

DRIBL

USER GUIDE

TEAM MAPPING AND PLAYER BORROWING



FOOTBALL
VICTORIA

HOW TO MAP MEMBERS

- In order for Players and Team Officials to be selected in the line-up for the Match Sheets on match day, they need to be mapped to teams for the Season.
- Mapping of your team only needs to be done once at the start of the Season.
- The following slides will cover the steps to map Players and Team Officials.

HOW TO MAP MEMBERS – TEAM OFFICIALS



- Select the team you are mapping team officials to to

The screenshot shows the Football Victoria software interface. The top navigation bar includes 'Overview', 'Registrations', 'Teams' (which is highlighted with a green circle), 'Members', 'Match Sheets', 'Events', 'Results', 'Recorder', 'Ladders', 'Exports', 'Reports', 'Emails', 'Stores', and 'Member Offences'. Below the navigation bar is a grid of icons under the heading 'Actions'. The 'Teams' icon (a group of three people) is highlighted with a green circle. The main content area shows three cards: 'Members' (43), 'Teams' (3, highlighted with a green oval), and 'Registrations' (42). The bottom navigation bar also includes 'Overview', 'Registrations', 'Teams' (highlighted with a green circle), 'Members', 'Match Sheets', 'Events', 'Results', 'Recorder', 'Ladders', 'Exports', 'Reports', 'Emails', 'Stores', and 'Member Offences'.

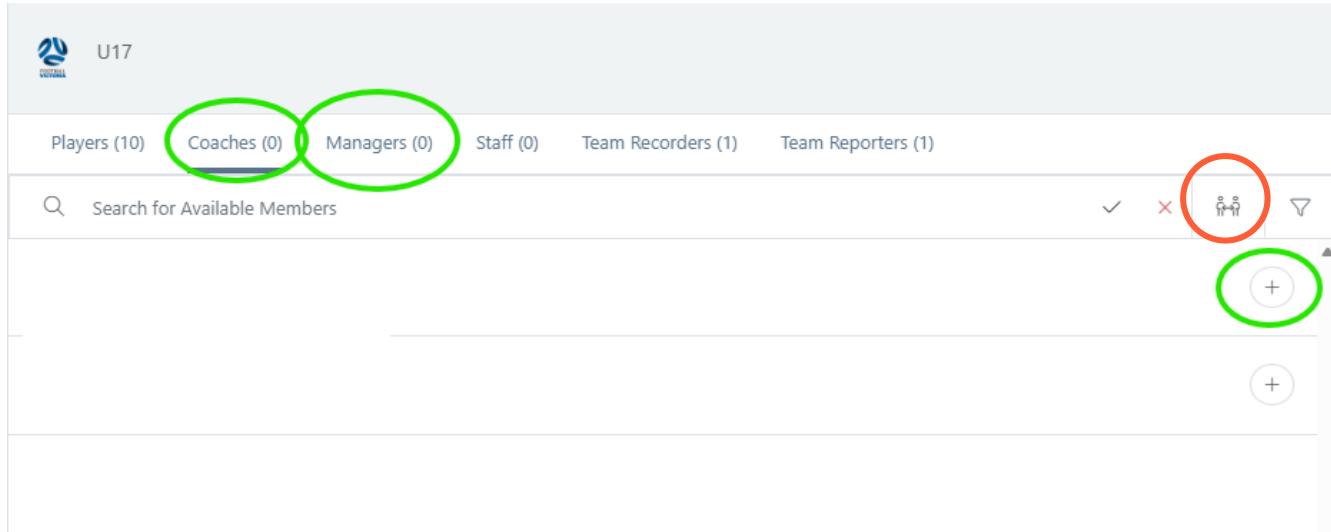
- Select the Map Members Icon

The screenshot shows the Football Victoria software interface with the 'Teams' tab selected. The top navigation bar includes 'Overview', 'Registrations', 'Teams' (highlighted with a green circle), 'Members', 'Match Sheets', 'Events', 'Results', 'Recorder', 'Ladders', 'Exports', 'Reports', 'Emails', 'Stores', and 'Member Offences'. Below the navigation bar is a search bar with 'Search by Teams' and a set of icons. The main content area displays a table with 3 records, each representing a team. The columns include 'Club', 'Code', 'Age Group', 'Division', 'Group', 'Gender', 'Axis', 'Competition', 'Players', 'Coaches', 'Managers', and 'Staff'. The bottom right of the table grid contains a set of icons, with the 'Map Members' icon (a double-headed arrow) highlighted with a green circle.

