

DRIBL **USER GUIDE**

MATCH DAY (PRE & POST GAME)

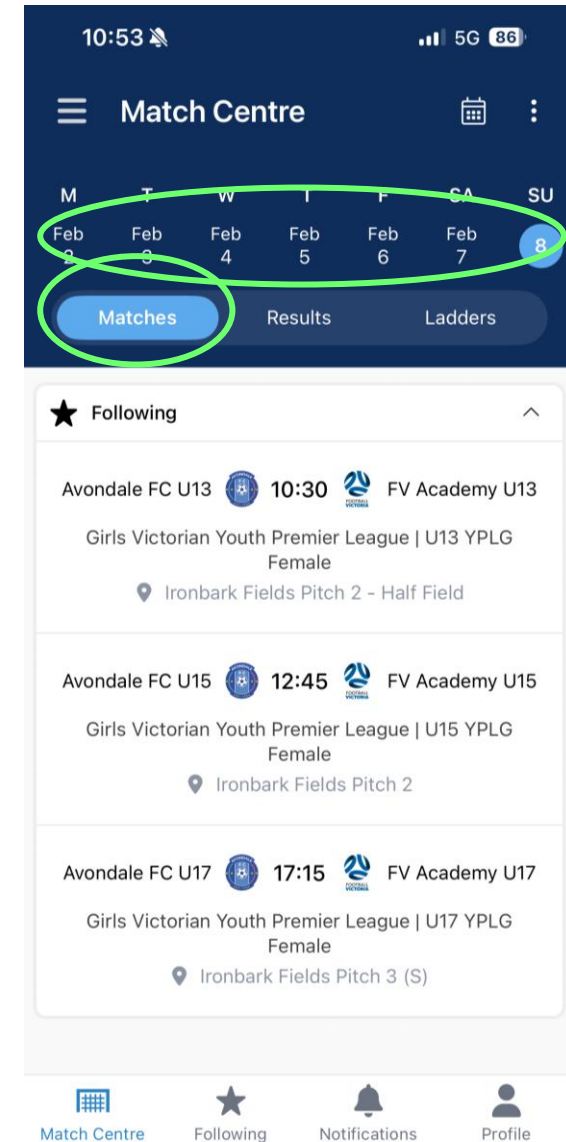


**FOOTBALL
VICTORIA**

PRE GAME

WHERE TO FIND YOUR MATCH

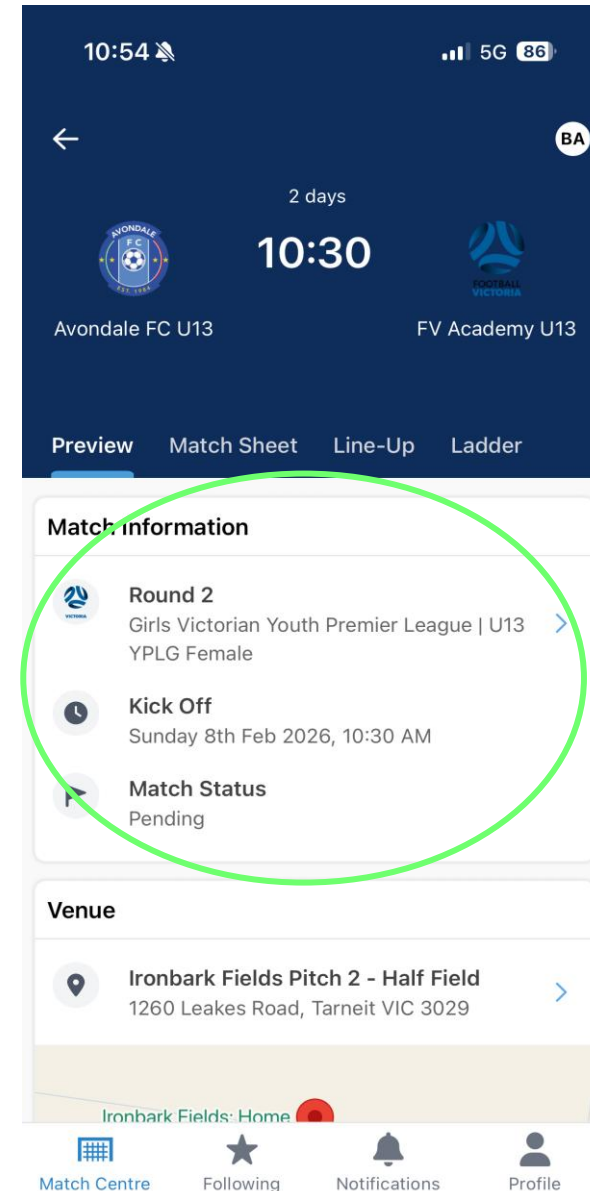
- Open the Dribl App on your phone
- Once you are assigned to a team, all matches scheduled on a particular day for your team will appear in the MATCHES list for the specified date you have clicked on.
- To change the date, slide across to the relevant date your game is scheduled for.



PRE GAME MATCH DETAILS

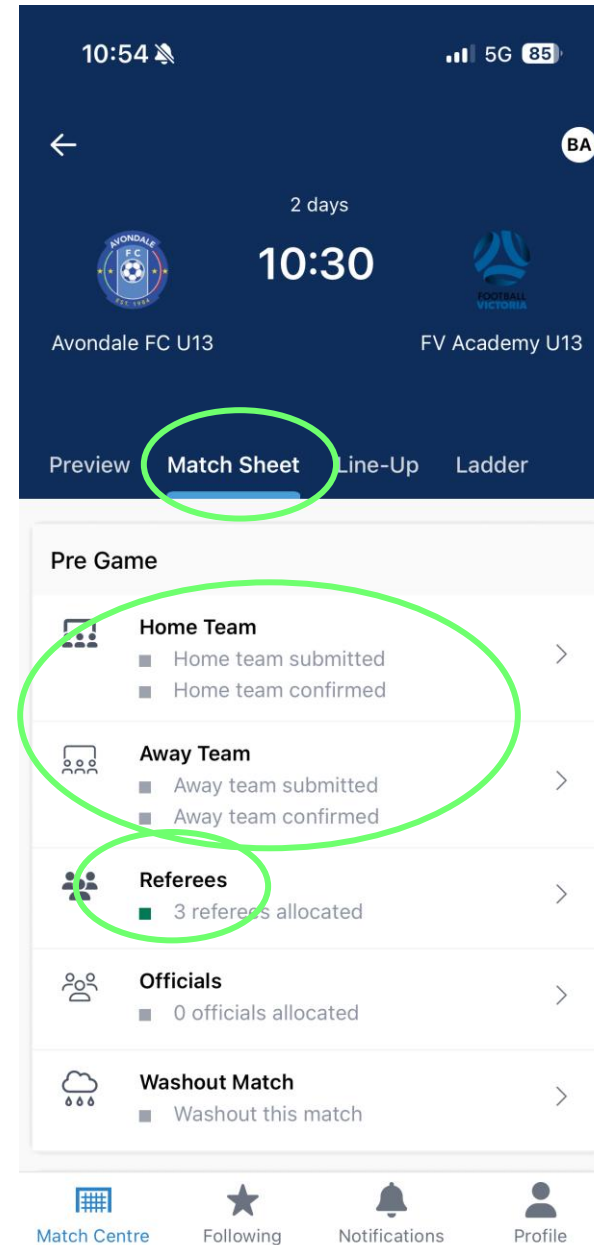
- Once you click into your match for the weekend, you will see the match preview page which will provide you with the details of your match including:

- Date
- Time
- Location



PRE GAME MATCH SHEETS

- To complete your Match Sheet, you must click the Match Sheet button under the club names
- When you have entered the Match Sheet section, you will see multiple sections to be completed. A team manager must do two things:
 - Submit Match Sheet
 - Confirm Oppositions Match Sheet
- On this page, you can also see who your allocated referees are, once they have checked into a game.
- To begin the process of selecting your team you must click either the Home Team section or Away Team section.



PRE GAME TEAM SELECTION

- Once you are in your teams list, you will have the ability to view all players who are match sheet ready for this game – this will be all players who have been mapped to your team by the Club Administrator.
- It will also list how many staff you have available for your match.

