

REFSIX

Android Wear User Guide

OVERVIEW

A smartwatch and mobile app for referees

- Allows referees to log fixtures in advance of matches.
- On match day referees can use their mobile app to record team sheets and upload them to their smartwatch prior to the match.
- Referees use their smartwatch during the match to record key match incidents like goals, substitutions, yellow and red cards.
- After the game, the referee can pull data from the watch at the click of a button.
- Referees now have a log of all of their matches as well as an ability to see statistics across them, such as average yellow cards per game, total dismissals in the season etc.
- Referee physical performance tracking coming Q3 2017, includes average speed, total distance ran and heat map showing positioning of referee during the match.



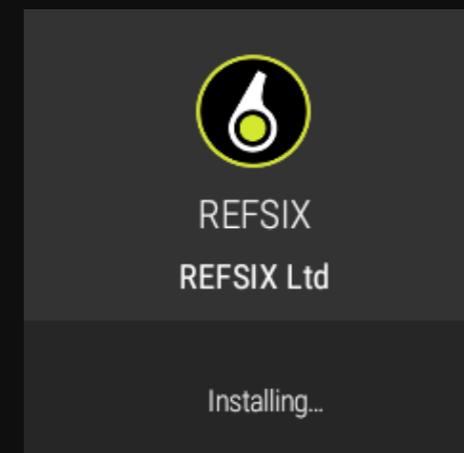
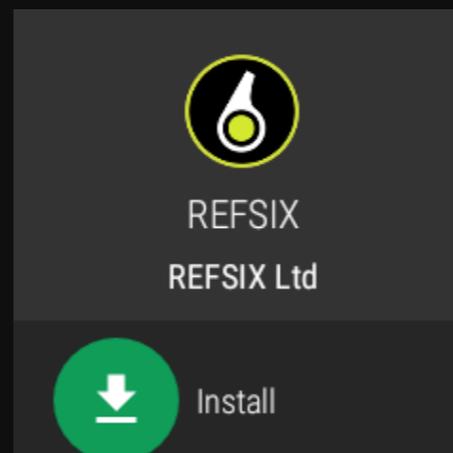
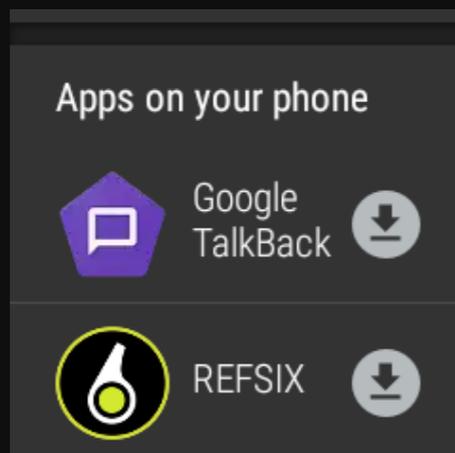
INSTALLATION

Android Wear 1.X

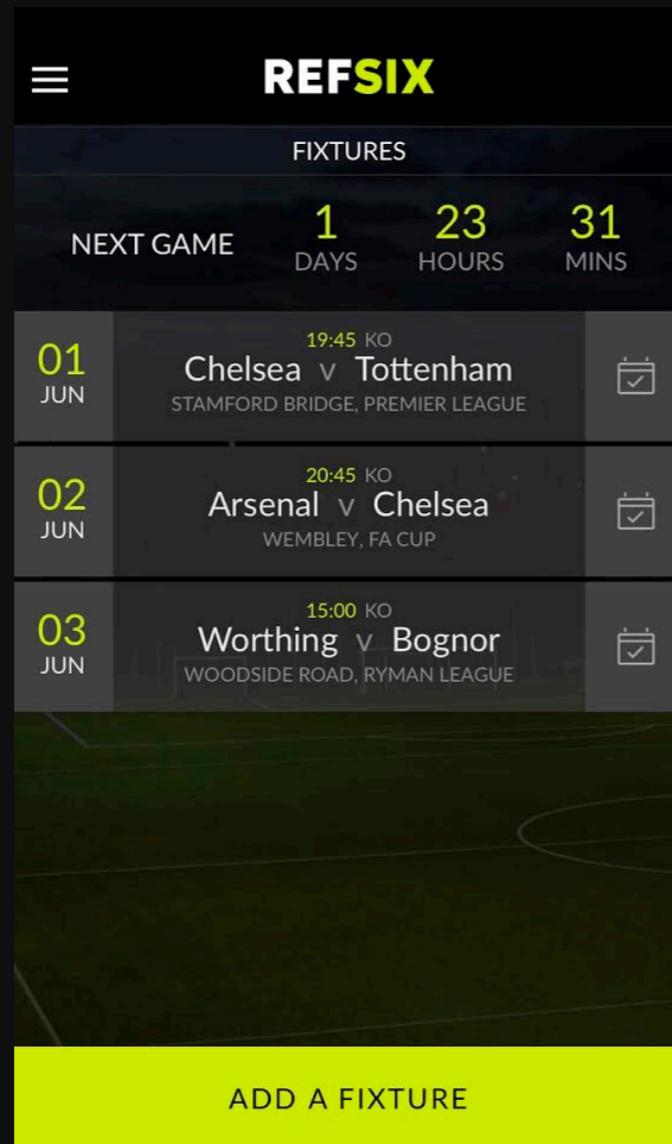
- On your phone, open the 'Play Store', search for REFSIX and install.
- The app will install automatically on your watch. This may take a minute or two.

