

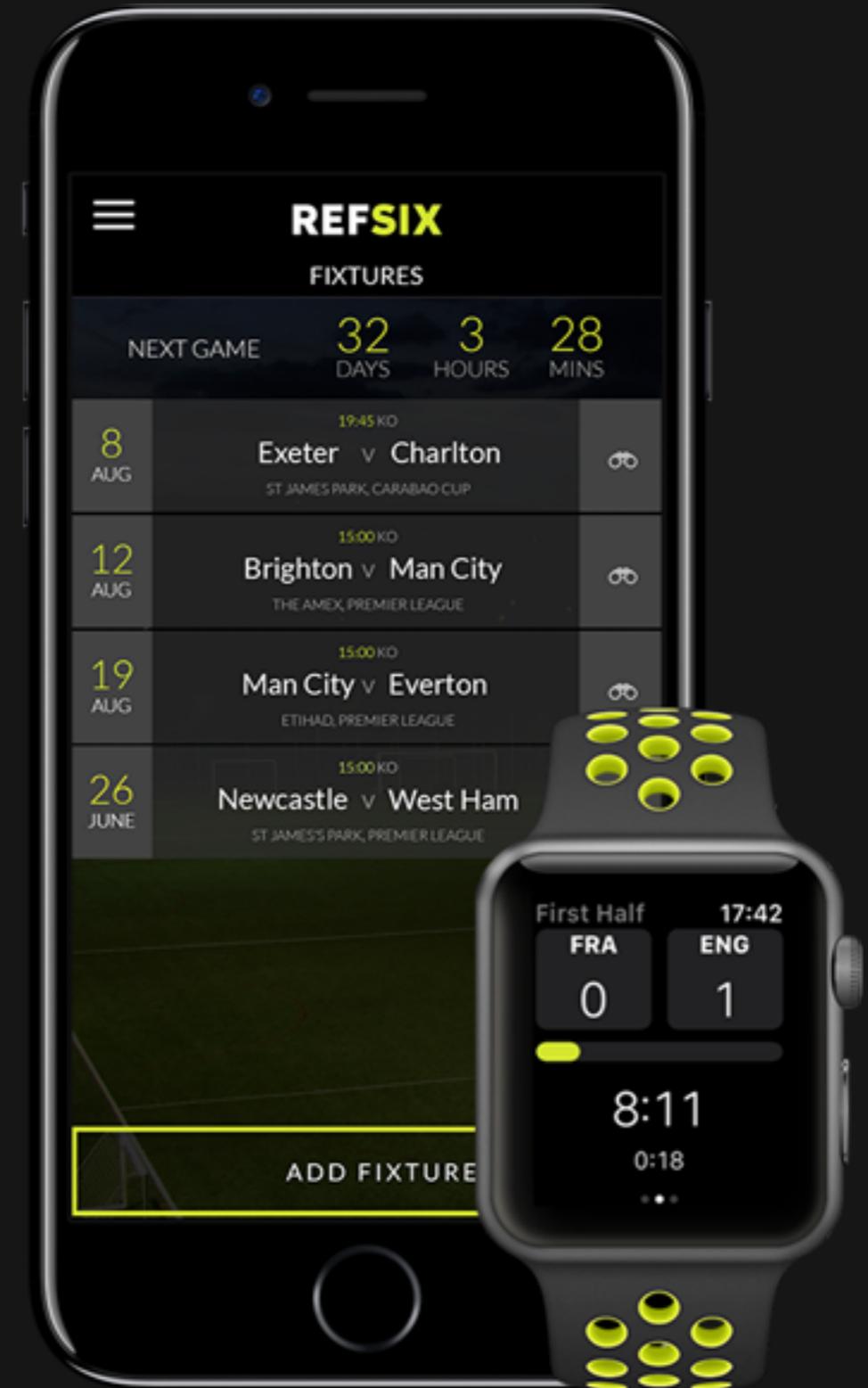
REFSIX

Apple Watch User Guide

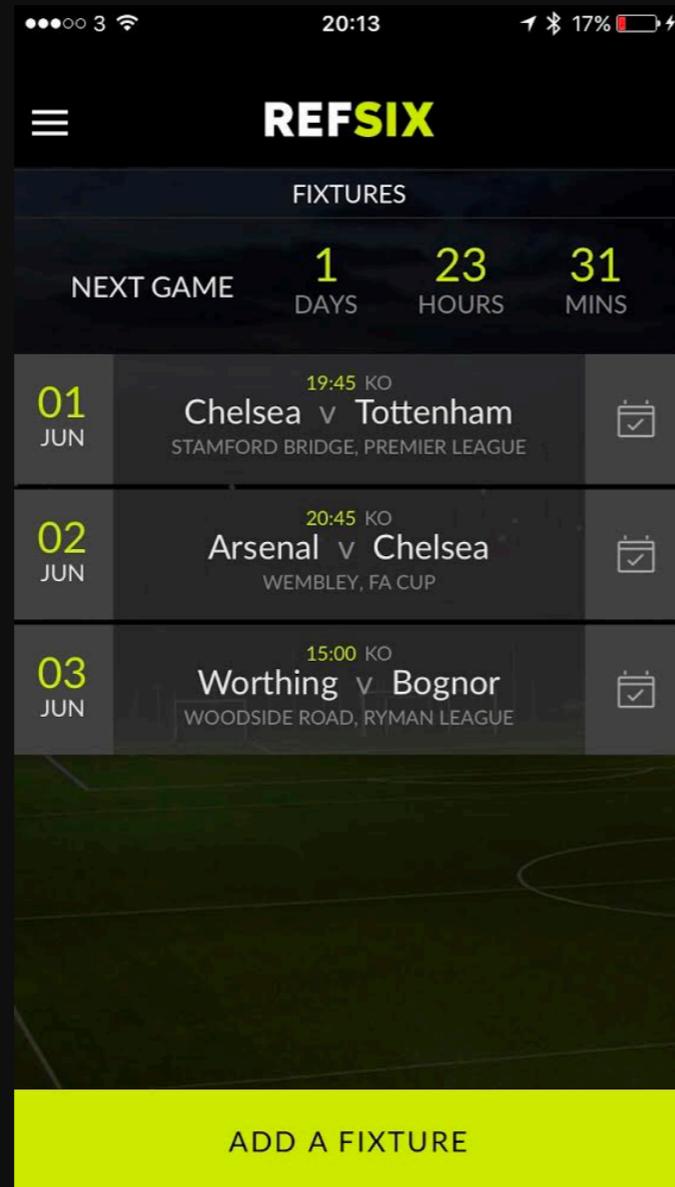
OVERVIEW

A smartwatch and mobile app for referees

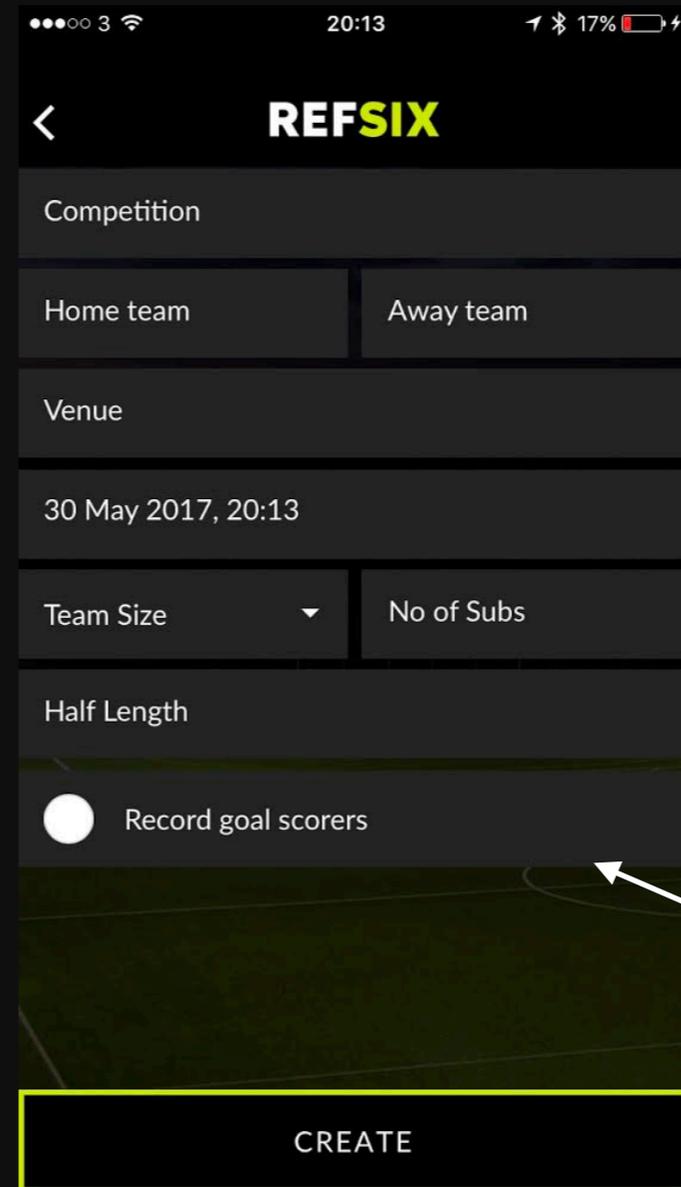
- Allows referees to log fixtures in advance of matches.
- On match day referees can use their mobile app to record team sheets and upload them to their smartwatch prior to the match.
- Referees use their smartwatch during the match to record key match incidents like goals, substitutions, yellow and 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.