Club	Code	Age Group	Division	Group	Gender	Axis	Competition	Players	Coaches	Managers	Staff
	FVAU13YPLGF	U13	YPLG		Female		Girls Victorian Youth Premier League	13	1	1	0
	FVAU15YPLGF	U15	YPLG		Female		Girls Victorian Youth Premier League	15	1	0	0
	FVAU17YPLGF	U17	YPLG		Female		Girls Victorian Youth Premier League	10	0	0	0

HOW TO MAP MEMBERS – TEAM OFFICIALS

- Select the coaches, team managers and staff you want to map to the team by selecting the plus button



- The person icon circled Red will toggle between allocated and unallocated members (used if the coach or team manager is permanently assigned to multiple teams)
- Coaches and Managers who are mapped to a Team are then also Team Recorders and Team Reporters on the Dribl App.
- When the Dribl app is downloaded, they are able to use the same email address they have used on PlayFootball to register and be able to access the Match Sheets for each of the team's fixtures.

HOW TO MAP MEMBERS - PLAYERS



- Select the team you are mapping players to

Actions

Club Sanctions Emails Events Exports Ladders Match Sheets Matchsheet Reports Member Bans Member Offences Members Merge Requests Offence Fees Offence Rollovers Recorder Registrations Reports

Results Sponsors Stores Team Grading Submissions Team Offences Team Submissions Teams Timeline Connect Account Payment Options

Members: 43 Teams: 3 Registrations: 42

- Select the Map Members Icon

HOW TO MAP MEMBERS - PLAYERS



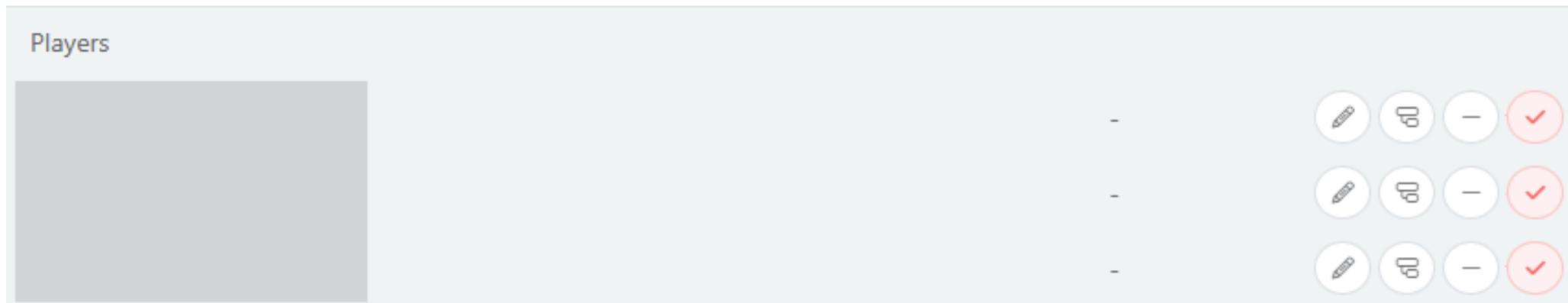
- Select the players you want to map to the team by selecting the plus button
- Once players are selected, you can assign the player a kit number for the season via the pencil icon

A screenshot of a software application for managing team members. At the top, the text "U17" is displayed next to a small logo. Below this, a navigation bar shows the count of members in each category: Players (10), Coaches (0), Managers (0), Staff (0), Team Recorders (1), and Team Reporters (1). The "Players" tab is currently selected. A search bar with the placeholder "Search for Available Members" is positioned above the list of players. To the right of the search bar is a vertical toolbar with four rows of four icons each. The top icon in the first row (a pencil) is highlighted with a green circle, indicating it is the active tool for mapping members. The other icons in the rows represent a clipboard, a minus sign, and a checkmark.

