



FOOTBALL FEDERATION SA FOX SPORTS PULSE INFORMATION GUIDE

Fox Sports Pulse Procedure

This guide has been prepared by Football Federation SA to assist club officials with the online process for entering team lists and results.

This document covers the following areas:

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1. REGISTERING FOR A SP PASSPORT

To gain access to Fox Sports Pulse Club Officials will need to register for an SP Passport. Access is provided on an individual basis, not a generic Club login. To set up an SP Passport you will need to do so by going to the following link and registering for an account: <https://passport.Fox Sports Pulse.com//login/> Once the account has been established, an automatically generated email from Fox Sports Pulse will be sent asking you to confirm your email address by clicking on a link.

After you have confirmed your email, you will need to complete the Fox Sports Pulse Access Request form and email it through to the relevant Competition Coordinator who will then notify you when your account has been set up. Only after all of this information is received can club access be provided.

Clubs can be provided with different levels of access to Fox Sports Pulse. The standard issued login is at the Club level. If Clubs would like their managers/officials to be responsible for the entry of their own teams scores, separate access can be provided so that they can login at team level only, this means that they will only have the option to see matches in which their team is a part of. If you would like this set up, please notify Football Federation SA.

2. LOGGING INTO FOX SPORTS PULSE

After club/team access has been set up, you will need to sign in to Fox Sports Pulse.

If your name appears in the Black menu bar at the top of the screen, you are already logged in. Click on your name and you will be taken to your account. If you are not logged in, click on **"Sign In"**. If you have not logged out since your access was set up, you will need to log out and then log back in for the changes to take effect.

The left screenshot shows the 'SP Membership' page. At the top, a navigation bar includes 'SportingPulse', 'Tracey', 'Support', and 'Sign out'. Below the navigation bar, the text 'Your name will display here if you are already logged in' is shown. The main content area features a 'Sign in with SP Passport' button highlighted by a red box. Below this, a list of benefits is provided, including a single login for all SP products, better auditing of database updates, better communications from SP on product updates, and access to SP Membership at any time with a single click from the global navigation. A red '1' is placed next to the 'Sign In' button.

The right screenshot shows the 'Account Info' page for 'Tracey Dycer'. The page includes a 'Link your Facebook or twitter account to display avatar' option, an email address 'tracey.dycer@ffsa.com.au', and a 'Click to EDIT your profile' link. Below this, a 'NEW!' banner indicates 'Connect your SP Membership database to Passport'. The 'Logins' section contains a link to 'SP Membership Database & Results entry', which is highlighted by a red box. The 'Communications' section includes a 'Newsletters' link. A red '2' is placed next to the 'SP Membership Database & Results entry' link.

After you have logged in, select **"Membership Database & Results Entry"**. You will then be taken to a new screen (3) which will display all of the databases that you have access to. Click on the relevant database.

The screenshot shows the 'SP Membership Accounts' page. At the top, a navigation bar includes 'SportingPulse', 'Tracey', 'Support', and 'Sign out'. Below the navigation bar, the text 'Select the SP Membership account you would like to access from the list below or link another to your SP Passport via the form at the bottom of this page.' is shown. The main content area features a list of accounts: 'FFSA - Futsal SA Association', 'Football Federation South Australia (FFSA) Association', and 'Croydon Kings Football Club'. The 'Croydon Kings Football Club' link is highlighted by a red box. Below the list, there is a 'Link SP Membership Account' section with a 'Link Account' button highlighted by a red box. A red '3' is placed next to the 'Link Account' button.

Once logged into this section you will be able to view teams, individuals allocated to the team/club, access reports and the communicator function. More details on these areas can be provided if requested.

3. ONLINE RESULTS ENTRY

The Online Results system can be accessed from the Football Federation SA website for all Junior Premier/State League matches, Junior Girls and Senior Women's or through the NPL SA Website for Senior Men's by selecting the Enter Results link as shown below. This link can be used for clubs and teams to access the Online Results system using their SP Passport.