FIXTURES



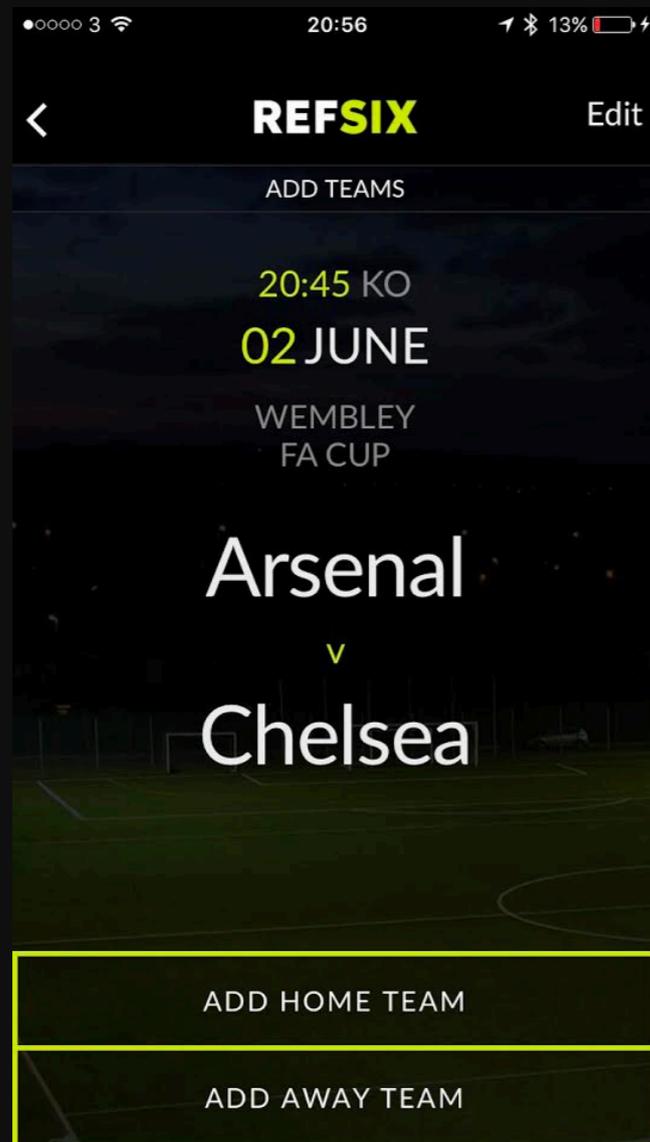
Referees can view and add upcoming fixtures