The screenshot shows the 'Availability' screen in the Football Victoria app. At the top, the status bar shows 10:55, 5G, and 85% battery. The app header includes a back arrow, the title 'Availability', and icons for adding a player, a team, a match, and a refresh. Below the header are tabs for 'Home', 'Away' (selected), 'Referees', and 'Officials'. The main content area shows 'FV Academy U13' with a dropdown arrow. Below this, statistics are displayed: Players: 15, Borrow: 0, Starting: 9, Avail: 14, Unavail: 3, Playing: 14, Coaches: 1, Managers: 1, and Staff: 0. A 'Players' section follows, showing a grid of player selection buttons. Each row has three buttons: 'S' (Starting), 'P' (Playing), and a checkmark. The first row has all three buttons in grey. The second row has 'S' in grey, 'P' in green, and a green checkmark. The third through sixth rows have 'S' in green, 'P' in green, and a green checkmark. The seventh row has 'S' in green, 'P' in green, and a green checkmark. At the bottom of the grid is a blue 'Submit Team' button. The bottom navigation bar includes icons for 'Match Centre', 'Following', 'Notifications', and 'Profile'.

10:55 5G 85%

← Availability + Add icons

Home Away Referees Officials

FV Academy U13

Players: 15 Borrow: 0 Starting: 9
Avail: 14 Unavail: 3 Playing: 14
Coaches: 1 Managers: 1 Staff: 0

Players

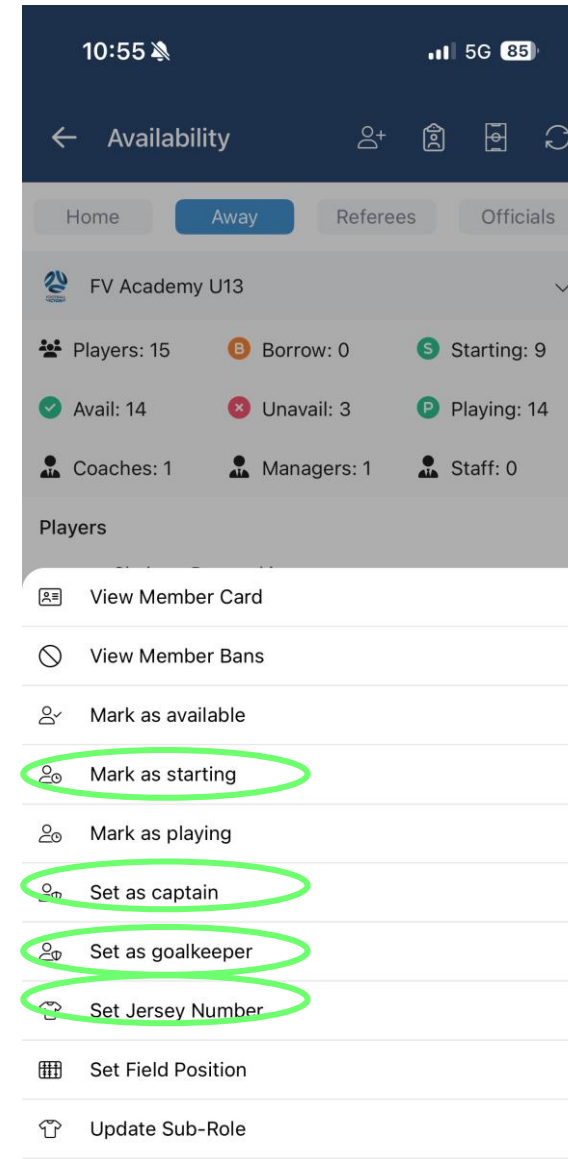
S P ✓
S P ✓
S P ✓
S P ✓
S P ✓
S P ✓

Submit Team

Match Centre Following Notifications Profile

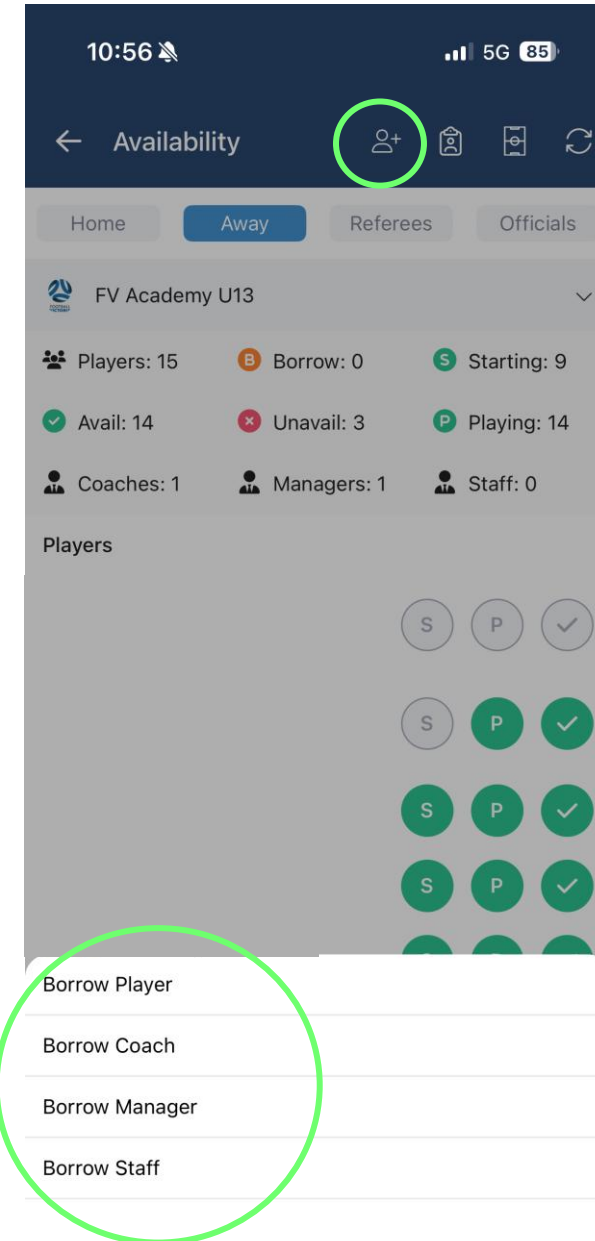
PRE GAME TEAM SELECTION

- Before you can name your starting team and bench players, you must give each player a kit number, as well as set your Goalkeeper & Captain.
- To do this, you must touch the players name, to bring up the window shown – you can also set whether they are in the starting team within this window.



PRE GAME BORROWING PLAYERS

- If you need to BORROW a player for the weekend, who has been mapped to an alternative team, you must press the + symbol in the top right-hand corner.
- This will give you the option to borrow a player, a coach, or a staff member registered to your Club (physio etc)



PRE GAME TEAM SELECTION & TEAM SUBMISSION

- Once you have completed your player kit numbers and assigned a captain & goalkeeper, you must confirm you have the correct number of starting players (S) and maximum playing numbers including bench players (P) for the relevant competition.
- All players who will be named on the sheet must have a green tick, and either P for playing, or S & P for starting.
- To submit your team – please press the blue “Submit Team” button at the bottom of the page on your phone.
- It is a requirement that all teams are submitted prior to kick off.

