

HELP DOCUMENTATION E-RUGBY COMPETITION SOFTWARE

REFEREES CLASSIFIED BY FEDERATION OR CLUB

Version 2020 08 25

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Referees Classified by Federation or Club

Referee check before the match starts:

Check that both team captains have marked the approved (akkoord) tick box;

This confirms that captains agree with the players mentioned on the match form, and that the correct numbering sequence is listed;

Check on 1st row players;

After the match the referee must complete the following items:

- Result of the match (the scores);
- Red and yellow cards;
- Injuries;
- Change the status from “not yet played” (“nog te spelen”) to “played”;
- Click on approve (goedgekeurd);
- Click on OK on the approval checklist;
- Click on OK on the main match form;

Login

Go to www.erugby.nl and log in with your own credentials. Click on “rugby”

Each screen has flags at the bottom of the page.

For English click on the English flag.



No.	Klasse	Status	Wedstrijd datum	Tijd	Thuis team	Lit team	Score	Geslacht	Categorie	Scheidsrechter	Linesman 1	Linesman 2	Club scheidsrechter	Club linesman 1	Club linesman 2
1	Dames Jun	Nog te spelen	16.05.2015	12:00	Ducks Vrouwen 1	Amstelveen Dames 1	0:0	V	SE DAMES				Ben Verstraten		
2	Dames Jun	Nog te spelen	23.05.2015	10:00	Ducks Vrouwen 1	Amstelveen Dames 1	0:0	V	SE DAMES				Ben Verstraten		

Total rows count: 2

TOP < TERUG VOLGENDE > EINDE >>

Click on details to open the match form .

Yellow and Red Cards

#	NRB nr	Naam speler	T.Nr	1R	DISP	Kaarten
1				<input type="checkbox"/>		...
2	32585	Marjo van den Broek	12	<input checked="" type="checkbox"/>		C
3	41474	Merel van Wijk	15	<input type="checkbox"/>		...
4				<input type="checkbox"/>		...
5				<input type="checkbox"/>		...
6				<input type="checkbox"/>		...
7				<input type="checkbox"/>		...
8				<input type="checkbox"/>		...
9				<input type="checkbox"/>		...
10				<input type="checkbox"/>		...
11				<input type="checkbox"/>		...
12				<input type="checkbox"/>		...
13				<input type="checkbox"/>		...
14				<input type="checkbox"/>		...
15				<input type="checkbox"/>		...

#	NRB nr	Naam speler	T.Nr	1R	DISP	Kaarten
16				<input type="checkbox"/>		...
17				<input type="checkbox"/>		...
18				<input type="checkbox"/>		...
19				<input type="checkbox"/>		...
20				<input type="checkbox"/>		...
21				<input type="checkbox"/>		...
22				<input type="checkbox"/>		...

#	NRB nr	Naam speler	T.Nr	1R	DISP	Kaarten
1				<input type="checkbox"/>		...
2				<input type="checkbox"/>		...
3				<input type="checkbox"/>		...
4				<input type="checkbox"/>		...
5				<input type="checkbox"/>		...
6				<input type="checkbox"/>		...
7				<input type="checkbox"/>		...
8				<input type="checkbox"/>		...
9				<input type="checkbox"/>		...
10				<input type="checkbox"/>		...
11				<input type="checkbox"/>		...
12				<input type="checkbox"/>		...
13				<input type="checkbox"/>		...
14				<input type="checkbox"/>		...
15				<input type="checkbox"/>		...
16				<input type="checkbox"/>		...
17				<input type="checkbox"/>		...
18				<input type="checkbox"/>		...
19				<input type="checkbox"/>		...
20				<input type="checkbox"/>		...
21				<input type="checkbox"/>		...
22				<input type="checkbox"/>		...

#	NRB nr	Naam speler	T.Nr	1R	DISP	Kaarten
1				<input type="checkbox"/>		...
2				<input type="checkbox"/>		...
3				<input type="checkbox"/>		...
4				<input type="checkbox"/>		...
5				<input type="checkbox"/>		...
6				<input type="checkbox"/>		...
7				<input type="checkbox"/>		...
8				<input type="checkbox"/>		...
9				<input type="checkbox"/>		...
10				<input type="checkbox"/>		...
11				<input type="checkbox"/>		...
12				<input type="checkbox"/>		...
13				<input type="checkbox"/>		...
14				<input type="checkbox"/>		...
15				<input type="checkbox"/>		...
16				<input type="checkbox"/>		...
17				<input type="checkbox"/>		...
18				<input type="checkbox"/>		...
19				<input type="checkbox"/>		...
20				<input type="checkbox"/>		...
21				<input type="checkbox"/>		...
22				<input type="checkbox"/>		...

The box by the name of the player can be used for giving red and yellow cards. The reason is mandatory so must be mentioned.