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 click on the Fixture

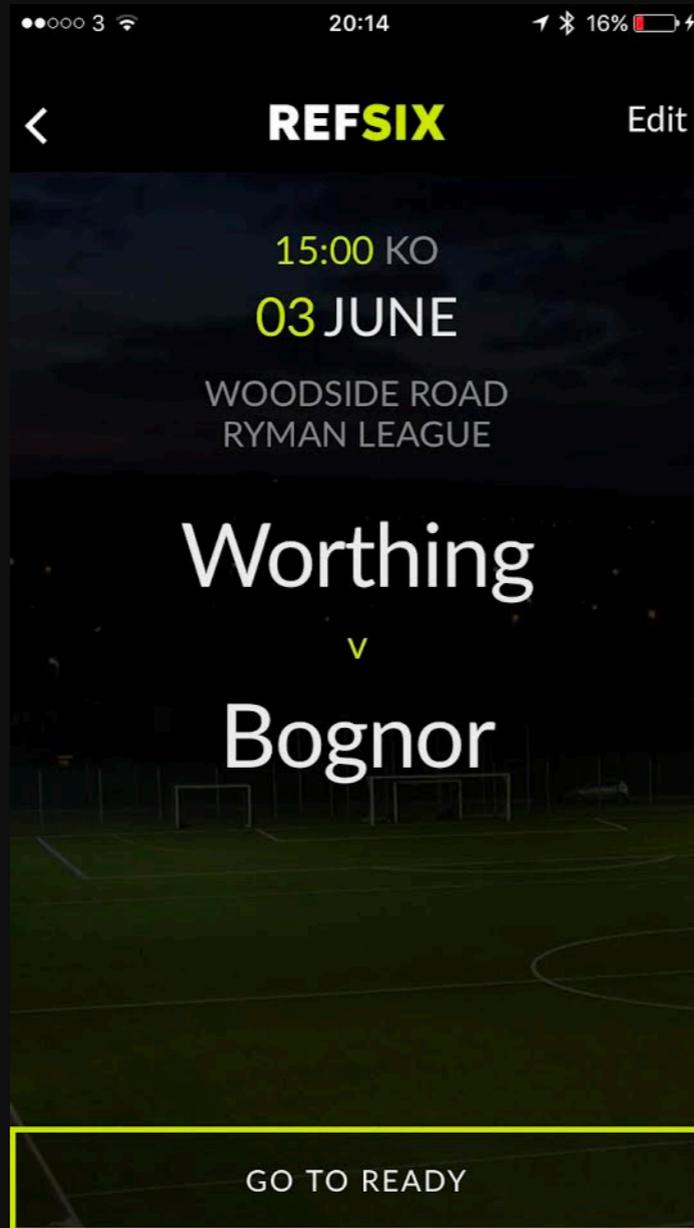


Then add team sheets

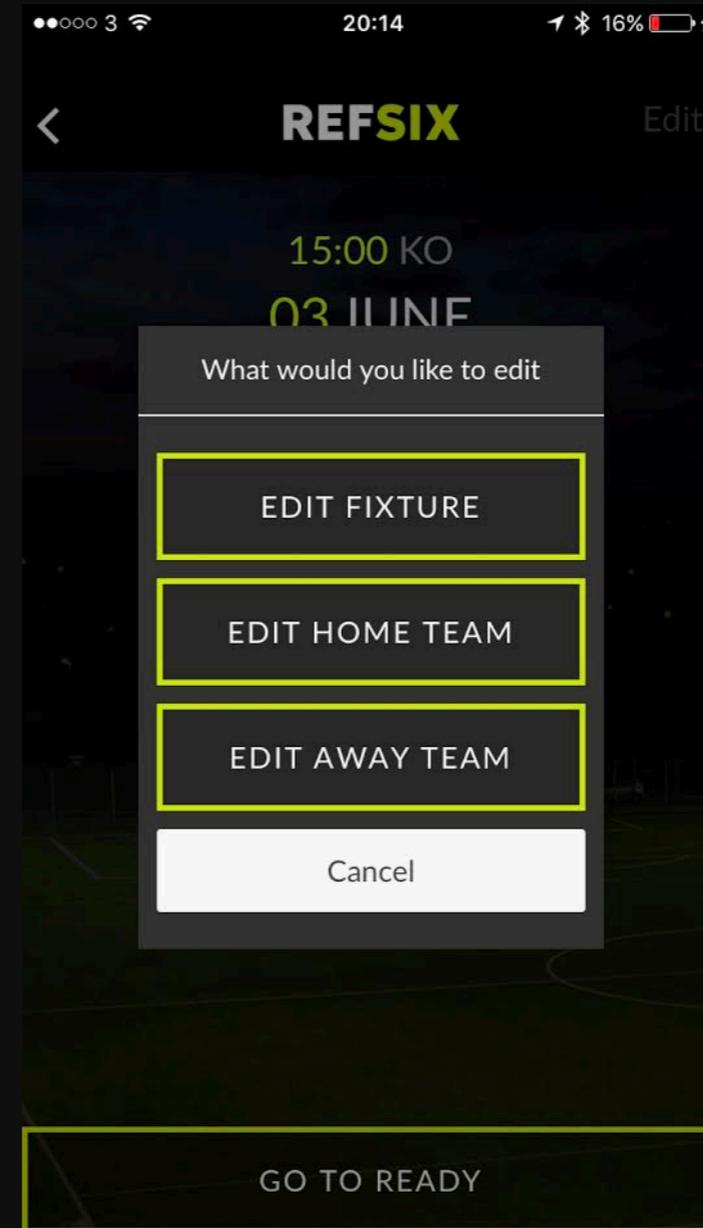


And click send to watch

MATCH DAY - EDIT FIXTURE & TEAMSHEETS

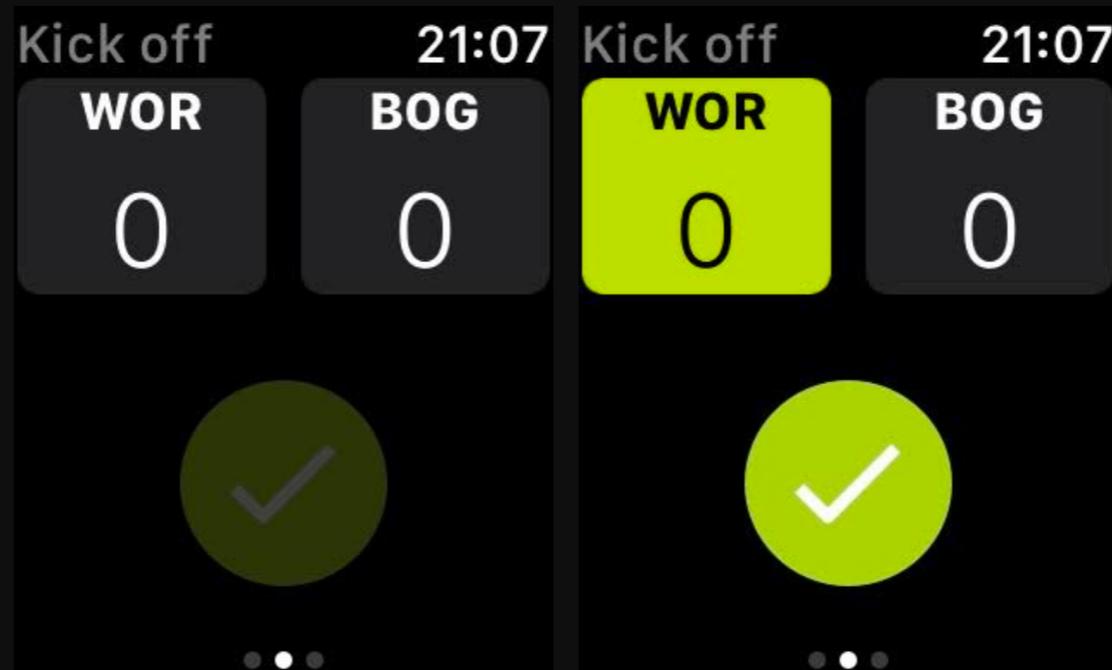


To Edit a fixture or teamsheets simply tap the Edit button in the top right of the fixture screen