PLAYER MATCH SHEET ACTIVATION



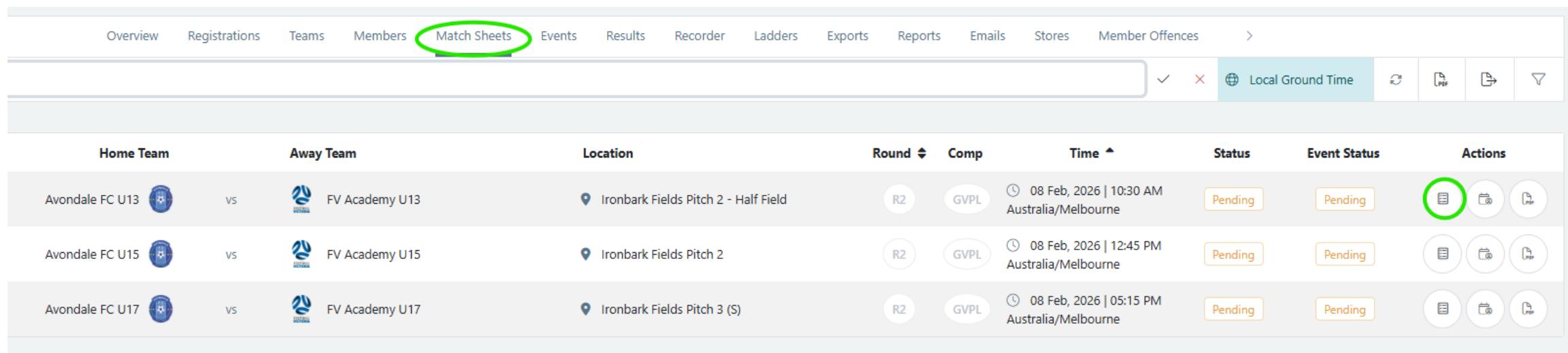
- Selected Players, Coaches and Managers will have a red tick next to their name until the mapped team is approved by Football Victoria.
- The red tick means the member is not made match sheet active and cannot be listed on a match sheet.
- Football Victoria are approving players for Match Sheets daily.



MAPPING PLAYERS – BORROWING



- Players can be mapped to one team only and will be unable to be mapped to multiple teams
- Where a player will be playing across multiple teams on a given weekend (e.g. U13 player playing in U14) they will need to be borrowed to the team they are not mapped to per fixture
- This can be done through the Match Sheets tab and the Match Sheet Details button