Android Wear 2.0

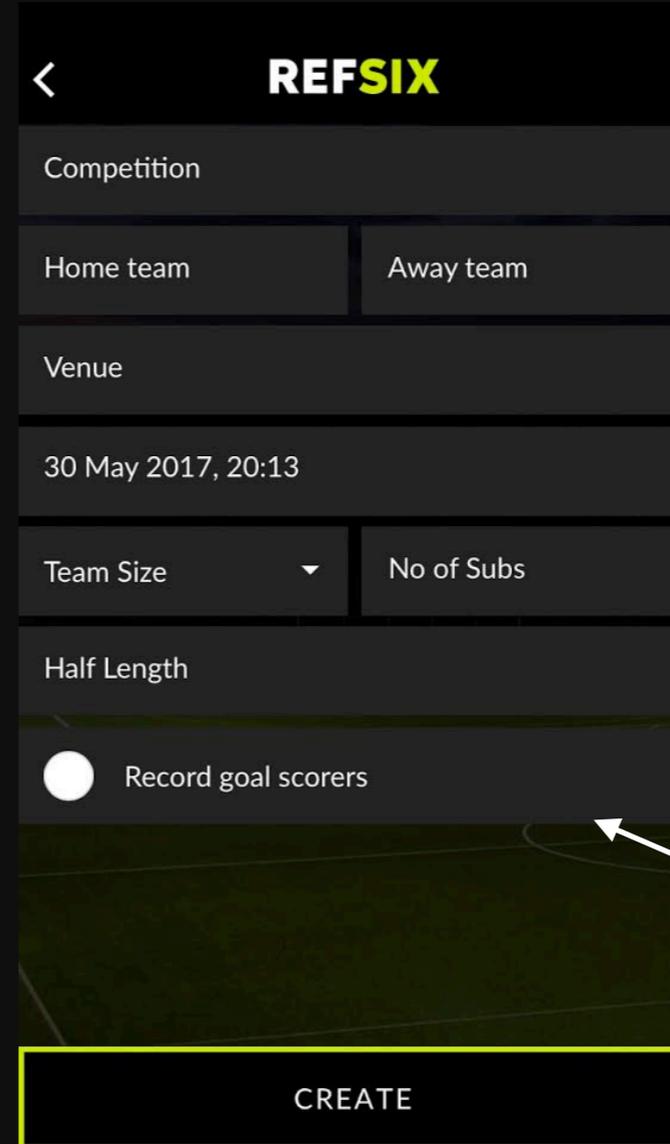
- On your phone, open the 'Play Store', search for REFSIX and install.
- After phone install, on your synced Android Wear 2.0 watch open 'Play Store' app. You should see REFSIX listed under 'Apps on your phone'. Tap to install it on your watch:



FIXTURES

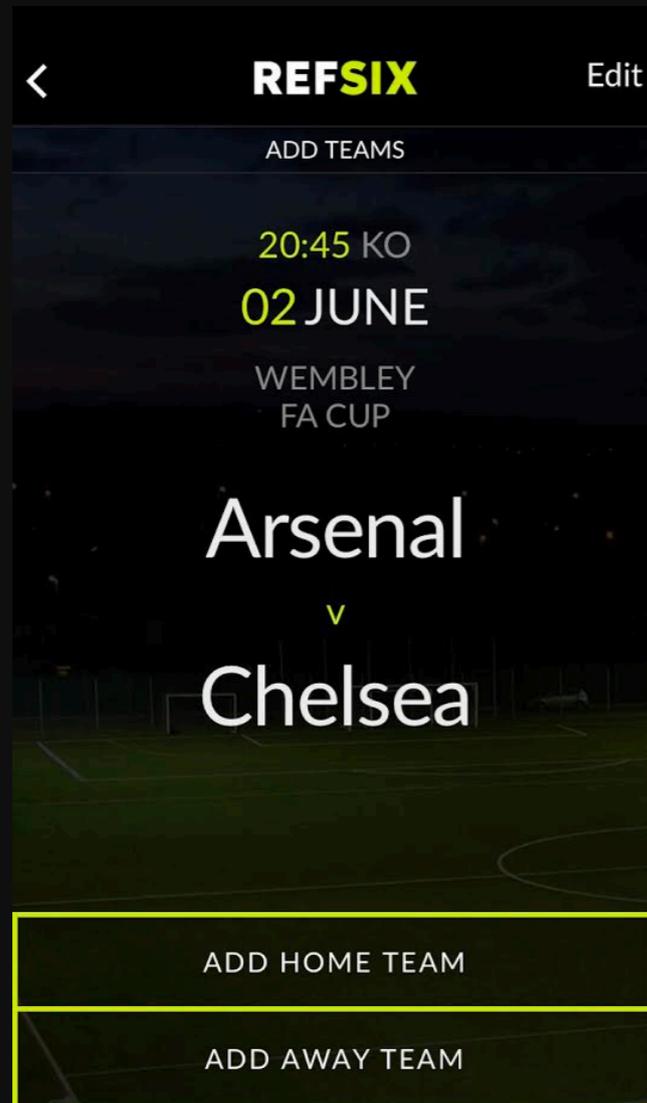


Referees can view and add upcoming fixtures



When adding fixtures referees can customise team size, number of subs, half length and if they want to record goal scorers or not.