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

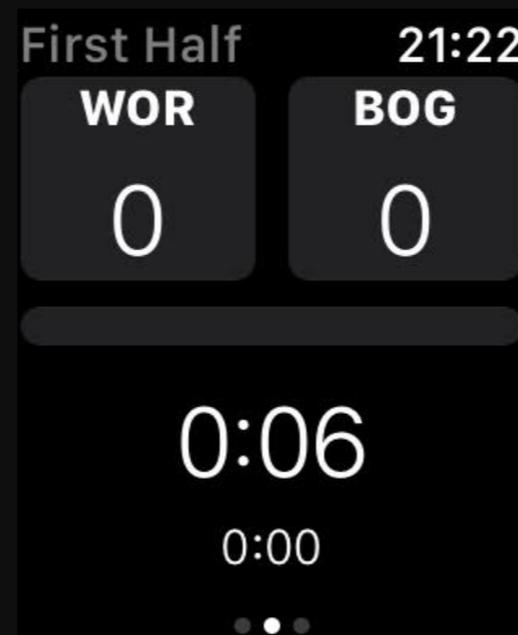
MATCH DAY - STARTING A GAME



The watch allows referees to select team kicking off by clicking on their name then they can start the game by clicking on the tick

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 time will continue but additional time will be added on the bottom counter. Once the injury is over the referee can simply tap again and the additional timer will stop.



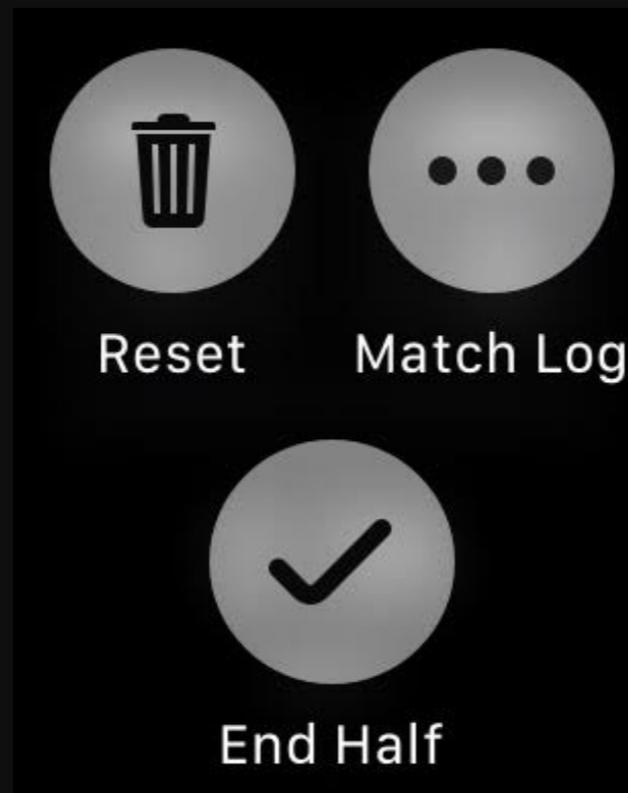
When a Key match incident occurs the referee can swipe from the left if it happened for the Home Team and right for the Away Team.

MATCH DAY - ENDING HALF AND GAME

To end half force touch on the watch to see the Options Screen.

Here you'll see RESET, END HALF and MATCH LOG 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.

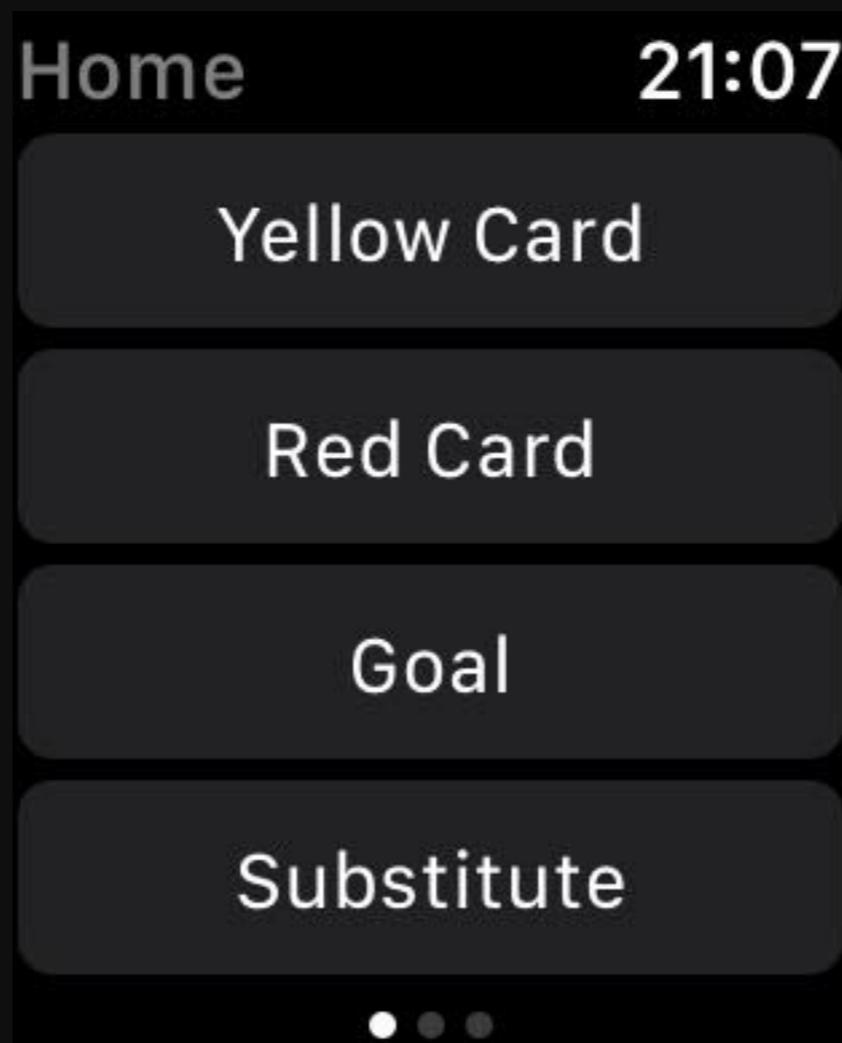


MATCH LOG - Here you'll see a log of all of the incidents you've recorded during the game so far.