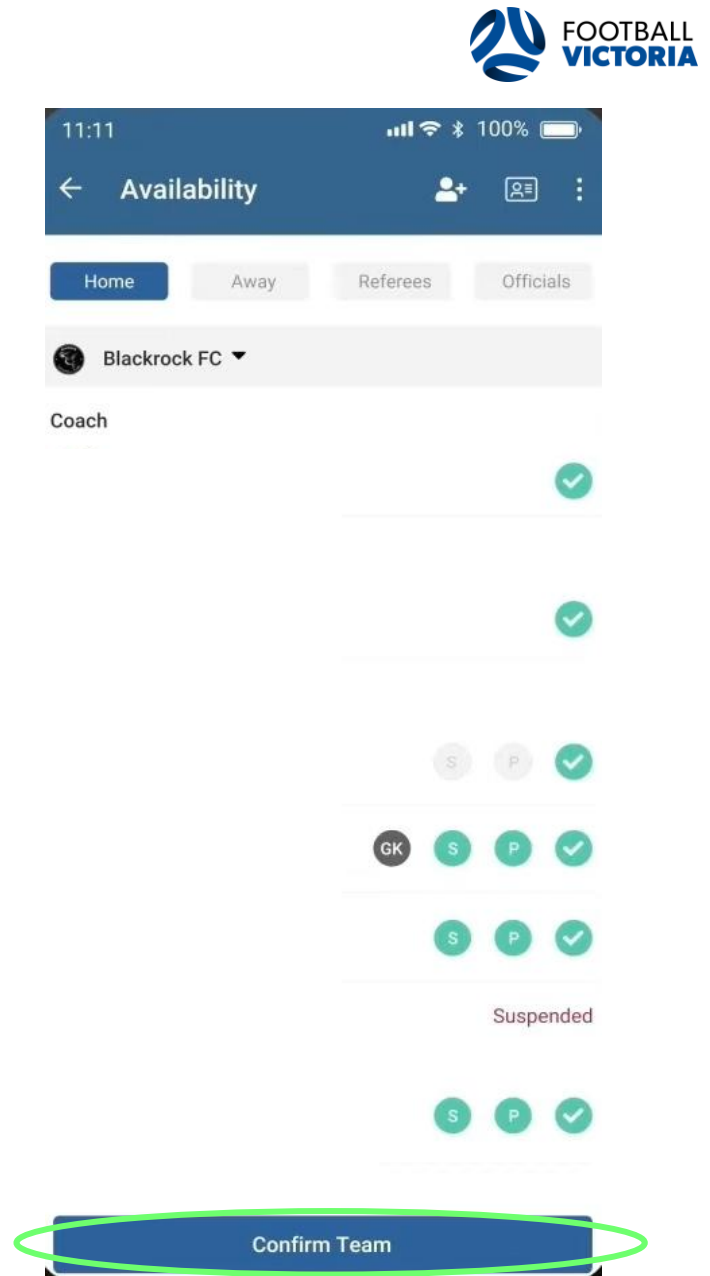
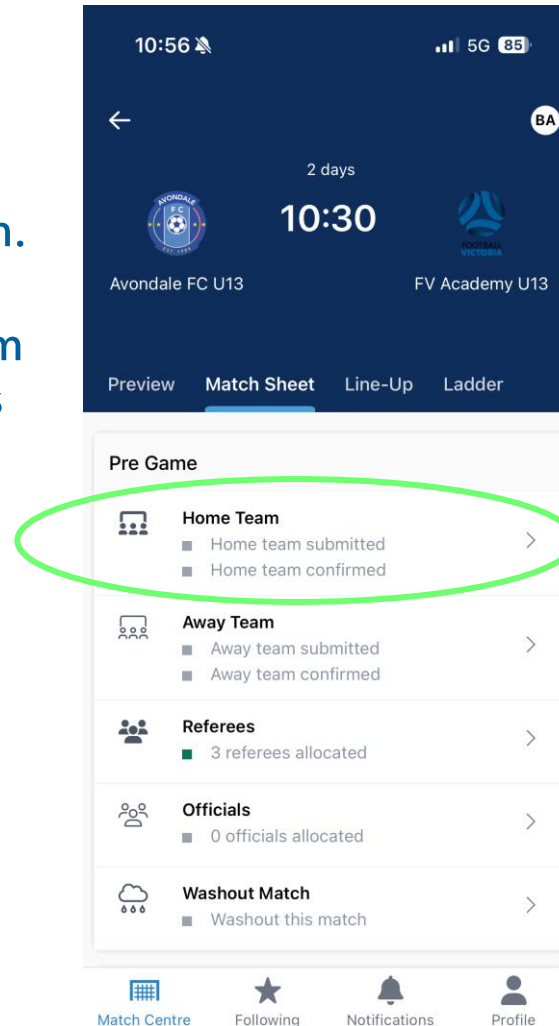
The screenshot shows the 'Availability' screen in the Football Victoria app. At the top, the status bar displays the time 10:56, 5G signal, and 85% battery. The app header includes a back arrow, the title 'Availability', and icons for adding players, a calendar, a document, and a refresh button. Below the header are four tabs: 'Home', 'Away' (selected), 'Referees', and 'Officials'. The main section is titled 'Players' and contains a table with three columns: 'S' (Starting), 'P' (Playing), and a checkmark column. The table has 10 rows, each representing a player. The first row has 'S' and 'P' in grey circles and a grey checkmark. The remaining nine rows have 'S' and 'P' in green circles and green checkmarks. A green oval highlights the entire table. At the bottom of the screen, a blue button labeled 'Submit Team' is highlighted with a green oval. The bottom navigation bar includes icons for 'Match Centre', 'Following', 'Notifications', and 'Profile'.

S	P	✓
S	P	✓
S	P	✓
S	P	✓
S	P	✓
S	P	✓
S	P	✓
S	P	✓
S	P	✓
S	P	✓

Submit Team

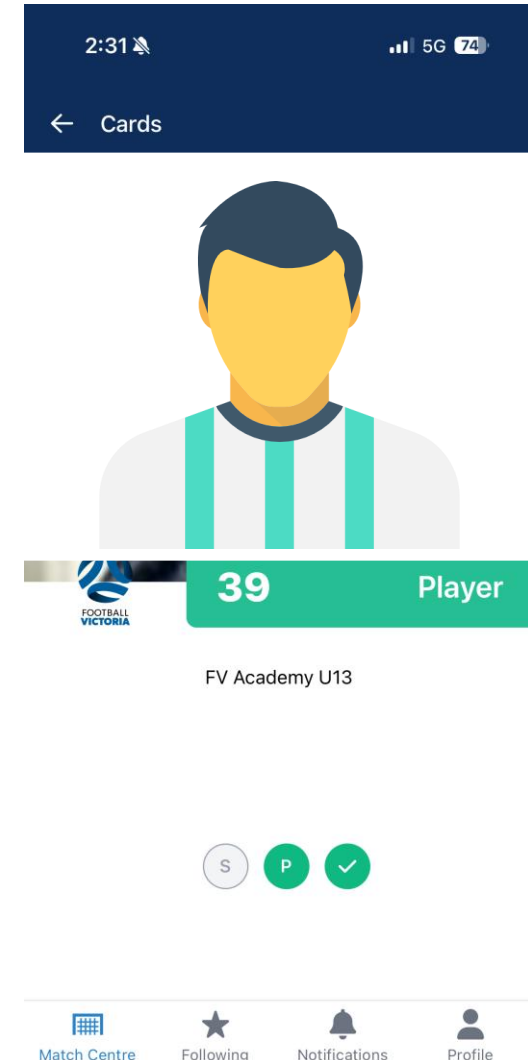
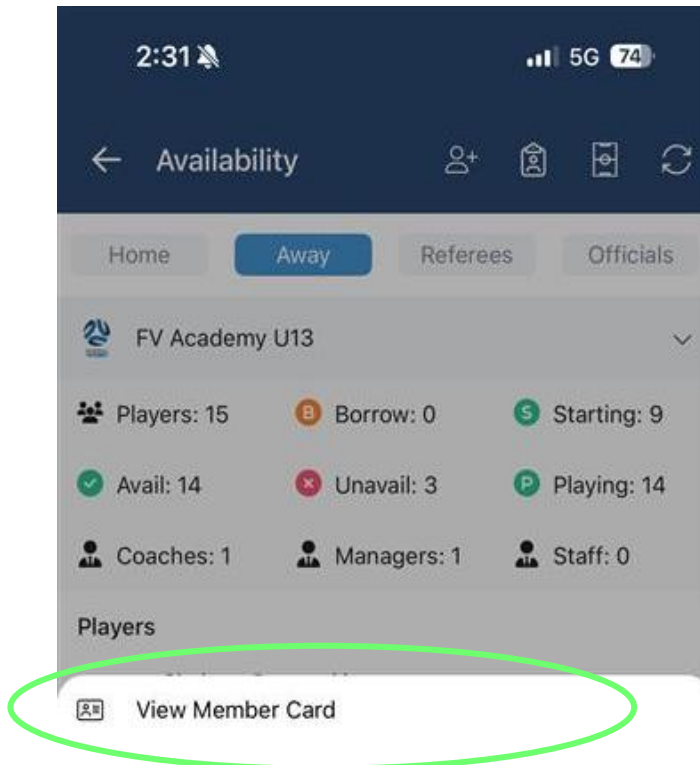
PRE GAME CONFIRMING OPPOSITION TEAM

- To confirm your oppositions match sheet, you must return to the Match Sheet overview page and enter the opposing teams team submission.
- View the opposition match sheet and to confirm the match sheet, scroll to the bottom and press the "Confirm Team" button.
- Please note it is a requirement to confirm the opposing teams match sheet before kick off.