TIME	HOME TEAM	AWAY TEAM	VENUE	
12:00 AM Wed 25/Jan	EXAMPLE TEAM 456	vs EXAMPLE TEAM XYZ	Example Venue 1 (Map)	Email Match Reminder Detailed Results Enter Results Share
12:00 AM Wed 25/Jan	EXAMPLE TEAM ABC	vs EXAMPLE TEAM DEF	T.B.A. (Map)	Email Match Reminder Detailed Results Enter Results Share
12:00 AM Wed 25/Jan	EXAMPLE TEAM 789	vs EXAMPLE TEAM 123	T.B.A. (Map)	Email Match Reminder Detailed Results Enter Results Share

a. Match List Screen

Matches will be displayed on the Match List screen below and all match administration can be done through the Pre Game and Post Game buttons on the far right hand side.

The Match List can be filtered out by:

- Date Range
- Venue Name
- Competition Name
- Season
- Club

Below is the Match List Screen. This will be the first screen that comes up when entering the Online Results system from your Membership database.

Display Matches

Use the filters below to list the desired matches.

Show matches commencing on (date/yyyy): 24/3/2012 Venue Name: Season: --Select a Season--

and concluding on (date/yyyy): 1/4/2012 Competition Name: Club: --Select a Club--

SHOW MATCHES ENTER QUICK RESULTS

UPDATE LOCK STATUS

Result	Home Team	Away Team	Result	Competition	Match Date	Time	Venue	Lock
Win	Northside City	Rushmore	Lost	Merrill Victorian Premier League	24/03/2012	15:00	John Cain Memorial Park - Pitch 1	PRE POST
Win	Dandenong Thunder	Southern Stars	Lost	Merrill Victorian Premier League	24/03/2012	17:00	George Andrews Reserve - Pitch 1	PRE POST
Win	South Melbourne	Moreland Zebras	Lost	Merrill Victorian Premier League	25/03/2012	17:00	Lakeside Stadium	PRE POST
Lost	Heidelberg United	Oakleigh Cannons	Won	Merrill Victorian Premier League	25/03/2012	18:00	Olympic Park	PRE POST

b. Quick Results

The **Enter Quick Results** option will give the ability for the Result of a match to be entered in quickly and easily from the Match List screen (shown below). Quick Results entry will just give the option to enter in a Win/Loss/Draw result for a Match; specific results for those matches can then be added at a later stage if required. **This is the only section that will need to be completed when entering junior results or Senior Women excluding Premier and Reserve Divisions.** To enter Quick Results for a match:

1. Select the **Result** from the match (ie. Won/Lost) for each team
2. Click **Save Quick Results**

Display Matches
Use the filters below to list the desired matches.

Show matches commencing on (yyyy/mm/dd): Venue Name: Season:
and concluding on (yyyy/mm/dd): Competition Name: Clubs:

Result	Home Team	Away Team	Result	Competition	Match Date	Time	Venue
Won	Northcote City	Richmond	Lost	Men's Victorian Premier League	24/03/2012	15:00	John Cain Memorial Park - Pitch 1
Won	Dandenong Thunder	Southern Stars	Lost	Men's Victorian Premier League	24/03/2012	17:00	George Andrews Reserve - Pitch 1
Won	South Melbourne	Moreland Zebras	Lost	Men's Victorian Premier League	25/03/2012	17:00	Leaside Stadium
Lost	Heidelberg United	Gaileigh Cannons	Won	Men's Victorian Premier League	25/03/2012	18:00	Olympic Park
Lost	Melbourne Knights	Hume City	Won	Men's Victorian Premier League	25/03/2012	18:00	Knights Stadium - Pitch 1

All results need to be entered no later than 30 minutes of the last game played by the club. Results will be automatically uploaded to the website at times set by Football Federation SA.

4. PRE-GAME AND POST-GAME

All match administration can be conducted through the Pre-Game and Post-Game buttons on the far right hand side.