MATCH DAY - INPUTTING TEAMSHEETS



On Match Day the referee
simply needs to tap on
the Fixture



Then add team sheets

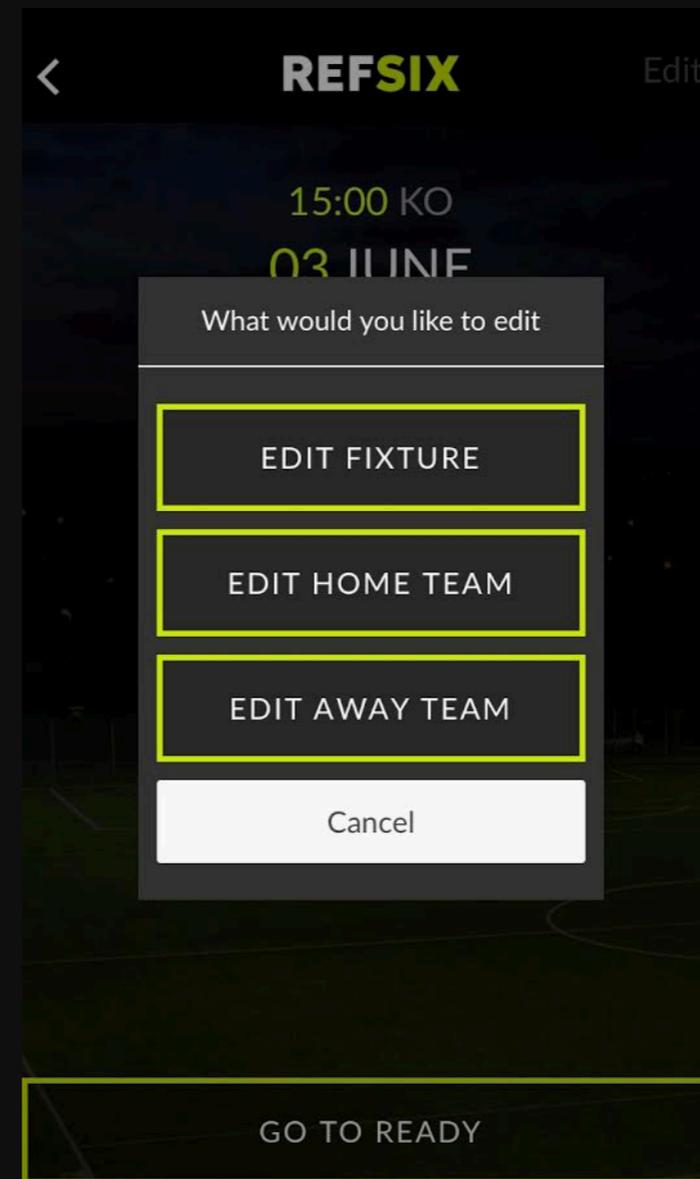


And tap send to watch

MATCH DAY - EDIT FIXTURE & TEAMSHEETS

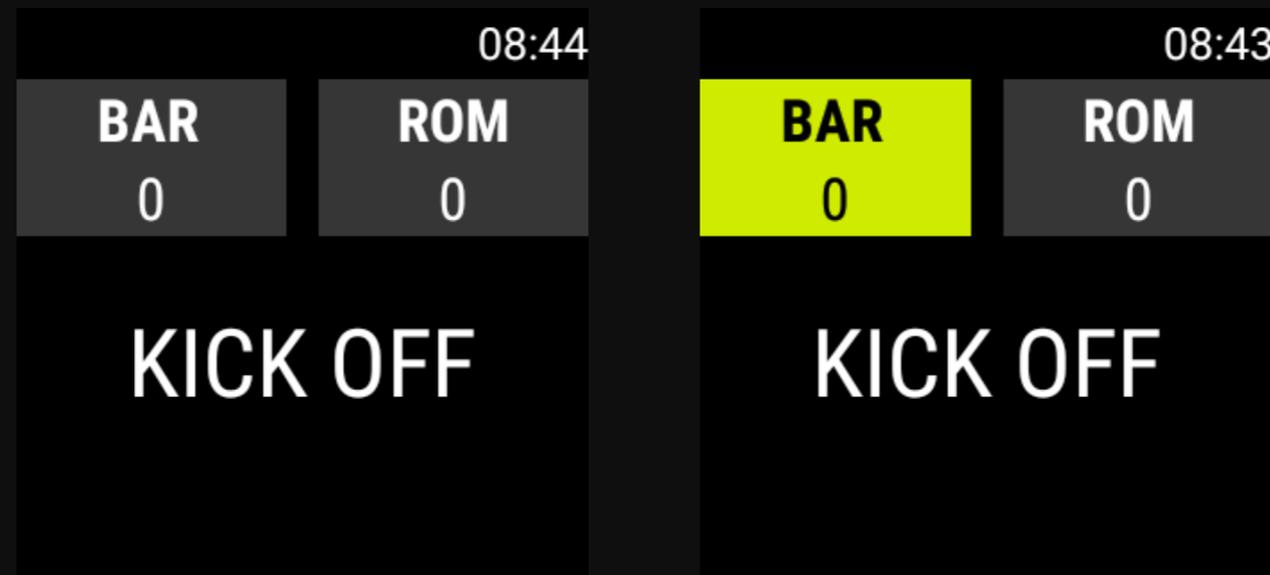


To Edit a fixture or team sheets simply tap the Edit button in the top right of the fixture screen



The referee can then edit the fixture or the team sheets easily

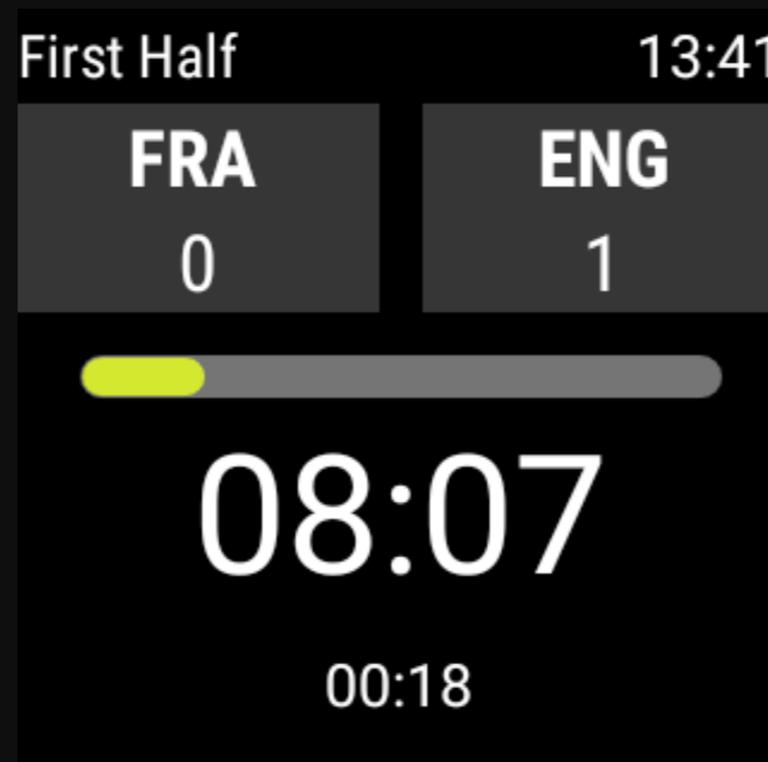
MATCH DAY - STARTING A GAME



The watch allows referees to select team kicking off by tapping on their name. To start the game tap KICK OFF

