

# Online Match Record

## Floorballflash

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## Login and select the game

Use your username and password to login to <https://portal.floorballflash.at>. At first the current and future match records will be displayed. Match records can only be edited on the day of the game. Before and after this date, the club has no access to the games.

You can open the match record if you click on the link in the last column.

Date	Time	Competition	Home	Away	Phase	Report
10.09.2018	15:30	Bundesliga Herren	KAC Floorball	SU Wiener FV	Grunddurchgang	<a href="#">Go to match report</a>

## Fill in the match record

The online record helps you to input the needed data in the right ordering. On the top of the match record a hint is shown, which tells you about the next needed steps.

Select game secretariat

**KAC Floorball****SU Wiener FV**

**Base data**

Game details	Secretariat	Referees	Timeout (Home) Remarks
Spectators	<input type="text"/>	<input type="text"/>	Time: <input type="text"/>
Real start of game	<input type="text"/>	<input type="text"/>	Ordering: <input type="text"/>
Real end of game	<input type="text"/>	<input type="text"/>	<b>Timeout (Away)</b>
			Time: <input type="text"/>
			Ordering: <input type="text"/>

SaveClose match recordClear cacheMatch record is open and can be edited.

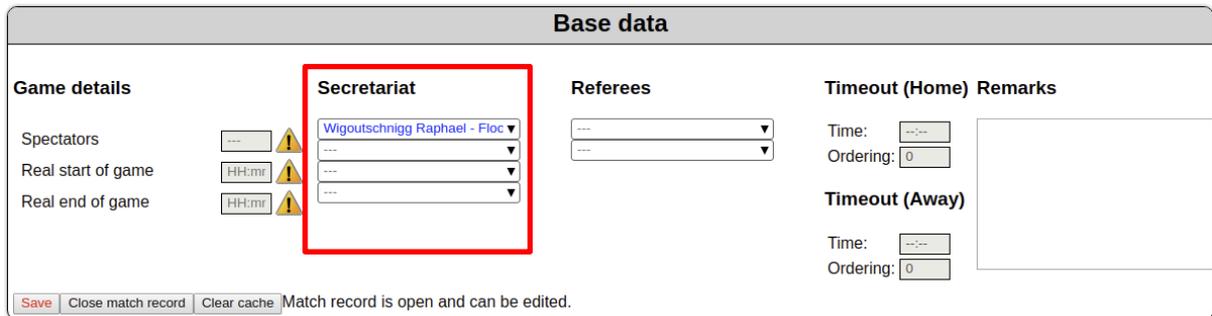
The ordering to fill in the match record correctly

- Secretariat
- Squad incl. starting goalie and line-up
- Team staff
- Real start of the game
- Goals/Penalties/Penalty shots/Missed Penalty Shots (all events of the game)
- Goalie saves
- Real end of the game
- Close the match record

## Basic Data

### Secretariat

At first you have to select the game secretariat.



The screenshot shows the 'Base data' form. The 'Secretariat' dropdown menu is highlighted with a red box. The form includes fields for 'Game details' (Spectators, Real start of game, Real end of game), 'Referees', 'Timeout (Home)', and 'Timeout (Away)'. The 'Remarks' field is empty. At the bottom, there are buttons for 'Save', 'Close match record', and 'Clear cache', along with the text 'Match record is open and can be edited.'

If a person of the secretariat cannot be selected, please add this person as part of you club (club > manage persons) like players are created. If there are any problems, please fill in the name of the person in the remarks field.

### Referees

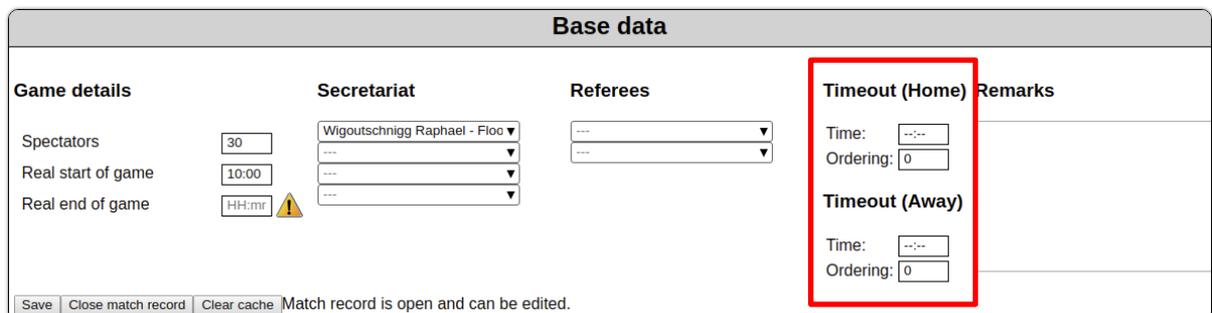
If no referees are selected or if the selection is wrong, please select the referees. If a referee doesn't exist, please write a note in the remarks field.