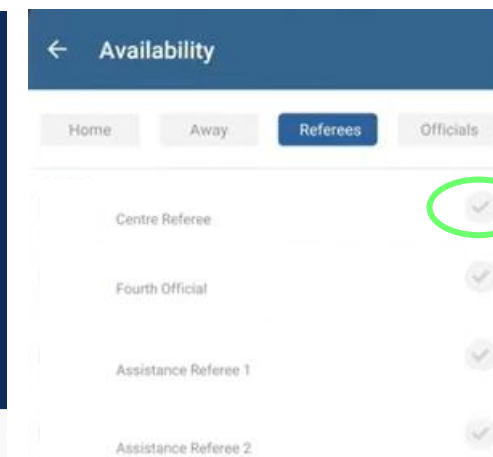
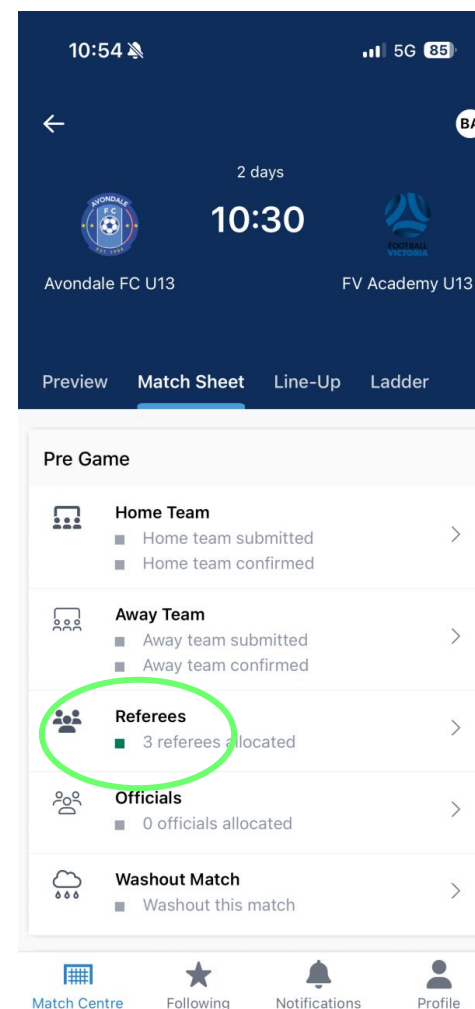
PRE GAME VIEWING OPPOSITION ID CARDS

- You can view your oppositions ID Cards by selecting a player and clicking view member card.
- From here you can swipe across to view the rest of the players.



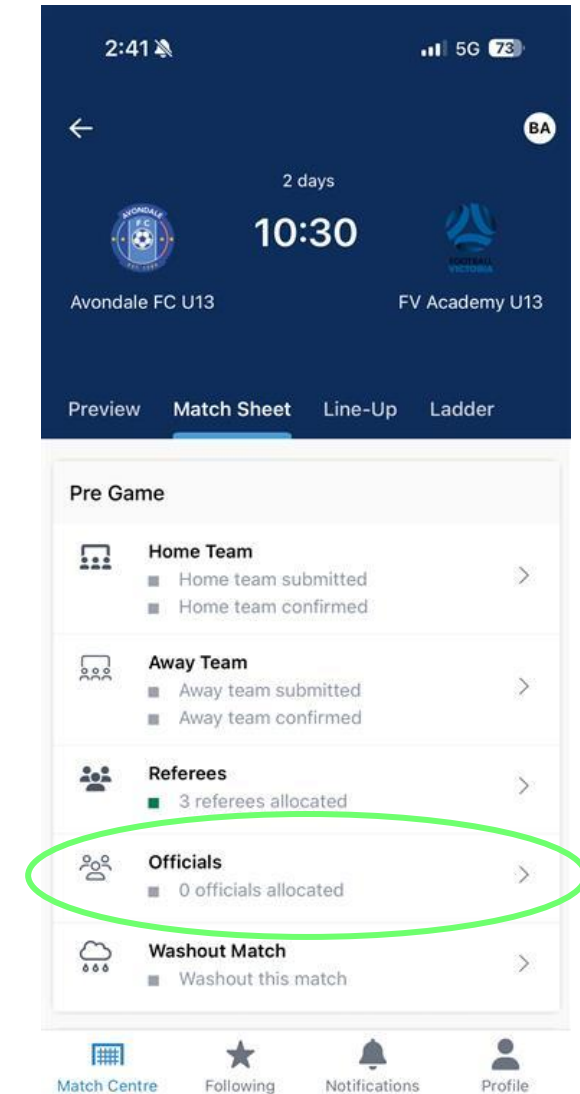
CONFIRM REFEREE ATTENDANCE

- Clubs can confirm the attendance of appointed referees by selecting the referees button on the match sheet
- Select the green tick to confirm each referees attendance



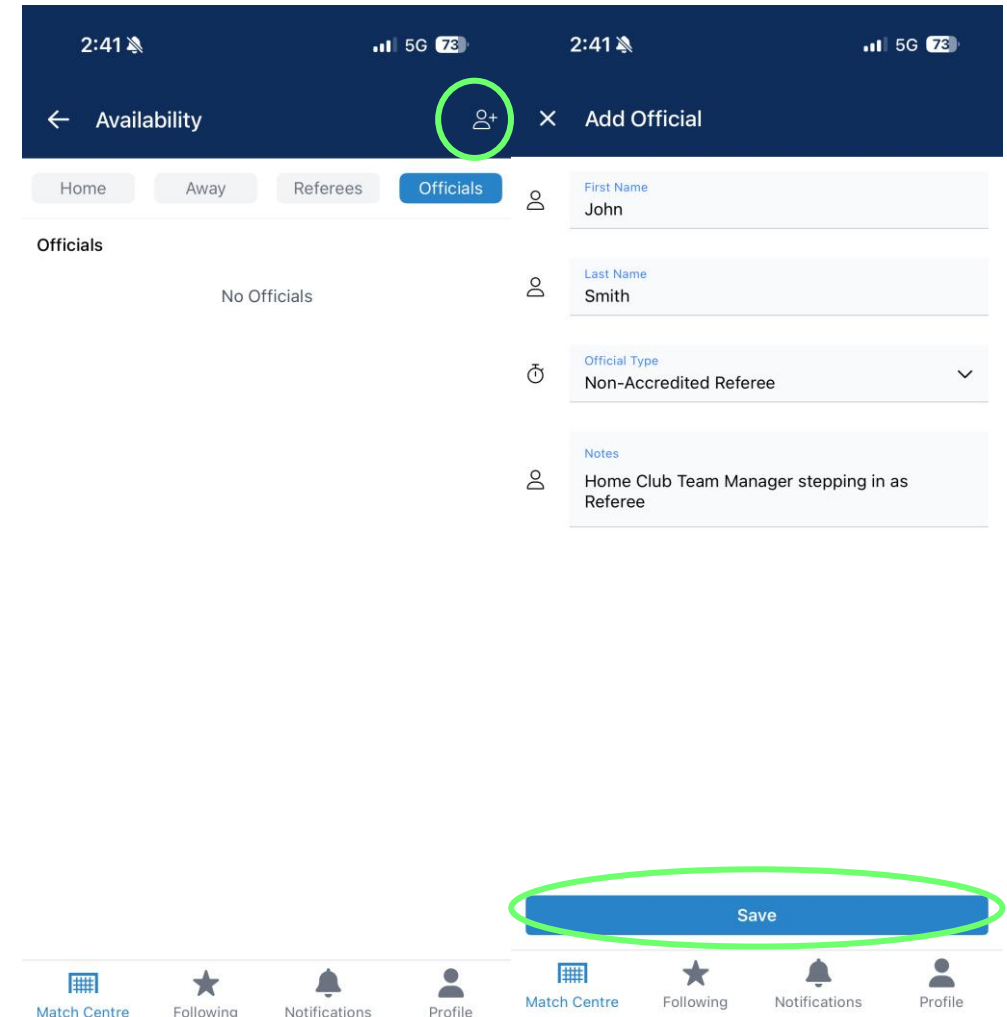
PRE GAME NON-ACCREDITED REFEREES

- In situations where an official accredited referee has not been assigned to a match, the home team coach or manager who has the Dribl access role 'Team Reporter' can add a Non-Accredited Referee to the match sheet through the Officials section.
- Adding a Non-Accredited Referee allows you to:
 - A) Specify the name of the person who officiated the match
 - B) Allow for entry of post match data including Cards, Goal Scorers, Substitutions & Score entry



PRE GAME NON-ACCREDITED REFEREES

- Add a non-accredited match official by selecting the icon top right of the screen.
- Input their details and select non-accredited referee as the official type.
- Include a note of who the individual is.