MATCH DAY - RECORDING TIME

The main match clock is at the bottom half of the screen. If there is an injury the referee can tap on this and will see the additional timer turn on. The main timer will continue to run alongside the additional timer. Once the injury is over, the referee can tap again and the additional timer will stop.



Main timer

Additional timer

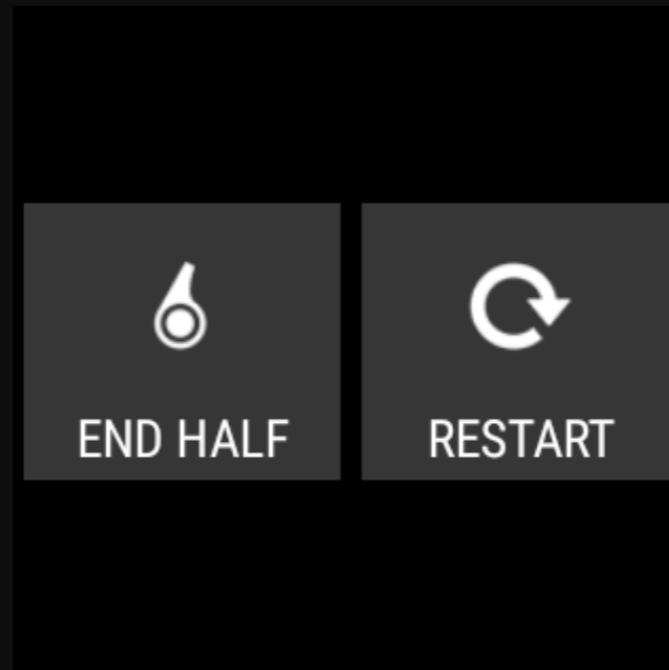
When a key match incident occurs the referee can swipe from the left if it happened for the Home Team and right for the Away Team.

MATCH DAY - ENDING HALF AND GAME

To end swipe down and to see the Options Screen.

Here you'll see RESET and END HALF options.

RESET - starts then game again, you'll still have the teams and team sheets but it will lose all the data in the game. This is useful if you've started the timer too early or accidentally.



When you want to end half, you swipe down and click End Half. Then click on the tick.

You'll notice the timer on the Match Screen has stopped. Tap this and it will start the Half Time timer.

When half time is finished swipe down and tap end half. Then click on the tick. You'll see the timer has stopped again, tap again and it will start the second half.

At the end of the game ensure you end half to enable the data to send back to the phone and save as a result.

MATCH DAY - Match Log

1st Half - 08:48 - k/o: BAR
1st min | yellow | C1 | 1 | BAR
1st min | Off->2 | On-> 1 | ROM
1st min | Goal | ROM
Half Time - 08:48
2nd Half - 08:48
1st min | Off->3 | On-> 2 | BAR
1st min | Goal | BAR
1st min | Goal | BAR

MATCH LOG - Here you'll see a log of all of the incidents you've recorded during the game so far.

MATCH DAY - KEY MATCH INCIDENTS

Swipe left for home team incidents.

Swipe Right for home team incidents.