### Details

Before you can add game event you have to select the real start of the game. The spectators count should be added after the first period. The end of the game to be set before the match record is going to be closed.

### Timeout

Timeouts can be set right beside the referees.



The screenshot shows the 'Base data' form. The 'Timeout (Home)' and 'Timeout (Away)' sections are highlighted with a red box. The form includes fields for 'Game details' (Spectators, Real start of game, Real end of game), 'Secretariat', 'Referees', 'Timeout (Home)', and 'Timeout (Away)'. The 'Remarks' field is empty. At the bottom, there are buttons for 'Save', 'Close match record', and 'Clear cache', along with the text 'Match record is open and can be edited.'

## Game data

### Squad / Team staff

To add the squad, you have two different ways.

#### Add squad from scratch

To add players to the squad, you have provide the following data: **Person, Number, Position, Captain**

To select the starting goalie, select the proper value in the "Position" column. Set the value in the captain column to true, to select the captain.

By clicking on „create“ you can create another entry in the squad table. If you want to save the squad, please click on "save" below the table.

An example is given below.

**Squad/Team staff**

Load squad of another game:

Load squad of another game:

Person	Nr.	pos	Kapitän	Person	Nr.	pos	Kapitän
Kramer Michael 162	88	Linker Flügel - 3. Linie	nein	Rousal Philipp 345	1	Goalie Starting	nein
Trenner Dennis 150	1	Goalie Starting	nein	Moosburger Felix 60	2	Linker Flügel - 1. Linie	nein
Wigoutschnigg Raphael 159	63	Linker Verteidiger - 3. Linie	nein	Neuroth Rainer 216	3	Rechter Flügel - 1. Linie	nein
Sterniczky Thomas 153	8	Rechter Verteidiger - 2. Linie	nein	Wasshuber Jakob 224	4	Center - 1. Linie	nein
Höfferer Henrik 151	4	Linker Verteidiger - 2. Linie	nein	Miglinci Philip 77	5	Linker Verteidiger - 1. Linie	nein
Kalles Alexander 217	22	Center - 2. Linie	nein	Weiß David 84	7	Rechter Verteidiger - 1. Linie	nein
Pfleger Patrick 157	12	Rechter Flügel - 2. Linie	nein	Arnold Nikolaus 115	16	Linker Flügel - 2. Linie	nein
Lutter Torsten 148	11	Linker Flügel - 2. Linie	nein	Skornschek Jörg 258	15	Rechter Flügel - 2. Linie	nein
Kruggel Thomas 156	17	Rechter Verteidiger - 1. Linie	nein	Neumann Patrick 64	9	Center - 2. Linie	nein
Dworzak Christian 207	13	Linker Verteidiger - 1. Linie	nein	Clar Peter 118	14	Linker Verteidiger - 2. Linie	nein
Gritsch Michael 249	20	Linker Flügel - 1. Linie	nein	Weiß Lukas 81	6	Rechter Verteidiger - 2. Linie	nein
Pfeifer Andreas 149	19	Center - 1. Linie	ja	Stadler Simon 290	12	Linker Flügel - 3. Linie	ja
Bathe Jochen 147	2	Rechter Flügel - 1. Linie	nein	Rauter Robert 170	11	Rechter Flügel - 3. Linie	nein
				Baker Aaron 80	24	Goalie Extra	nein
				Lang Maximilian 341	18	Center - 3. Linie	nein
				Clar Christoph 238	8	Linker Verteidiger - 3. Linie	nein
				Bohac Martin 472	13	Rechter Verteidiger - 3. Linie	nein

All licensed ok

All licensed ok

The team staff consists of a head and up to four additional members. The head of team staff has to be selected. An example is given below.

Head of team staff

further members

Head of team staff

further members

### Load a squad from another game of this team

Here you can load the squad of a given game. This is useful, if the squad is the same or nearly the same as in the selected game. Especially during youth days this option is useful to avoid double adding players.

### Ordering of Events

Every situation in a game is an event. If you have more than one event at the same time, then you have to set the ordering value to a higher value.