Result	Home Team	Away Team	Result	Competition	Match Date	Time	Venue	Lock	
	Hume City	Dandenong Thunder		Men's Victorian Premier League	30/03/2012	20:30	Epping Soccer Stadium		<input type="button" value="PRE"/> <input type="button" value="POST"/>
	Gaileigh Cannons	South Melbourne		Men's Victorian Premier League	30/03/2012	20:30	Jack Edwards Reserve		<input type="button" value="PRE"/> <input type="button" value="POST"/>
	Richmond	Bentleigh Greens		Men's Victorian Premier League	30/03/2012	20:30	Kevin Bartlett Reserve - Bawt 1		<input type="button" value="PRE"/> <input type="button" value="POST"/>
	Green Gully Cavaliers	Heidelberg United		Men's Victorian Premier League	31/03/2012	18:00	Green Gully Reserve 1		<input type="button" value="PRE"/> <input type="button" value="POST"/>

a. Pre Game Screen

The Pre-Game Screen (shown below) houses all the pre-game administration including team selections and accessing team sheets.

SpringStar

WATCH LIST **PRE-GAME** **POST-GAME**

1. Game Information
Melbourne Knights vs Hume City
Men's Victorian Premier League
25/03/12 18:00

2. Pre-Game Dashboard
Players: 16
Coaches/Officials: 0

3. Melbourne Knights **Hume City**

4. Manage this Display List
☒ Show all Club players
☒ Show Players registered to this team only
☒ Show Players to this age group
☒ Show all Financial Club players for Competition Season

5. Autoselect Players
☒ No Auto Select
☐ Players who played last week
☐ Players registered to this team

6. Available Players
Agar, Carol (22/06/1988) (5102055)
Almeida, Steven (21/02/1986) (5134231)
Balic, Jamie (04/02/2003) (5139387)
Balic, Ivan (19/10/2000) (7405124)
Balla, Lucy (17/12/1982) (5138059)
Balynt, Jessica (12/01/1987) (5138026)
Barnes, Alex, Tony (23/09/1990) (5110209)
Barnes, Stefan (09/10/1992) (5882965)
Barnes, Luke (17/06/2000) (5111274)
Barnes, Anthony (19/01/1993) (5116220)
Brennan, Jake (18/03/2002) (7402844)

7. Selected Players

8. TEAM SELECT

9. TEAM SELECT

10. RESET MATCH

SAVE TEAM OFFICIALS

Temporary assignments apply only when you cannot find the correct officials name in the drop box below. Please check before applying temporary assignments.

b. Pre-Game Screen Options

1. **Game Information** – This contains details of the match being edited.
2. **Pre-Game Dashboard** – The dashboard will show the current number of players and coaches/officials selected for either team.
3. **Team Tabs** – Two tabs across the top house the information for both teams.
4. **Manage this Display List** – This will give you the option of filtering out members for team selection by 'All Club Players', 'Players registered to this team only', 'Players to this age group' or 'all Financial club players'.
5. **Autoselect Players** – This will give you the option to Auto-Select your players by either players who played last week or players registered to the team.
6. **Available Players** – This is the listing of all players available to be assigned to the match.

7. **Selected Players** – All members you have assigned to the match will appear in the Selected Players box and player positions and numbers can be assigned from there.
8. **Additional Options** – This is where you can edit additional information like Player Roles and Default Club Jumper Numbers.
9. **Team Sheet** – The Team Sheet for either team can be accessed through the Team Sheet button
10. **Reset Match** – This will reset ALL data currently entered in for the match.

c. Player Selection

To the left of the screen, you will see a list of all players registered in your Club. You can use the scroll bar to look for players (defaulted to alphabetical listing by surname) or you can start typing their name in the search field above the player list. Upon locating the players you wish to add to the team sheet, click on the green “+” to the right of their name. Clicking on the “+” will move the player across to the area on the right hand side of the screen.

After you have selected all of your players for the first game, you will then have the option in future weeks to select “**Players who played last week**”. This will populate the right hand side with the information (including shirt numbers) that were used the week prior.

If you make an error when making your team selections, or if the automatic selection brings across players who will not be participating in this fixture, click on the red “-” to the right of the players name to remove them from the team selection.

For NPL Senior Grades you will be able to select “**Players registered to this team**” which will prepopulate a list of players who have been submitted to FFSA as your senior squad lists for 2014. From here you can add or remove players as required for that week.

After you have completed your player selection, enter in the shirt numbers for each of the players, then click on the “**Save**” button below the players list on the right. If you have incorrectly entered a shirt number more than once, you will receive a message screen advising you so. After making corrections, click “**Save**” again and you will receive a message screen with “**Player selection saved**”.