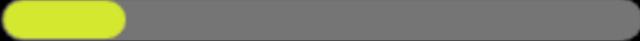
FRANCE

 YELLOW	 RED
 SUB	 GOAL

Swipe left

First Half 13:41

FRA 0	ENG 1
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08:07

00:18

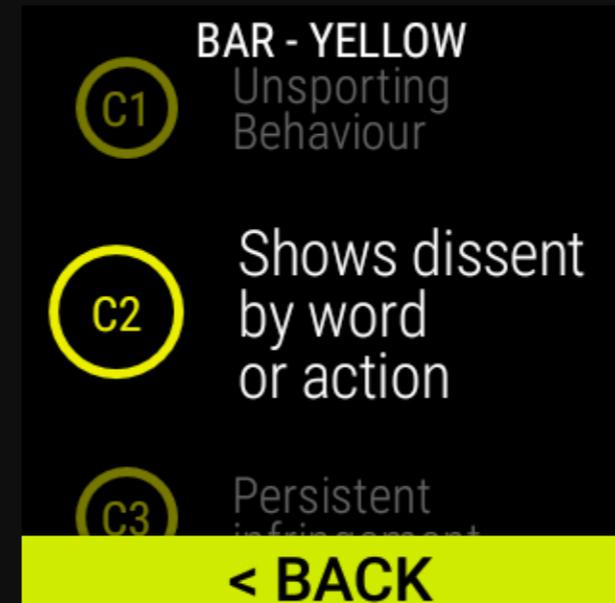
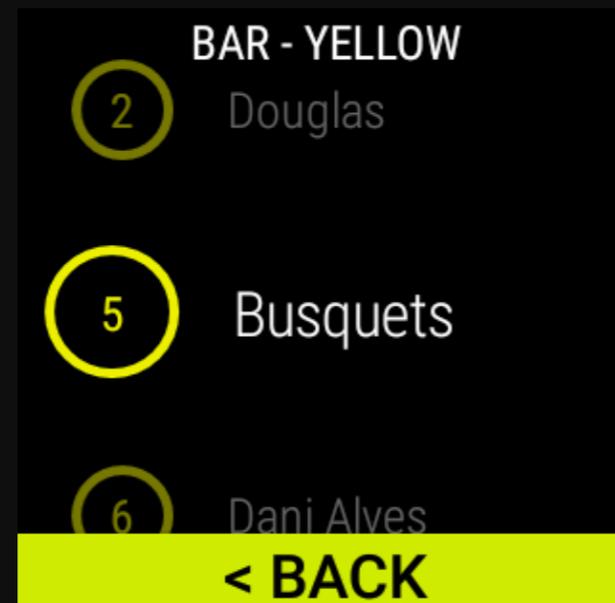
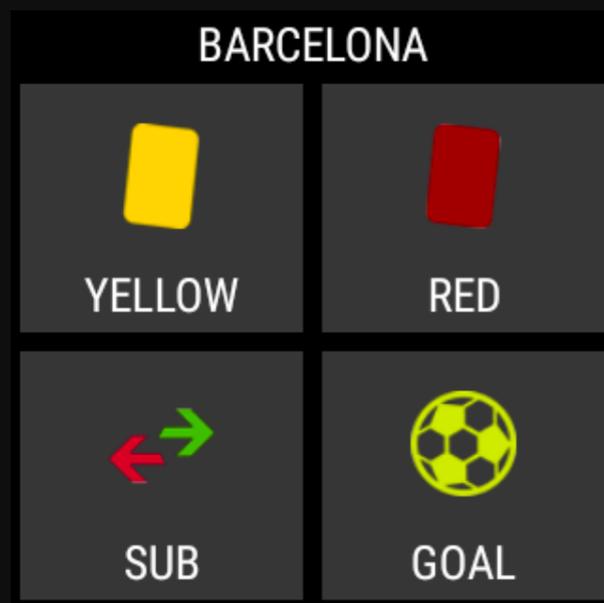
Swipe right

ENGLAND

 YELLOW	 RED
 SUB	 GOAL

MATCH DAY - MISCONDUCT

If the referee chooses a card they can then select the player and the reason. Next time they go in to see players the player they've cautioned or dismissed they'll see (Y) or (R) before the name. The referee will get a notification if they give a second yellow card to the same player.



MATCH DAY - SUBSTITUTIONS

To make a substitution the referee simply taps Sub then the player in the Starting XI then the player on the Bench.