### Goals

In addition to **Time**, **Scorer**, **Assist**, **Period** (period will be precomputed depending on the time) and **PS** (penalty shot), goals can have additional parameters. By clicking on "Details" additional parameters are shown. There are different options like **OG** (Own goal), **EN** (Empty Net – if the team scored in an empty goal), **WG** (Without Goalie – If a team scored without an own goalie) and **DP** (Delayed Penalty – if the goal was scored during a delayed penalty).

Use "create" to add further goals and use "save" to save changed or new data.

An example is given below.

Goals															
Time	Scorer	Assist	PS	OG	EN	WG	DP	Period	Ord	Time	Scorer	Assist	PS	Period	Ord
00:10	#2 Bathe Jo	#4 Höfferer	nein	nein	nein	nein	nein	1	0						
22:23	#19 Pfeifer /	---	nein	nein	nein	nein	nein	2	0						
59:12	#17 Kruggel	---	ja	nein	nein	nein	nein	3	0						

### Penalties

You need **Time, Person, type, start** and **end** in order to create a penalty. Penalty end should only be added after the penalty is finished.

If a goal is scored during a penalty and this goal finishes a penalty, then you can select this time as the end time of the game. This is only possible after the goal has been saved.

Important: As the time of the penalty always the time is noted, when the referee stopped the game for sending a player to the penalty bench.

The type of the penalty is only available in German. The penalty codes are the same like the IFF uses.

An example is given below.

Penalties													
Time	Person	Type	Start	Ende	Period	Ord	Time	Person	Type	Start	Ende	Period	Ord
56:44	#20 Gritsch Mich.	212 - Bodenspiel	56:44	58:44	3	0							
22:00	#24 Baker Aaron	210 - Sperren	22:00	22:23	2	0							
41:31	#7 Weiß David	201 - Stockschla	41:31	43:31	3	0							

### Missed penalty shots

A missed penalty shot can be added in this section.

An example is given below.

Missed penaltyshots							
Time	Player	Period	Ord	Time	Player	Period	Ord
41:31	#19 Pfeifer Andreas	3	1				

### Goalie changes

If you select no goalie for an change, this is the same link "Goalkeeper off". If you select a goalkeeper, the has the same implication as "Goalkeeper Off OLD\_GOALIE) and "Goalkeeper On" with the selected goalkeeper. Only goalkeepers of this game can be selected.

An example is given below.

Goalie changes			
Time	Period	Ord	Goalie
1	<input type="button" value="create"/>	<input type="button" value="save"/>	
56:00	3	0	#24 Baker Aaron
58:00	3	0	---

### Saves

If saves have to be recorded this can be done at the bottom of the match record.

You have to insert a value for each goalie and each period, even if the goalie hasn't played during this period.

Saves			
	P1	P2	P3
Dennis Trenner	<input type="text" value="3"/>	<input type="text" value="10"/>	<input type="text" value="5"/>
Aaron Baker	<input type="text" value="0"/>	<input type="text" value="0"/>	<input type="text" value="1"/>
Philipp Rousal	<input type="text" value="2"/>	<input type="text" value="8"/>	<input type="text" value="6"/>

### Actual game time

You can add the actual game time in this section. The game time of a game is calculated (last penalty/goals in the game) as maximum of "manual set game time" and "last event in this game".

Actual game time																				
Start game	01:00	02:00	03:00	04:00	05:00	06:00	07:00	08:00	09:00	10:00	11:00	12:00	13:00	14:00	15:00	16:00	17:00	18:00	19:00	Inter 1
Start Per 2	21:00	22:00	23:00	24:00	25:00	26:00	27:00	28:00	29:00	30:00	31:00	32:00	33:00	34:00	35:00	36:00	37:00	38:00	39:00	Inter 2
Start Per 3	41:00	42:00	43:00	44:00	45:00	46:00	47:00	48:00	49:00	50:00	51:00	52:00	53:00	54:00	55:00	56:00	57:00	58:00	59:00	Inter 3
Start OT 1																				

### Close match record

To close the match record, click on the proper button. You have to confirm that the match record is correctly filled in.

Base data			
<b>Game details</b>	<b>Secretariat</b>	<b>Referees</b>	<b>Timeout (Home) Remarks</b>
Spectators <input type="text" value="30"/>	Wigoutschnigg Raphael - Floo	---	Time: <input type="text" value="--:--"/>
Real start of game <input type="text" value="10:00"/>	---	---	Ordering: <input type="text" value="0"/>
Real end of game <input type="text" value="HH:mr"/>	---	---	<b>Timeout (Away)</b>
			Time: <input type="text" value="--:--"/>
			Ordering: <input type="text" value="0"/>
<input type="button" value="Save"/>	<input type="button" value="Close match record"/>	<input type="button" value="Clear cache"/>	Match record is open and can be edited.