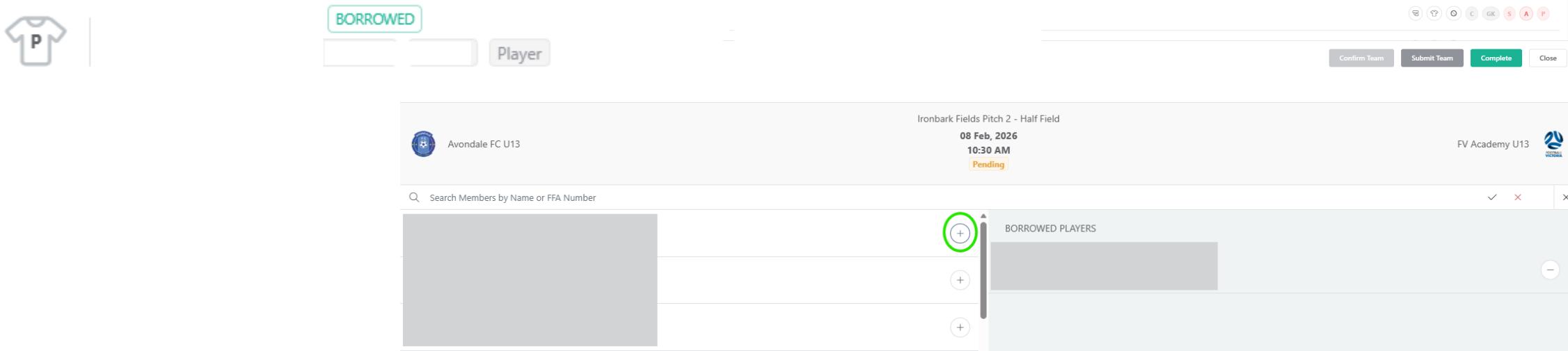
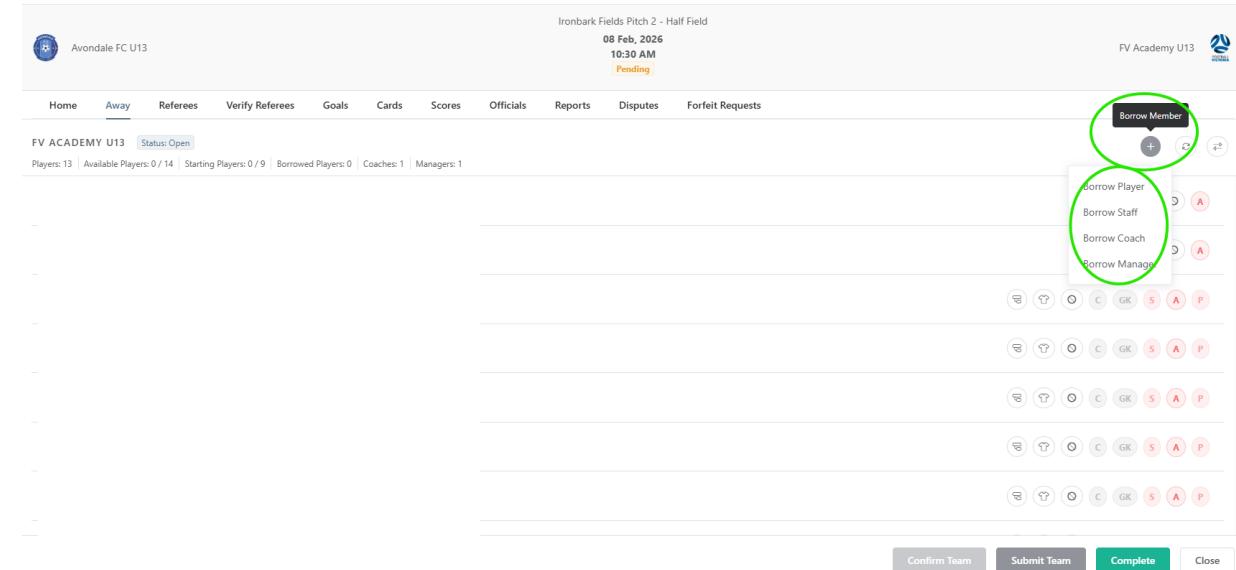


Home Team	Away Team	Location	Round	Comp	Time	Status	Event Status	Actions
Avondale FC U13	vs	Ironbark Fields Pitch 2 - Half Field	R2	GVPL	08 Feb, 2026 10:30 AM Australia/Melbourne	Pending	Pending	  
Avondale FC U15	vs	Ironbark Fields Pitch 2	R2	GVPL	08 Feb, 2026 12:45 PM Australia/Melbourne	Pending	Pending	  
Avondale FC U17	vs	Ironbark Fields Pitch 3 (S)	R2	GVPL	08 Feb, 2026 05:15 PM Australia/Melbourne	Pending	Pending	  

MAPPING PLAYERS – BORROWING



- Select your teams Match Sheet (Home / Away) and then use the Borrow Member + button and select Borrow Player (you can also use this function to borrow staff, coaches and team managers for individual fixtures)
- Search the player you are seeking to borrow and use the + button
- They will then appear in the match sheet as a BORROWED player
- Confirm and Submit team your team selection



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/>