2:41 5G 73 2:41 5G 73

← Availability Add Official

Home Away Referees Officials

Officials

No Officials

First Name
John

Last Name
Smith

Official Type
Non-Accredited Referee

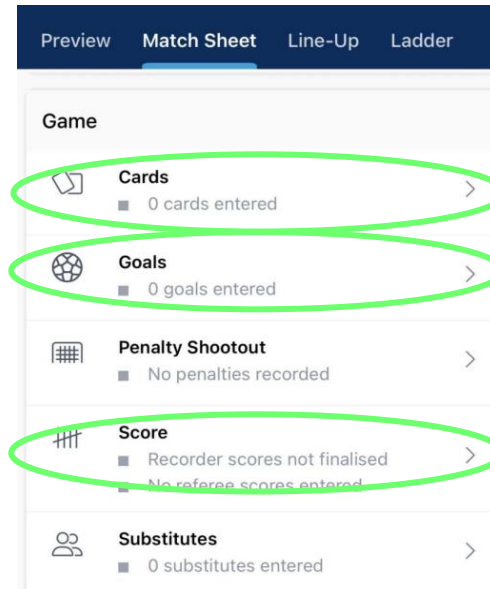
Notes
Home Club Team Manager stepping in as Referee

Save

Match Centre Following Notifications Profile Match Centre Following Notifications Profile

POST GAME RESULT ENTRY

- Depending if an accredited referee has / has not officiated the match, will determine if Coach & Managers can view or add match event data to the match sheet such as Cards, Goal Scorers, Substitutions & Score entry.
- Where an accredited match official is appointed, they will be responsible for result entry in all competitions.
- If there is no official referee, A non-accredited referee must first be added to the officials list by the home team in order to add match data.



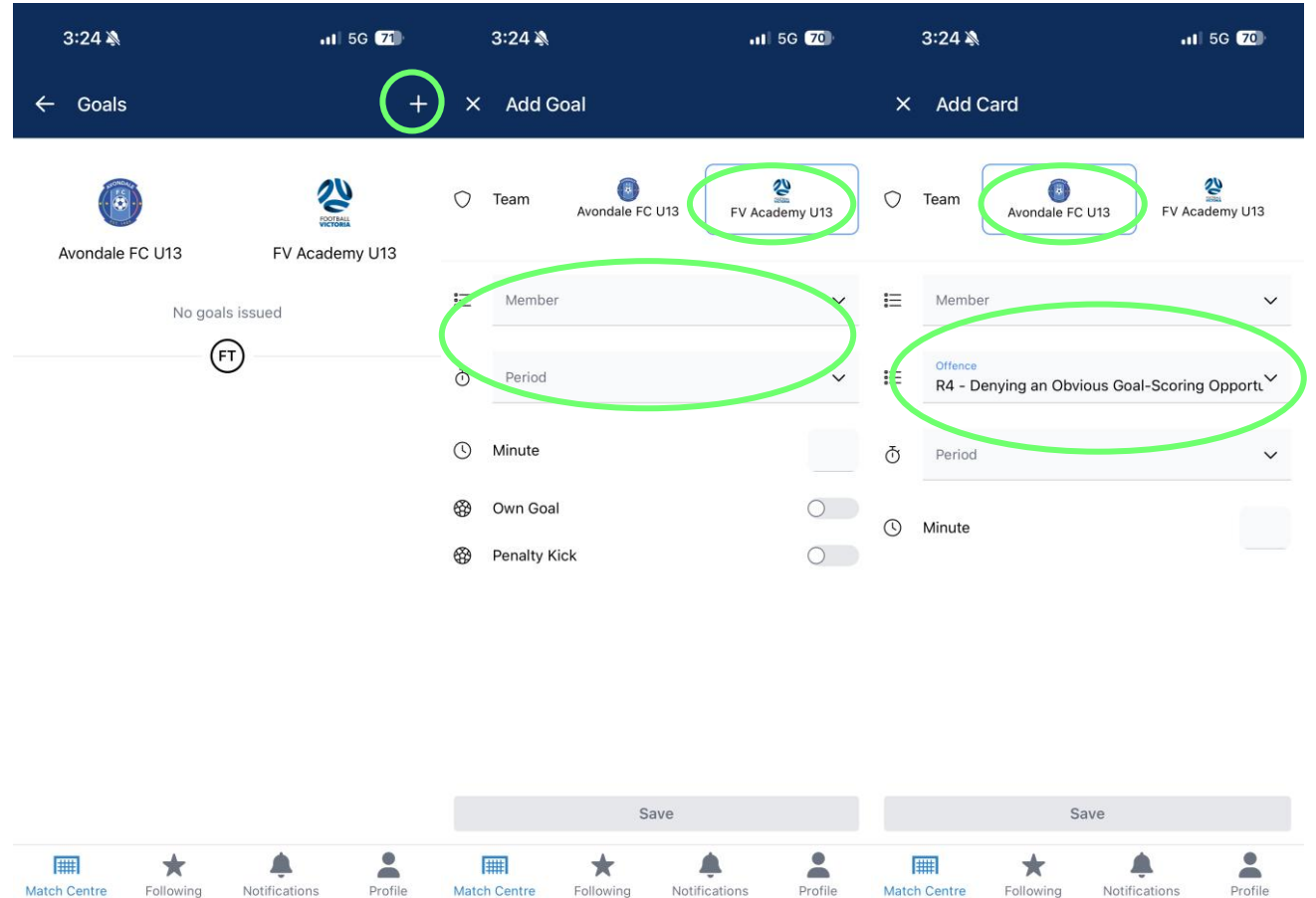
The screenshot shows a mobile application interface for a 'Match Sheet'. At the top, there are four tabs: 'Preview', 'Match Sheet' (which is selected), 'Line-Up', and 'Ladder'. Below the tabs, the section is titled 'Game'. It contains five entries, each with an icon, a title, a status, and a right-pointing arrow:

- Cards**: Icon of a card. Status: '0 cards entered'.
- Goals**: Icon of a soccer ball. Status: '0 goals entered'.
- Penalty Shootout**: Icon of a goal net. Status: 'No penalties recorded'.
- Score**: Icon of a scoreboard. Status: 'Recorder scores not finalised' and 'No referee scores entered'.
- Substitutes**: Icon of two people. Status: '0 substitutes entered'.

Green circles are drawn around the 'Cards', 'Goals', 'Score', and 'Substitutes' entries.

POST GAME RESULT ENTRY

- Select the + icon for the relevant statistic (goals, goal scorers, yellow/red cards and substitutions etc.)
- Select the team who scored / received the card and fill out the relevant details (player name, time of goal / offence)



3:24 5G 71 3:24 5G 70 3:24 5G 70

← Goals + × Add Goal × Add Card

Avondale FC U13 FV Academy U13

Team Avondale FC U13 FV Academy U13

No goals issued (FT)