A Red card is accompanied with the form “Send-off report english” (Dutch version “Uit het veld zending formulier”). This form can be found at <https://www.rugby.nl/page/downloads-0>. When completed it must be mailed within 48 hrs to the competition leader or the federation email: competiteileider@rugby.nl

Report of injuries

Click on the box by the player who got an injury and select the type of injury in the pop-up screen

#	NRB nr	Naam speler	T.Nr	1R	DISP	Kaarten
1	37296	Bart van Rooij				C
2	39123	Anton van Leest				
3	38075	Riksen Joris				
4	18684	Grinsven Serge				
5	29595	Blom Bas				
6	25541	Krugten Bart				
7	26371	Rommers Mike				
8	20241	Fakkers Gerbrand				
9	28410	Rijk Peer				
10	18926	Maas Lex				
11	8702	Kunnen Wilco				
12	20242	Aarts Max				
13	10138	Eikemans John				
14	27117	Minkels Jim				

#	NRB nr	Naam speler	T.Nr	1R	DISP
1	22191	Aard-Jan Wullink			
2					
3	38768	Ben Kruger			H

Report an injury

Enkel

Knie

Hamstring

Schouder

Anders, nl:

hoofd

bibs

Score and comments

At the bottom of the screen fill in the number of tries, conversions, penalty goals and drop goals for each team. The score is automatically calculated for you.

Mark the fields to show how the game was organised, how you were received and if you gave any cards.

Wedstrijd stats				Resultaat			
Tries	CONV	P.G.	D.G.	Tries	CONV	P.G.	D.G.
0	0	0	0	0	0	0	0

Commentaar

Straf punten

0 - 0

Commentaar

Organisatie Goed Gemiddeld Slecht

Ontvangst Goed Gemiddeld Slecht

Kaart controle Ja Nee

In **youth matches**, if the difference in score exceeds 45 points at any time during the match, that position must be entered as the final score. Then the teams are divided according to strength and the match resumes. The scores after that are not recorded on the scoresheet.

In the upper part, update the status and mark the approved tick box. When approved (goedkeuring) is filled in it means that the match is now visible to the federation and updated in the ranking.

Last thing: click on the OK button

Check list when the match is approved.

When clicking on approved we see first pop-up check list. This is only a reminder to make sure all the relevant items are filled in.

When all items are check and marked with a tick click on **OK** and then click **OK** in the Edit Match form.

When finished, you should logout

Time lock

NOTE The referee has 24 hrs after the start time of the match to fill in in the match form and or make changes. Ideally you will fill in the form within 30 minutes of the match ending and together with the captains or coaches. After the 24 hrs the form will be closed automatically.

The referee has 24 hours after the match to go in and change items where necessary. After 24 hours the match form is closed and is not accessible anymore.

If match is set on approved and has the status **Played** the referee can still change items within the 24 hours. Following steps to be taken

1. Open the match form and remove the tick from Approved.
→ click on ok
2. Reopen the match form again and now you can make changes.
When finished changed the status to **Played** and give approval.

REFEREE LEVEL

You can find your current referee level under “mijn gegevens”

TAKEN	MIJN GEGEVENS	HELP	RUGBY	UITLOGGEN
Mijn gegevens · Email berichten				

Your current referee level is stated on the right-hand side (under Referee details)

Contactgegevens		
Telefoonnummer prive		Mobiel
Telefoonnummer werk		Mob. r
Emailadres		Web
Referee details		
Referee level	B: Ereklasse dames, 1e klasse heren, Colts cup	

EXTRA Information for referees classified by the federation.

Referees who are classified by the federation can updated their availability calendar by themselves.

Go to www.erugby.nl and login with your own credentials and click on rugby.

An overview is available for the matches where you are selected as referee. "Mijn Wedstrijden"

No.	Klasse	Status	↑ Wedstrijd datum ↑	Tijd	Thuis team	Uit team	Score	Geslacht (any)	Categorie
1	Testklasse cluster rollen	Nog te spelen	08.08.2015	15:00	Amstelveen ivm test clusters	Hilversum ivm test clusters	0:0	M	SE HEREN

Total rows count: 1 << TOP < TERUG VOLGENDE > EINDE >>

Click on beschikbaarheid aangeven, (availability) you can indicate the dates when you are not available. This overview is visible on the right side.

The day(s) when referees are not available are coloured red.

Mo	Di	Mi	Do	Fr	Sa	So	
						1	2
3	4	5	6	7	8	9	
10	11	12	13	14	15	16	
17	18	19	20	21	22	23	
24	25	26	27	28	29	30	
31							

Mo	Di	Mi	Do	Fr	Sa	So
1	2	3	4	5	6	
7	8	9	10	11	12	13
14	15	16	17	18	19	20
21	22	23	24	25	26	27
28	29	30				

Mo	Di	Mi	Do	Fr	Sa	So
					1	2
3	4	5	6	7	8	9
10	11	12	13	14	15	16
17	18	19	20	21	22	23
24	25	26	27	28	29	30
31						

Mo	Di	Mi	Do	Fr	Sa	So
					1	2
3	4	5	6	7	8	9
10	11	12	13	14	15	16
17	18	19	20	21	22	23
24	25	26	27	28	29	30
31						

Mo	Di	Mi	Do	Fr	Sa	So
					1	2
3	4	5	6	7	8	9
10	11	12	13	14	15	16
17	18	19	20	21	22	23
24	25	26	27	28	29	30
31						

No.	Date
1	10.10.2015 Delete

Help and support

In case of any questions please do not hesitate to contact Club on the Net tel.:

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