END HALF - When you want to end half, you force touch and click the End Half button. You'll then see a tick which is the button to start the Half Time timer. When you want to end Half Time simply End Half again and when you press the tick again you'll 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 results.

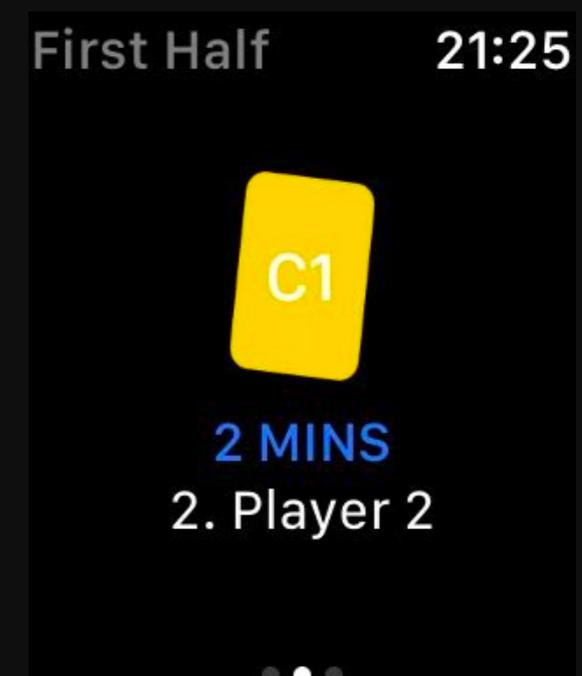
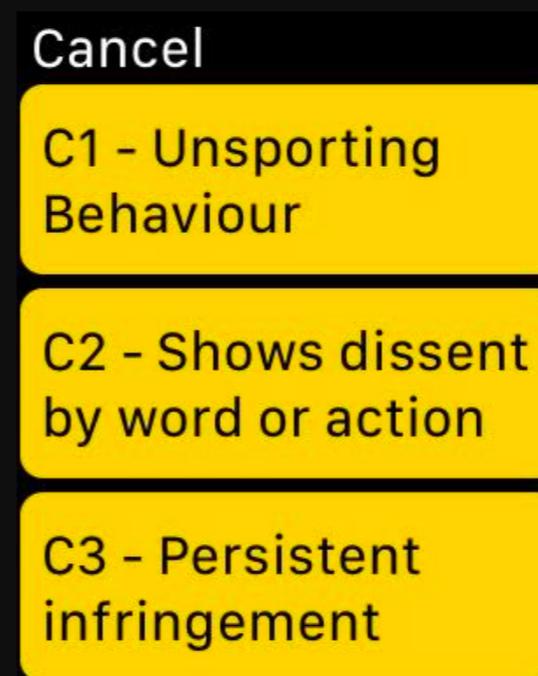
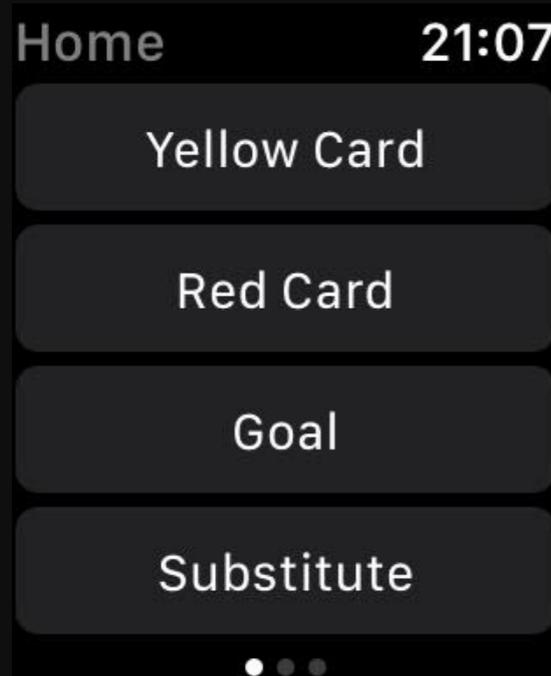
MATCH DAY - KEY MATCH INCIDENTS



Once the referee has swiped
they'll see a Key Match Incidents
Menu

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.