Member Period

Minute Own Goal Penalty Kick

Member Offence R4 - Denying an Obvious Goal-Scoring Opportu... Period

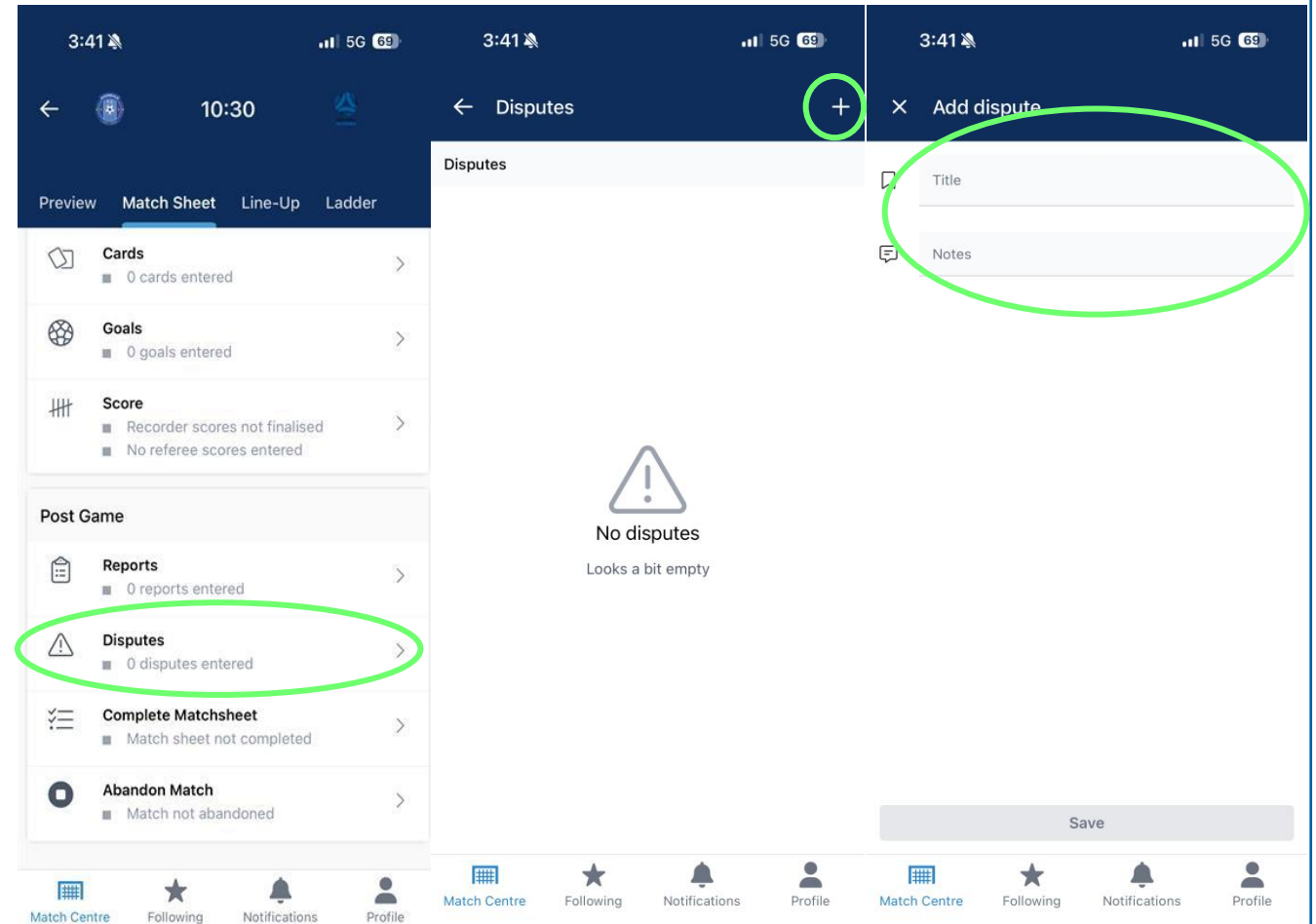
Minute

Save Save

Match Centre Following Notifications Profile Match Centre Following Notifications Profile Match Centre Following Notifications Profile

POST GAME DISPUTES

- Coaches & Managers can raise a dispute via the Dribl Platform if they believe that an error has been made on match day.
- Disputes can include incorrect final score, goal scorers and card recipients.
- Where a Club wishes to raise a query on player eligibility or flag an abandoned fixture, the [Match Investigation Form](#) will be used (not the Dribl disputes function).
- FV will advise the cut off times of when a dispute can be raised post the scheduled kick off time
- FV will endeavor to review and rectify disputes where necessary in a timely manner

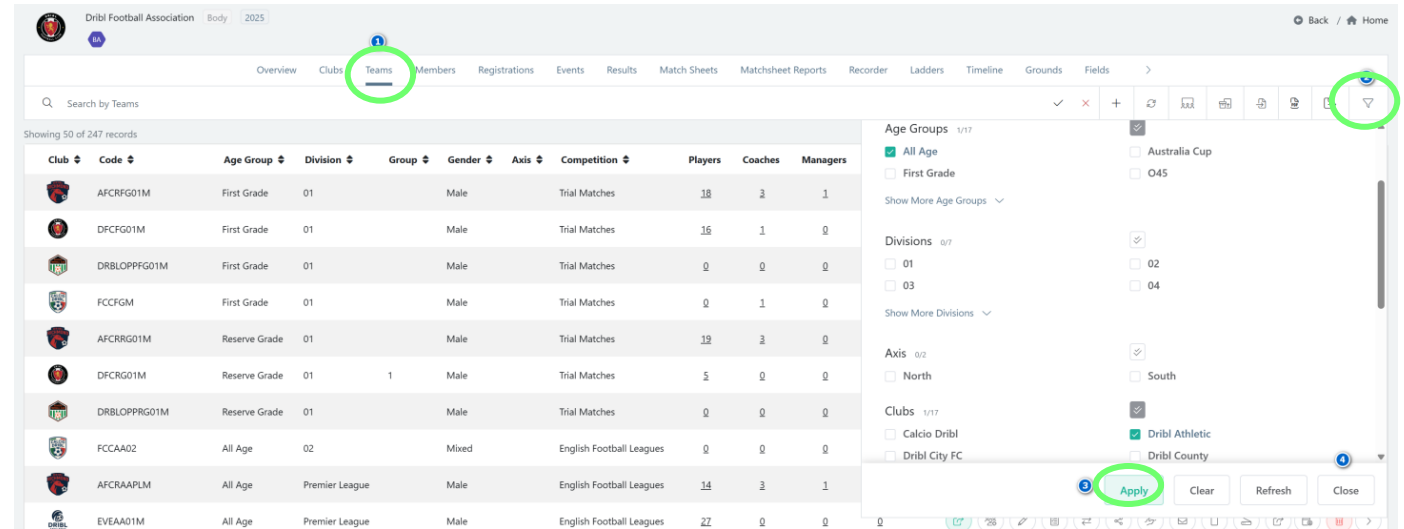


BACK UPS

- In the event of an exceptional circumstance where the online platform cannot be accessed, it is best to be prepared with the following backup material to ensure matches can still kick off as scheduled:
 - **Match Sheet Generator**
 - **ID Card Generator**

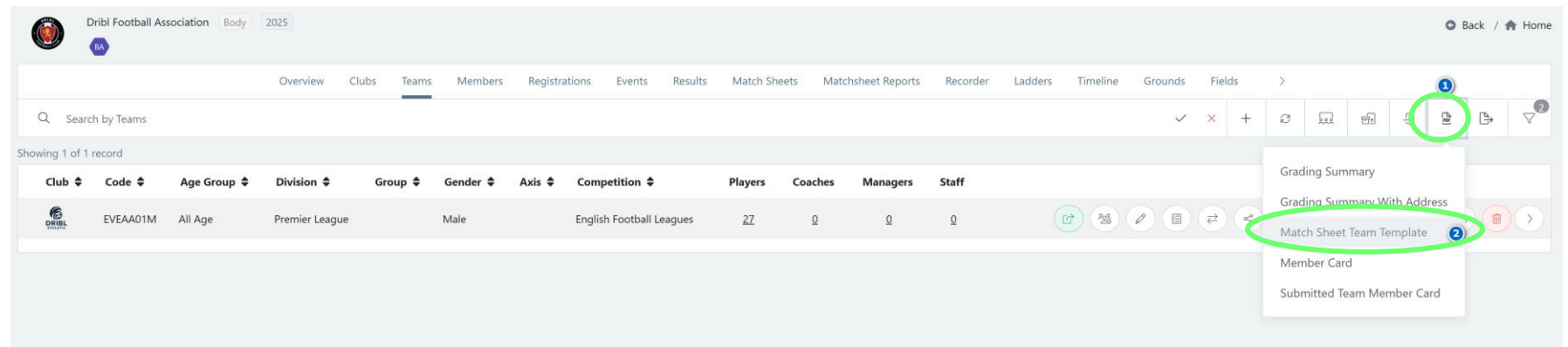
BACK UPS – Match Sheet Generator

- Find the team you wish to generate a team match sheet for:
- i) Click on the Teams (1) menu and then click on Filters (2)
- ii) Select the relevant filter options to filter down to the required team (ie filter by Competition, Club & Age Group)
- iii) Click Apply (3) and then Close (4) to apply the selected filters
- Once you have filtered down the results to the specific team you wish to generate a template match sheet for:
- Click on the Report icon (1) and then select "Match Sheet Team Template" (2)



The screenshot shows the 'Teams' tab in the Dribl Football Association system. A table lists 50 of 247 records. The table has columns for Club, Code, Age Group, Division, Group, Gender, Axis, Competition, Players, Coaches, and Managers. The table is filtered to show only 'All Age' groups. The 'Apply' button is circled in green, and the 'Close' button is also circled in green.