For the 2014 Season it is requested that Clubs enter their playing list for the weekend’s fixtures into Fox Sports Pulse. Team selections will need to be entered in by 9:00am Friday prior to the weekends match. **As of the 2015 season, it will be mandatory across all competitions to enter in the team lists.**

d. Printing of Tem Sheets

Teams can utilise the electronic team sheet that will be generated after saving the player selection for matches in 2014. Whilst in the “**Pre Game**” section you will then be able to select “Team Sheet” which will open up a prepopulate team sheet including match details and selected players. This can then be printed for match day, multiple copies will need to be provided to the match official to complete for the team, FFSA and match official.

e. Post Game Screen

The Post-Game Screen (shown below) houses all the post-game administration including team statistics, results entry and individual player statistics.

Game Information
 Melbourne Knights vs Hume City
 25/3/12 18:00
 Men's Victorian Premier League

Full Time Score Yellow Cards Red Cards
 Melbourne Knights 0 0 0
 Hume City 2 0 0

Final Match Scores | Melbourne Knights Player Scores | Hume City Player Scores | Awards

Melbourne Knights

Half Time Score	0
Full Time Score	0
Yellow Cards	0
Red Cards	0
Shots on Goal	0
Fouls	0
Corner Kicks	0
Offsides	0
Saves	0
Results	Lost

Hume City

Half Time Score	1
Full Time Score	2
Yellow Cards	0
Red Cards	0
Shots on Goal	0
Fouls	0
Corner Kicks	0
Offsides	0
Saves	0
Results	Won

Match Summary:

f. Post Game Screen Options

Final Match Scores – All team match data will be entered in for both teams on this screen. To save the results from a match, click Update Match Scores. A value from each Results field (ie. Won and Lost or Draw and Draw) will need to be selected to save the match data.

Team Tabs (Player Scores) – All match information for specific players from each team can be entered in on the screen below. Each team has their own tab and all players selected for the match will appear for their respective teams.

Game Information
 Northcote City vs Richmond
 24/3/12 15:00
 Men's Victorian Premier League

Full Time Score Yellow Cards Red Cards
 Northcote City 2 0 0
 Richmond 1 0 0

Final Match Scores | Northcote City Player Scores | Richmond Player Scores | Awards

Northcote City

Name	Member ID	Jumper Number	Player Points/Roles	Goals	Sub Off	Sub On	Yellow Cards	Red Cards	Own Goals
Example Player	51307676			0	0	0	0	0	0
Example Player	72702194			0	0	0	0	0	0
Example Player	60896723			1	0	0	0	0	0

5. LIVE SCORING

1. To utilise the 'Live Scoring' function at games you will need to follow the below steps:

Round 1 [Add to myHockey](#)

TIME	HOME TEAM	AWAY TEAM	VENUE
12:00 AM Wed 25/Jan	EXAMPLE TEAM 456	EXAMPLE TEAM XYZ	Example Venue 1 (Map)
12:00 AM Wed 25/Jan	EXAMPLE TEAM ABC	EXAMPLE TEAM DEF	T.B.A. (Map)
12:00 AM Wed 25/Jan	EXAMPLE TEAM 789	EXAMPLE TEAM 123	T.B.A. (Map)

Each match row includes: Email Match Reminder, Detailed Results, Enter Results (highlighted in red), and Share buttons (f, t).

2. From the Online Results match list, you will see a number of options for filtering the matches that you want to display:

- Match date - enter a start date in the 'Show matches commencing on' field and an end date in the 'and concluding on' field
- Season - select a season from the drop-down list
- Club - select a club from the drop-down list (Association-only option)
- Venue name - select a venue or multiple venues from the 'Venue Name' drop-down list
- Competition name - select a competition or multiple competitions from the 'Competition Name' drop-down list

3. From the Match List, locate the game that you want to enter results for and click on **At Game**.

Display Matches
Use the filters below to list the desired matches.