BARCELONA

 YELLOW	 RED
 SUB	 GOAL

BAR - STARTING XI

- 1 Ter Stegen
- 3 Piqué
- 5 Busquets

< BACK

BAR - BENCH

- 12 Rafinha
- 13 Claudio Bravo
- 14 Mascherano

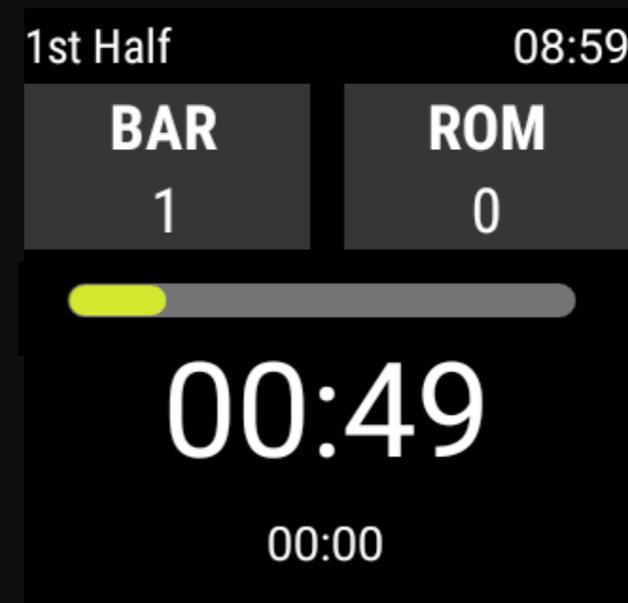
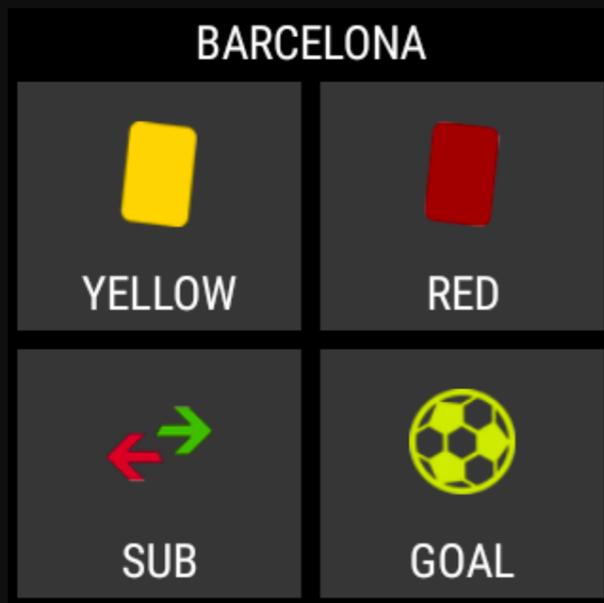
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14. Mascherano
3. Piqué

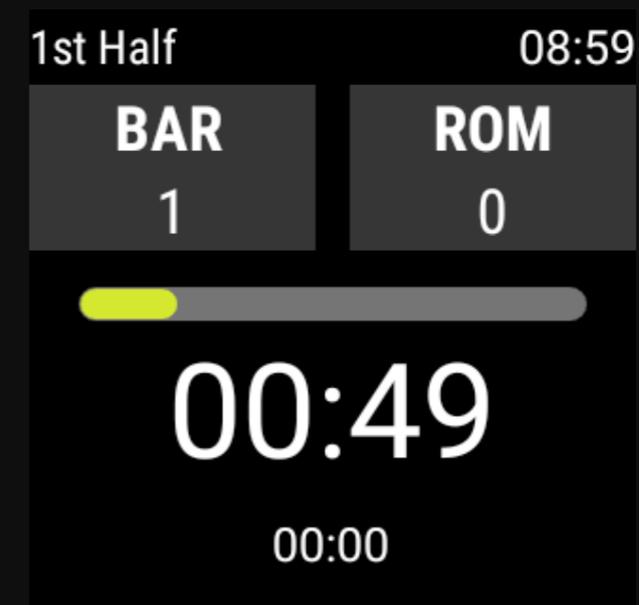
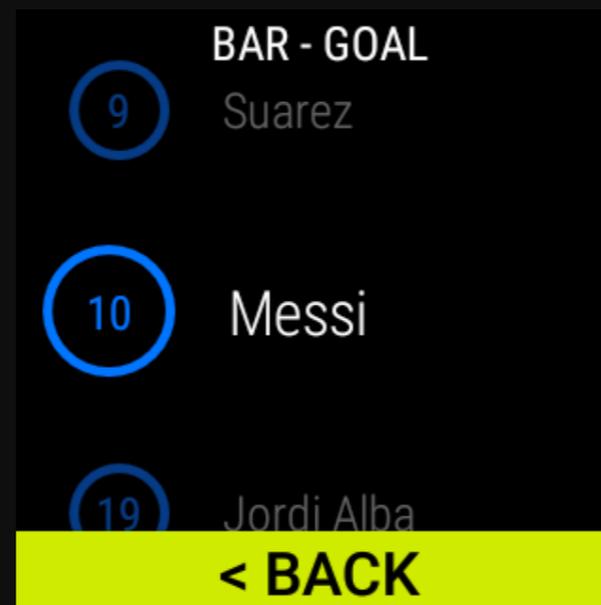
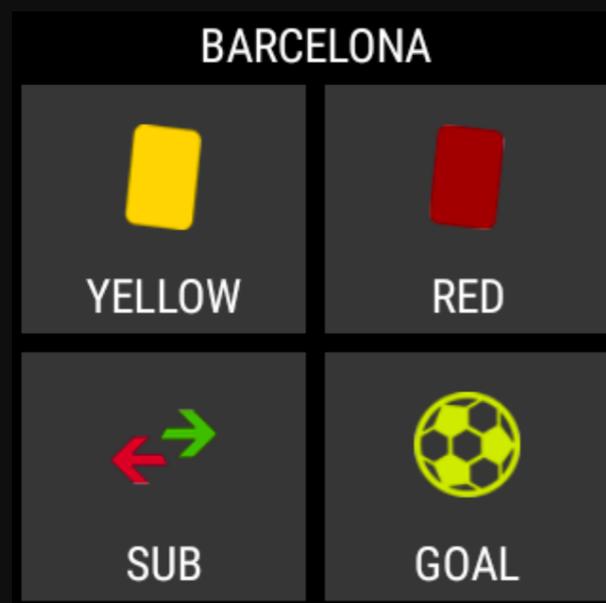
MATCH DAY - GOALS - NO GOALSCORER