Club	Code	Age Group	Division	Group	Gender	Axis	Competition	Players	Coaches	Managers
AFCRFG01M		First Grade	01		Male		Trial Matches	18	3	1
DFCRG01M		First Grade	01		Male		Trial Matches	16	1	0
DRBLOPPFG01M		First Grade	01		Male		Trial Matches	0	0	0
FCCFGM		First Grade	01		Male		Trial Matches	0	1	0
AFCRRG01M		Reserve Grade	01		Male		Trial Matches	12	3	0
DFCRG01M		Reserve Grade	01	1	Male		Trial Matches	5	0	0
DRBLOPPRG01M		Reserve Grade	01		Male		Trial Matches	0	0	0
FCCAA02		All Age	02		Mixed		English Football Leagues	0	0	0
AFCRAAPLM		All Age	Premier League		Male		English Football Leagues	14	3	1
EVEAA01M		All Age	Premier League		Male		English Football Leagues	22	0	0

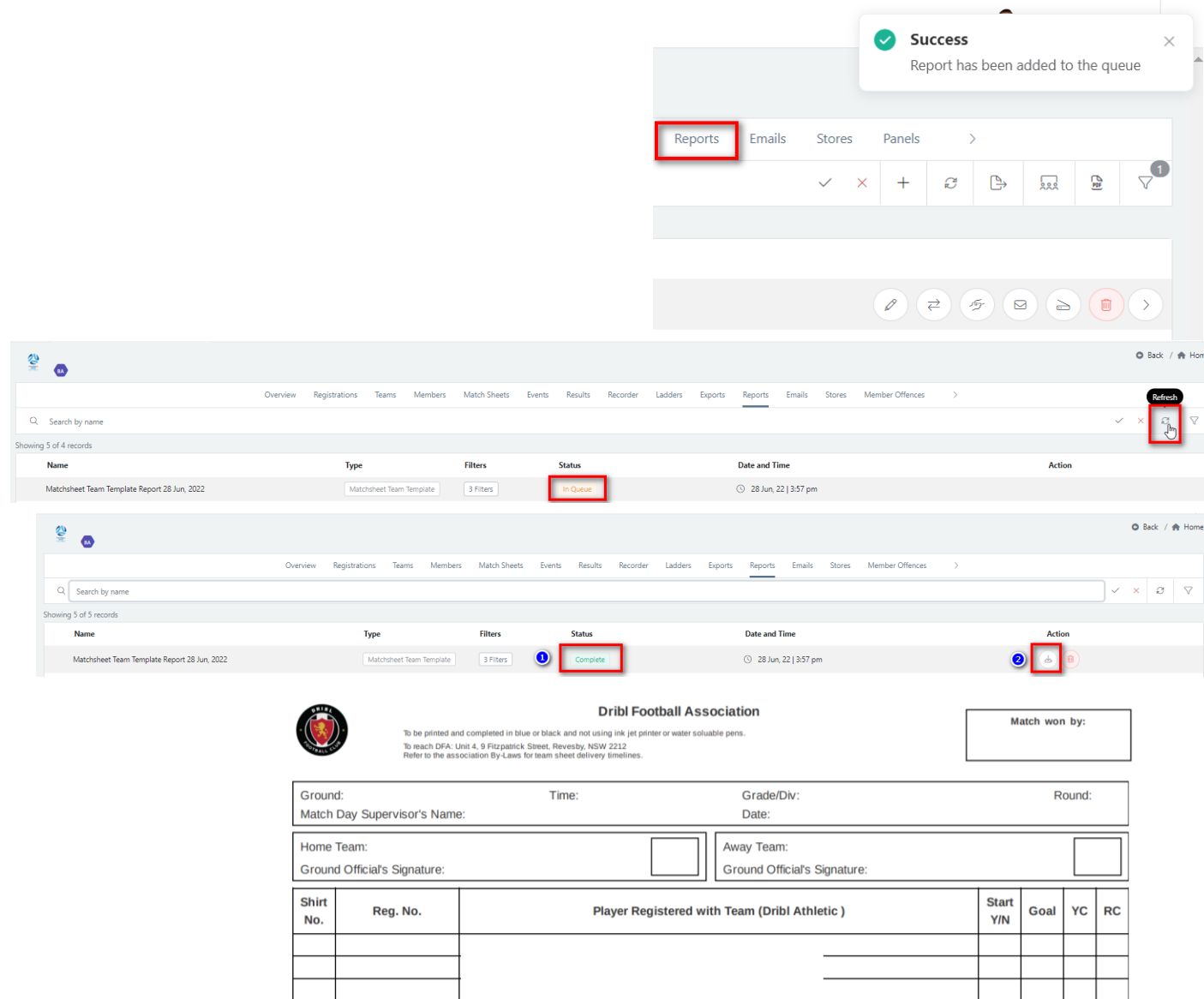


The screenshot shows the 'Teams' tab in the Dribl Football Association system. The table is filtered to show only 'All Age' groups. The 'Report' icon (1) is circled in green, and the 'Match Sheet Team Template' option (2) is selected from the dropdown menu.

Club	Code	Age Group	Division	Group	Gender	Axis	Competition	Players	Coaches	Managers	Staff
EVEAA01M		All Age	Premier League		Male		English Football Leagues	22	0	0	0

BACK UPS – Match Sheet Generator

- Click on the Reports Menu
- The file may take a couple of minutes to generate – whilst the status of the download displays in orange “In Queue”
- You can refresh the download status whilst the file is being generated by clicking on the refresh icon (1) in Dribl admin
- Once the status updates to green “Complete” (1) status, you can now download the file via the Download icon (2)
- Upon clicking on the download button, this will display the Match Sheet Team Template across a number of pages on screen within your web browser window.
- You can now keep a copy of the Match Sheet Team Template via:
- (1) Download – To save an electronic copy of the PDF file (Optional)
- (2) Print – Please print 3 copies of the PDF file (all pages) to A4 paper for yourself, the opposition and the referee



Success
Report has been added to the queue

Reports Emails Stores Panels >

✓ ✗ + ↺ ↻ ↺ ↻ ↺ ↻

Back / Home

Overview Registrations Teams Members Match Sheets Events Results Recorder Ladders Exports Reports Emails Stores Member Offices >

Search by name

Showing 5 of 4 records

Name	Type	Filters	Status	Date and Time	Action
Matchsheet Team Template Report 28 Jun, 2022	Matchsheet Team Template	3 Filters	In Queue	28 Jun, 22 3:57 pm	

Refresh

Back / Home

Overview Registrations Teams Members Match Sheets Events Results Recorder Ladders Exports Reports Emails Stores Member Offices >

Search by name

Showing 5 of 5 records

Name	Type	Filters	Status	Date and Time	Action
Matchsheet Team Template Report 28 Jun, 2022	Matchsheet Team Template	3 Filters	Complete	28 Jun, 22 3:57 pm	Download Print

Dribl Football Association

To be printed and completed in blue or black and not using ink jet printer or water soluble pens.
To reach DFA: Unit 4, 9 Fitzpatrick Street, Revesby, NSW 2212
Refer to the association By-Laws for team sheet delivery timelines.

Match won by:

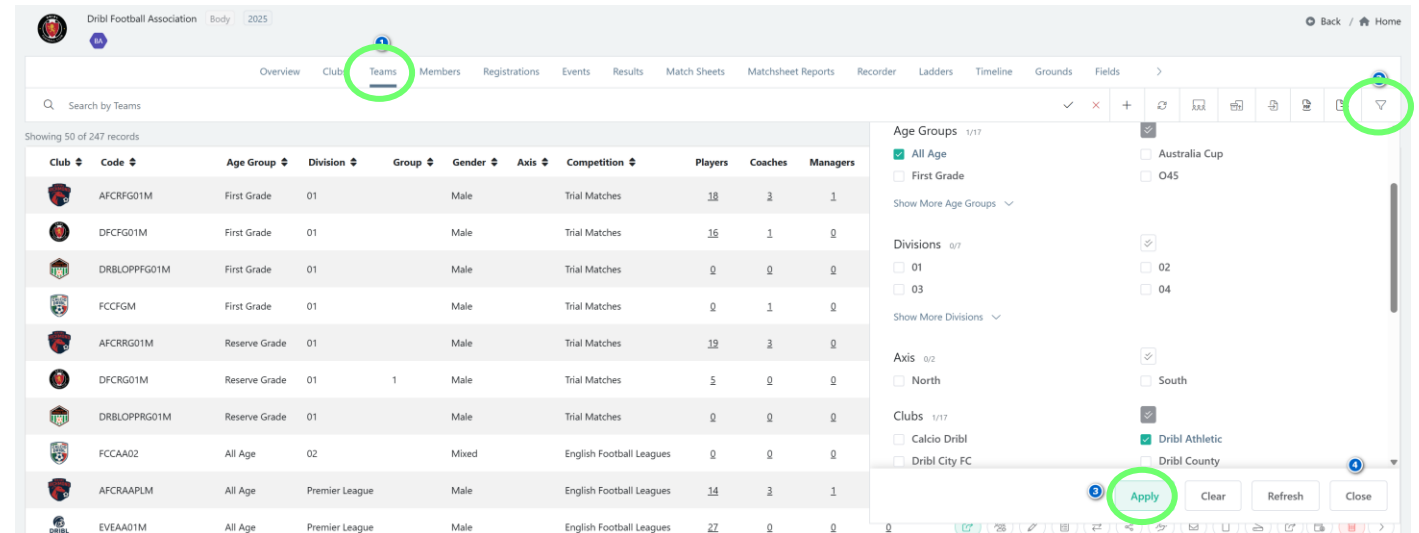
Ground: Time: Grade/Div: Round:
Match Day Supervisor's Name: Date:

Home Team: Away Team:
Ground Official's Signature: Ground Official's Signature:

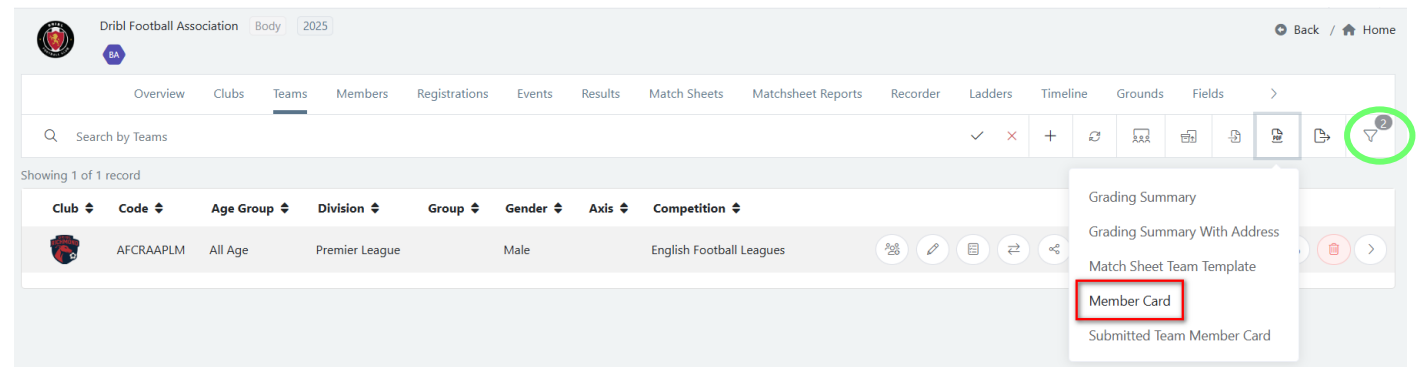
Shirt No.	Reg. No.	Player Registered with Team (Dribl Athletic)	Start Y/N	Goal	YC	RC

BACK UPS – ID Card Generator

- Use the filter options to filter down to the specific team you wish to generate ID cards for:
- i) Click on the Teams (1) menu and then click on Filters (2)
- ii) Select the relevant filter options to filter down to the required team (ie filter by Competition, Club & Age Group)
- iii) Click Apply (3) and then Close (4) to apply the selected filters
- Now that you have filtered down to the specific team you wish to generate a team ID card printout for, Click on the Report icon (1) and then select Member Card (2)



The screenshot shows the Dribl Football Association interface. The 'Teams' menu is highlighted in the top navigation bar. A search bar is present. A table lists various teams with columns for Club, Code, Age Group, Division, Group, Gender, Axis, Competition, Players, Coaches, and Managers. On the right, a filter panel is open, showing options for Age Groups (All Age, First Grade), Divisions (01, 02, 03, 04), Axis (North, South), and Clubs (Calcio Dribl, Dribl Athletic, Dribl City FC). The 'Apply' button is highlighted in the filter panel.



The screenshot shows the Dribl Football Association interface with the 'Report' icon highlighted in the top navigation bar. A dropdown menu is open, showing options for Grading Summary, Grading Summary With Address, Match Sheet Team Template, Member Card, and Submitted Team Member Card. The 'Member Card' option is highlighted in the dropdown menu.

BACK UPS – ID Card Generator

- Click on the Generate Button
- Select the Reports function
- To refresh the status whilst the file is being generated, click on the refresh icon (1) in Dribl admin
- *File may take a few minutes to generate
- Once the status shows as Complete (2) – click the Download icon (3) to download the generated file
- Upon clicking on the download button, this will display all team member ID cards across a number of pages on screen within your web browser window.
- You can now keep a copy of the team ID sheet via:
- (1) Download – Save an electronic copy of the PDF file
- (2) Print – Print a copy of the PDF file to A4 paper

Team Member Card Summary

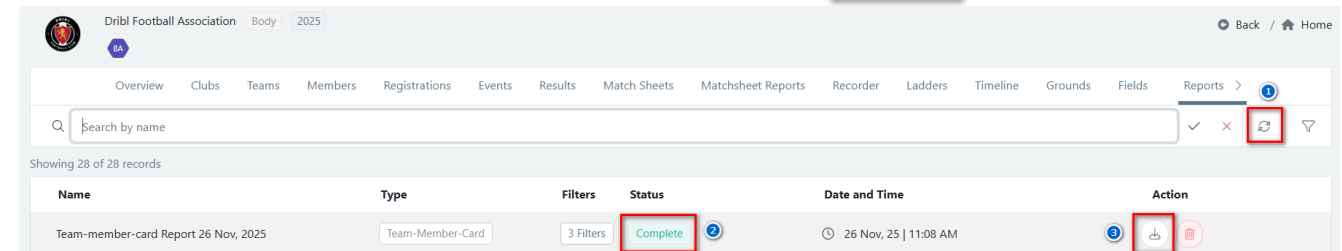
Please review the following information below to ensure you are generating **Team Member Card** for correct teams.

Filter	Details
Genders	Include All
Age groups	First Grade
Divisions	Include All
Clubs	Include All
Search	

Generating member cards for 1 team(s).

Cancel

Generate



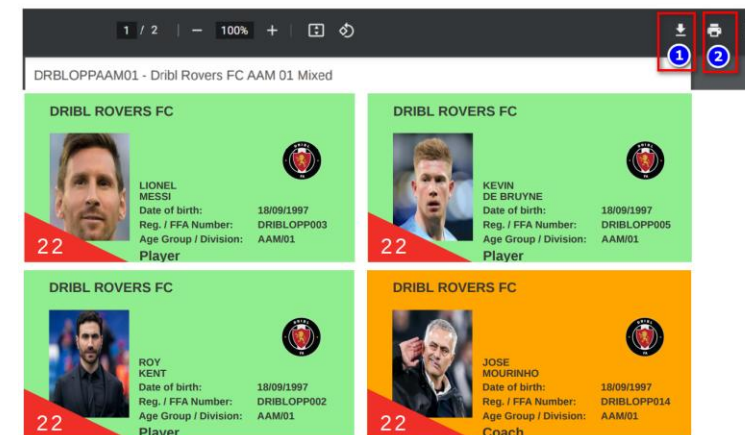
Dribl Football Association Body 2025

Overview Clubs Teams Members Registrations Events Results Match Sheets Matchsheet Reports Recorder Ladders Timeline Grounds Fields Reports > 1

Search by name

Showing 28 of 28 records





Name	Type	Filters	Status	Date and Time	Action
Team-member-card Report 26 Nov, 2025	Team-Member-Card	3 Filters	Complete 2	26 Nov, 25 11:08 AM	1 2 3



1 / 2 100% +

DRBLOPPAAM01 - Dribl Rovers FC AAM 01 Mixed

1 2

DRIBL ROVERS FC	DRIBL ROVERS FC
 LIONEL MESSI Date of birth: 18/09/1997 Reg. / FFA Number: DRIBLOPP003 Age Group / Division: AAM/01 Player	 KEVIN DE BRUYNE Date of birth: 18/09/1997 Reg. / FFA Number: DRIBLOPP005 Age Group / Division: AAM/01 Player
 ROY KENT Date of birth: 18/09/1997 Reg. / FFA Number: DRIBLOPP002 Age Group / Division: AAM/01 Player	 JOSE MOURINHO Date of birth: 18/09/1997 Reg. / FFA Number: DRIBLOPP014 Age Group / Division: AAM/01 Coach

WHERE TO GO FOR HELP?

- Your Club Administrator
 - Each club should have at least one person who has completed additional training in DRIBL and will be able to assist you.
- FV Competitions
 - During 9am – 5pm Monday – Friday please contact the Competitions team on **9474 1800 and press '2' when prompted**
 - If your club administrator cannot assist you on game day, please contact the FV Competitions Weekend Lines:
 - Advanced, Cups & Regional Competitions: **0422 527 354**
 - Metropolitan Community Competitions: **0400 028 335**
- DRIBL Support Mon – Fri 9am-5pm
 - <https://help.dribl.com/>