Show matches commencing on Season Venue Name

and concluding on Clubs Competition Name

SHOW MATCHES **ENTER QUICK RESULTS**

[Click here to view a Match Officials Allocation list for below matches](#) **UPDATE LOCK STATUS**

Result	Home Team	Away Team	Result	Competition	Match Date	Time	Venue	Lock ?			
	Dandenong Thunder SC	Werribee City FC		Men's Victorian Premier League	28/03/2014	20:30	George Andrews Reserve - Pitch 1	<input type="checkbox"/>	PRE GAME	AT GAME	POST GAME
	Oakleigh Cannons FC	Heidelberg United SC		Men's Victorian Premier League	28/03/2014	20:30	Jack Edwards Reserve	<input type="checkbox"/>	PRE GAME	AT GAME	POST GAME
	Pascoe Vale SC	Green Gully Cavaliers SC		Men's Victorian Premier League	28/03/2014	20:30	Hosken Reserve	<input type="checkbox"/>	PRE GAME	AT GAME	POST GAME

4. LiveScore will launch for the selected game. The 'Game Information' screen provides a number of options for inputting live progress scores, player actions and the game time.

Match List **Progressive** Feedback

PRE GAME **AT GAME** **POST GAME**

Game Information
Dandenong Thunder SC vs Werribee City FC 28/03/14 20:30
Men's Victorian Premier League

DANDENONG THUND... **WERRIBEE CITY FC**

Click/Tap to Set Time
00:00
1st Half

Start Clock **Start Period**

DANDENONG THUNDER SC
Goals

+
0
-

Add Player Action

WERRIBEE CITY FC
Goals

+
0
-

Add Player Action

5. At the commencement of the game, click on **Start Clock**. The clock will commence.

Start Clock

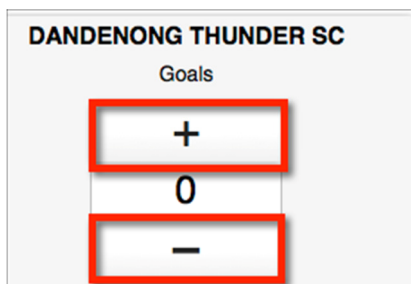
6. Once the clock starts, the 'Start Clock' button will change to 'Stop Clock'. You can pause the clock at any time by clicking on **Stop Clock**.

DANDENONG THUND... **WERRIBEE CITY FC**

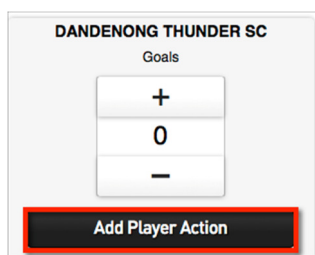
Click/Tap to Set Time
00:10
1st Half

Stop Clock **End Period**

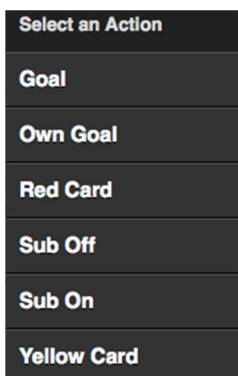
7. When a team scores, click on the **plus (+)** button below the scoring team to add goals or behinds to that team's scoreboard. A goal will add the relevant points to the team's score depending on the sport. A behind option will also be available for AFL games. If you make an error, you can click on the **minus (-)** button to deduct from the team's score.



8. To add a player action, such as a goal scorer, click on **Add Player Action** below the team that the action belongs to.



9. A list of available player actions will appear. **Click on the action** that you want to add.



10. The player list for that team will appear **Click on the name of the player** you want to assign the action to.

11. You will be returned to the scoreboard and the 'Actions' area will be updated with the newly added action. If you have added a 'scoring' player action, ie. a goal or a behind, the scoreboard will automatically update with the score.

12. As each action is added, it will be listed above the previous action.

13. If you make a mistake on a player action, the action can be deleted by clicking on the button next to the action you want to delete. It must be deleted before the end of the current period. After a period concludes, player actions cannot be deleted.

14. The live scores will be shown on the League and Club Mobile & Websites on the Fixtures Page

ADDITIONAL RESOURCES:

Fox Sports Pulse Support

Website: <https://sportingpulse.zendesk.com/home>

Help Desk: https://sportingpulse.zendesk.com/anonymous_requests/new

Online Results and Team Sheets Webinar

<http://www.youtube.com/watch?v=6MDf-NtsHFY&list=UUUqjPAUF8uWI-wL3T-xp8tQ&index=2>