For a goal the referee simply taps Goal then Confirms by clicking on the ball.



MATCH DAY - GOALS - WITH GOALSCORER

For a goal the referee simply taps Goal then selects the player who scored.



MATCH DAY - RETRIEVING GAME



After the game the referee clicks 'Retrieve from watch' to get all the match details



The referee can see all match stats for the game

RESULTS

Referees can see all results for all matches they've officiated on

They can quickly see the results and cards given during the game

The screenshot shows the REFSIX RESULTS page. At the top, there is a hamburger menu icon and the REFSIX logo. Below the logo, the word 'RESULTS' is centered. There are three filter tabs for years: '2016', '2017', and 'ALL' (which is selected). Below these are five filter tabs for months: 'MAY', 'APRIL', 'JANUARY', 'NOVEMBER', and 'MARCH'. At the bottom of the filter section are three filter tabs for competitions: 'CHAMPIONSHIP', 'PREMIER LEAGUE', and 'DIV 1 FINAL'. The main content is a list of matches, each with a date, a score, and a card count. The matches are: 26 MAY: Chelsea 0-0 Man Utd (0 cards); 15 MAY: Leicester City 1-0 Athletic Madrid (1 card); 11 MAY: Brighton 0-0 Newcastle (0 cards); 04 MAY: Chelsea 0-1 Tottenham (0 cards); 09 APR: Broadwater 0-0 Rebels (0 cards); 04: Lancing (2 cards).

Date	Match	Score	Cards
26 MAY	Chelsea vs Man Utd	0-0	0
15 MAY	Leicester City vs Athletic Madrid	1-0	1
11 MAY	Brighton vs Newcastle	0-0	0
04 MAY	Chelsea vs Tottenham	0-1	0
09 APR	Broadwater vs Rebels	0-0	0
04	Lancing		2

Filters enable the referee to change year, month and competition.

The referee can see all match details by clicking on a result

STATISTICS

Referees can see all statistics for all matches they've officiated on

The screenshot shows the REFSIX application interface. At the top, there is a hamburger menu icon and the text 'REFSIX'. Below this is a 'STATISTICS' section with four filter tabs: 'MONTH', 'YEAR', 'SEASON', and 'CAREER'. The main content is a grid of 12 statistics cards arranged in 4 rows and 3 columns. The first row contains 'Matches' (8), 'Yellow Cards' (5), and 'Red Cards' (2). The second row contains 'Goals Scored' (14), 'Average yellow cards' (0.63), and 'Average red cards' (0.25). The third row contains 'Home Wins' (2), 'Away Wins' (2), and 'Draws' (4). The fourth row contains 'Home Goals' (8), 'Away Goals' (6), and 'Home/Away Goals' (1.33). The background of the interface is dark with a faint soccer field pattern.

REFSIX			
STATISTICS			
MONTH	YEAR	SEASON	CAREER
8 Matches	5 Yellow Cards	2 Red Cards	
14 Goals Scored	0.63 Average yellow cards	0.25 Average red cards	
2 Home Wins	2 Away Wins	4 Draws	
8 Home Goals	6 Away Goals	1.33 Home/Away Goals	

Filters enable the referee to change the way they view statistics



Referee's can see match data such as number of yellow cards, average number of cards goals and home and away wins.



THANK YOU

If you have any questions please feel
free to email us at:

contact@refsix.com

CONTACT