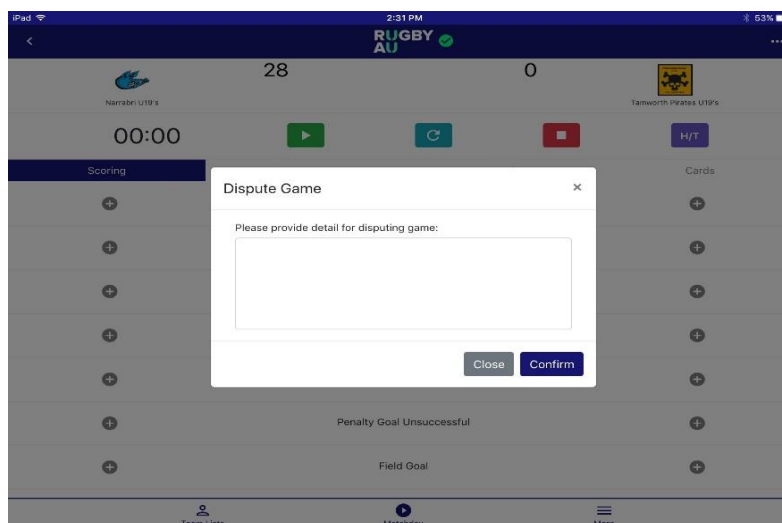
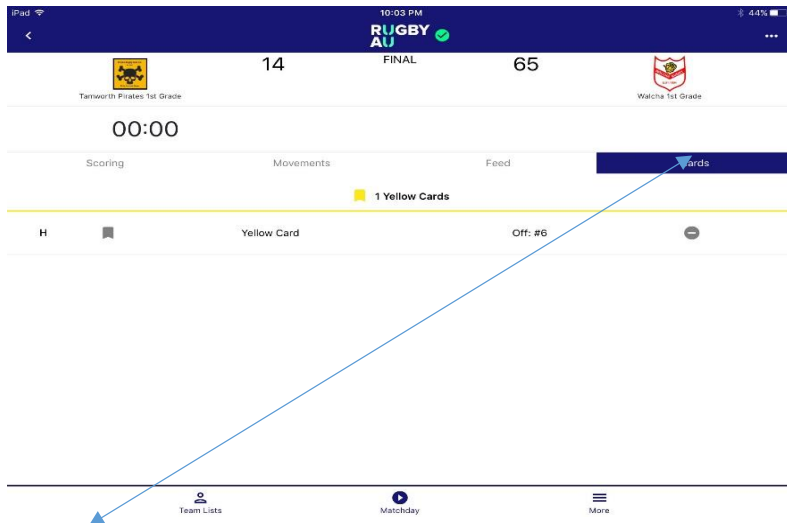Use the feed button to remove any items that may be incorrect.

use the top right 3 dots menu to record uncontested scrums.

Once scores and movements are all recorded correctly End the game. This will update ladders.

If a team disagrees with the recorded result use the dispute game menu to record the reason

The cards tab lists all cards issued for the match. The referee should check these and agree that they are all accounted for. Cards also appear in the 'Feed' tab.