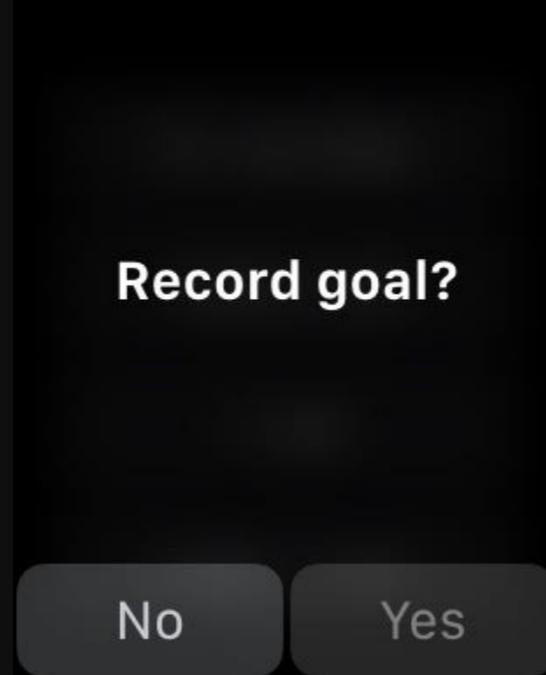
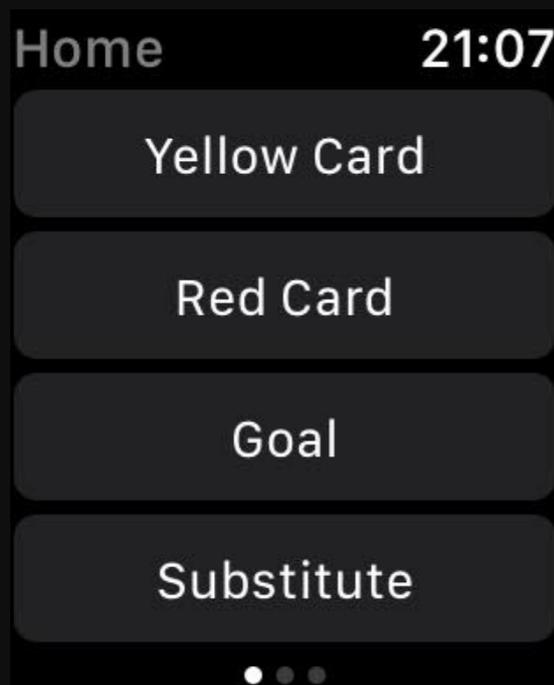
MATCH DAY - SUBSTITUTIONS

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



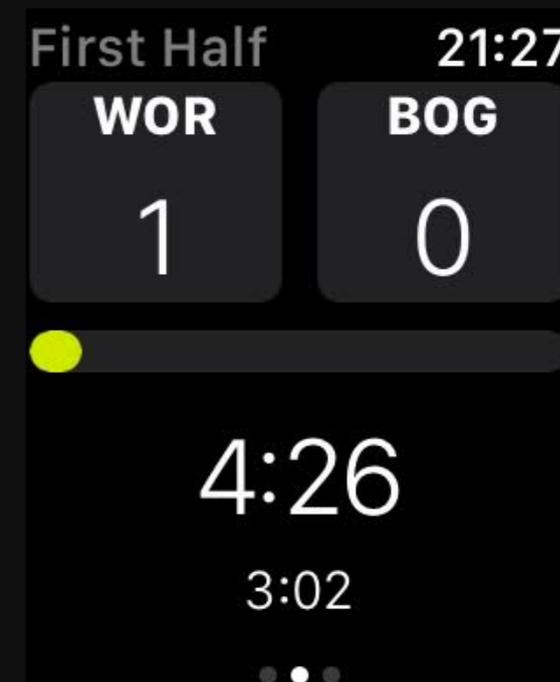
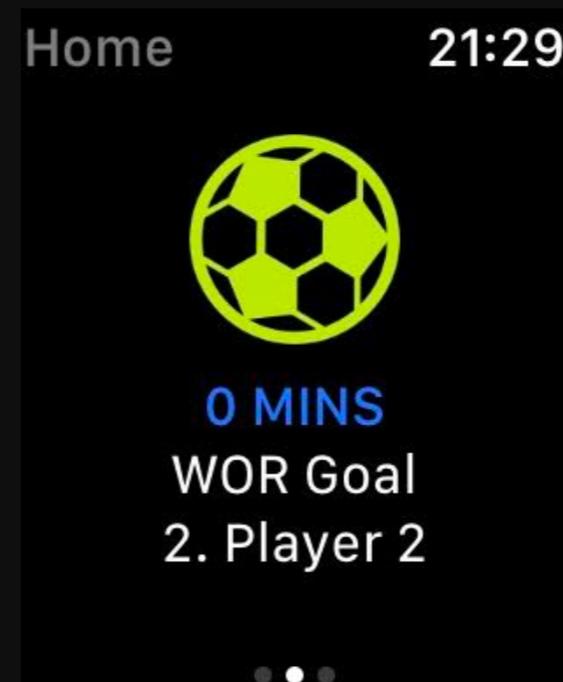
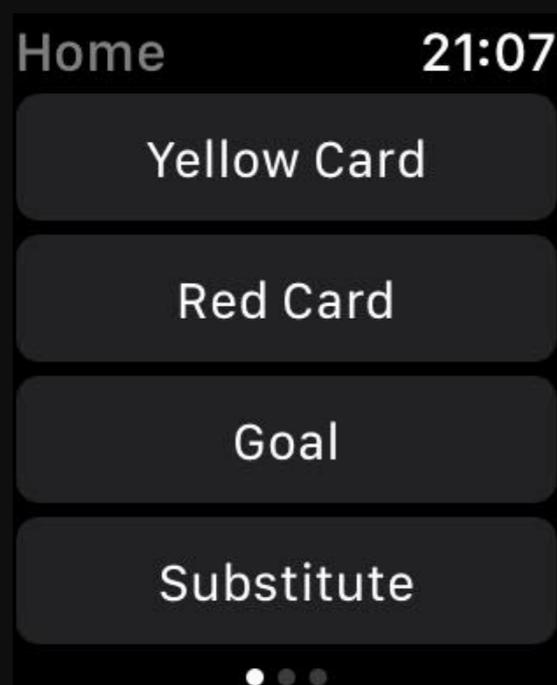
MATCH DAY - GOALS - NO GOALSCORER

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



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

The screenshot shows the REFSIX app interface. At the top, there's a status bar with signal strength, time (20:15), and battery (16%). Below is a hamburger menu icon and the app name 'REFSIX'. The main section is titled 'RESULTS' and contains filter tabs for years (2016, 2017, ALL), months (MAY, APRIL, JANUARY, NOVEMBER, MARCH), and competitions (CHAMPIONSHIP, PREMIER LEAGUE, DIV 1 FINAL). The results are listed in a table with columns for date, match details, and cards.

Date	Match	Home Score	Away Score	Yellow Cards	Red Cards
26 MAY	Chelsea vs Man Utd (Premier League)	0-0	0	0	0
15 MAY	Leicester City vs Athletic Madrid (Champions League)	1-0	0	0	1
11 MAY	Brighton vs Newcastle (Championship)	0-0	0	0	0
04 MAY	Chelsea vs Tottenham (Premier League)	0-1	0	0	0
09 APR	Broadwater vs Rebels (Div 1 Final)	0-0	0	0	0
04	Lancing vs Bideford	0-0	2	0	0

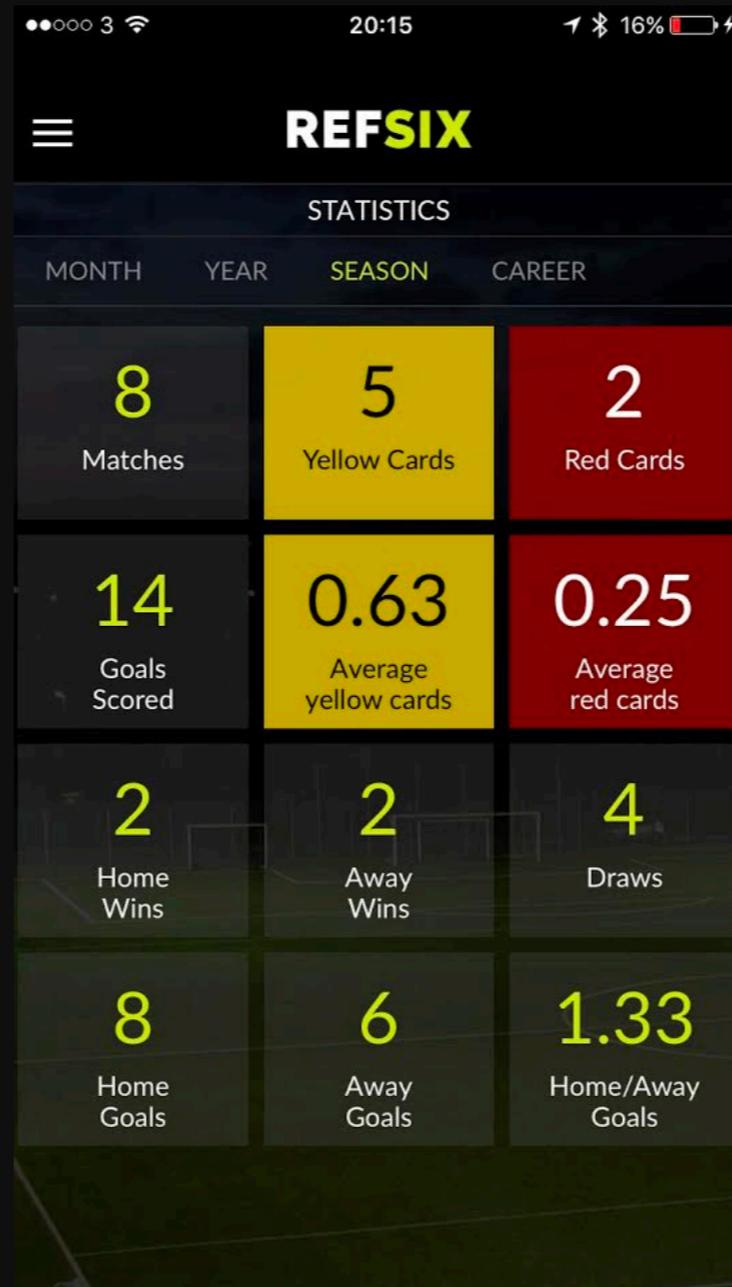
Filters enable the referee to change year, month and competition.

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

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

STATISTICS

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



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 e-mail us at:

contact@refsix.com

CONTACT