

TOTAL WATERPOLO ARENA

-MATCH REPORTING-

LOGIN INTO TOTAL WATERPOLO ARENA

1. Go to arena.total-waterpolo.com
2. Enter your email and password
3. Click on the Matches (left sidebar)
4. Find your match and click on **Log** next to your match

ADD PLAYERS

1. Next to a number on his cap, click Select Player.
2. Enter the player's name in the text box OR simply select the player from the dropdown menu.

NOTE: To remove a player, simply click the X next to their field on the right.

| Name | | | | Name |
|--------------------|----|----|---------------|------|
| Mattias Sahlberg | 1 | 1 | Select Player | |
| Erik Enerstad | 2 | 2 | Select Player | |
| Mattias Sahlberg | 3 | 3 | Select Player | |
| Mattias Sahlberg | 4 | 4 | Select Player | |
| Erik Enerstad | 5 | 5 | Select Player | |
| Francesco Sacco | 6 | 6 | Select Player | |
| Cillian Burke-Long | 7 | 7 | Select Player | |
| Erik Enerstad | 8 | 8 | Select Player | |
| Mattias Sahlberg | 9 | 9 | Select Player | |
| Andreas Sahlberg | 10 | 10 | Select Player | |
| Adam Hassan | 11 | 11 | Select Player | |
| Niklas Nord | 12 | 12 | Select Player | |
| William Rudberg | 13 | 13 | Select Player | |
| Select Player | | | | |

ADD COACHES

1. Select **Home/Away Head Coach** by clicking (each team can have only ONE head coach).
2. Enter the coach's name in the text box OR select the coach from the dropdown menu.
3. Select **Home/Away Assistant Coach** by clicking (you can add all the people sitting on the bench).
4. Enter the coach's name in the text box OR select the coach from the dropdown menu.

The image shows two screenshots of a web interface for adding coaches. The top screenshot shows a form with a 'TO:0' button and two selection boxes: 'HC' (Head Coach) and 'AC' (Assistant Coach). The 'HC' box is empty, and the 'AC' box is also empty. The bottom screenshot shows the same form, but the 'HC' box now contains the name 'Zoran Bajić'. The 'AC' box now contains two selected names: 'Vjekoslav Kobeščak' and 'Petar Radanović'.

ADD OFFICIALS

1. Add all officials in the same way that you added players and coaches.

The image shows a web interface for adding officials. On the left, there is a list of officials with their roles and names: REF (Maro Savinović), DEL (Bojan Krvavica), GR (Bore Rončević, Vojin Putniković), SEC (Robert Tiozzo), and TK (Vuk Milović). On the right, there is a dropdown menu for selecting a referee. The dropdown menu is open, showing a list of names: Maro Savinović, Veselin Mišković, Vojin Putniković, Vuk Milović, and Ante Bura. The 'REF' box is selected, and the 'DIR' box is also visible.

CLICK SAVE GAME LOG!!

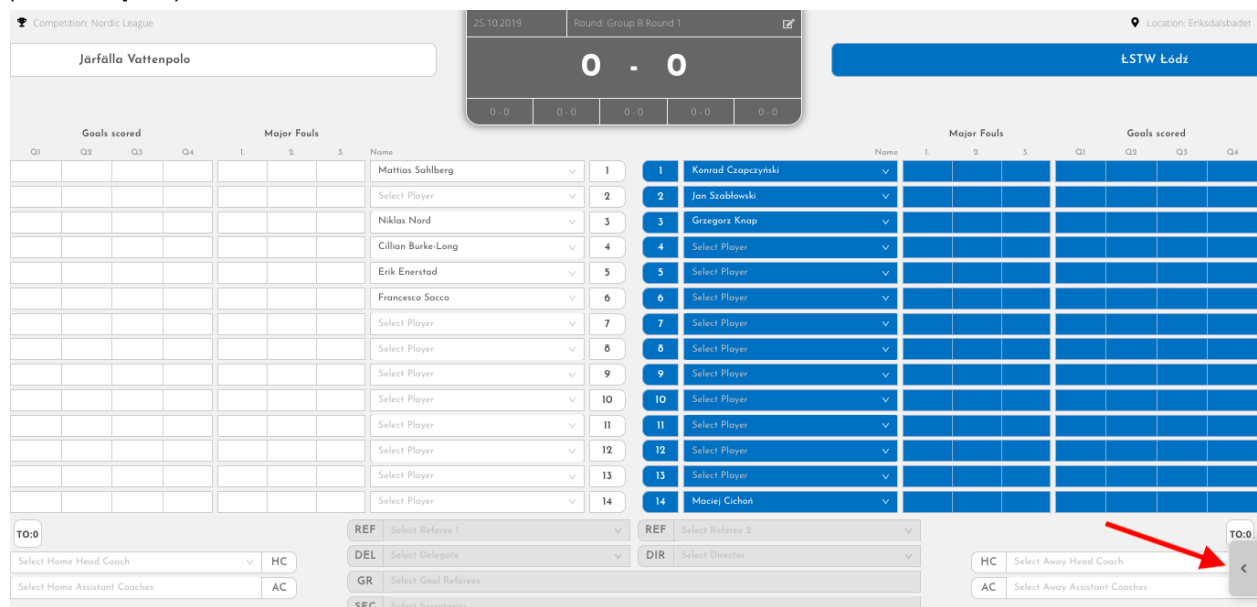
Before going to any other page, make sure to click the **Save Game Log** button.
(Don't worry, if you make any mistakes you can change anything later.)



After you have added each participant, you can begin making game events.

START THE GAME

Click on the gray arrow in the bottom right corner of your screen to access the event creation interface (Game report).



The screenshot displays the 'Game log screen' interface. At the top, it shows the competition 'Nordic League', the date '25.10.2019', the round 'Group B Round 1', and the location 'Erksdalsbadet'. The home team is 'Järfälla Vattenpolo' and the away team is 'ŁSTW Łódź'. The score is currently 0-0. Below the score, there are two columns for player selection, each with a list of players and a 'Select Player' button. The bottom section contains various roles and their selection buttons: REF (Select Referee 1), DEL (Select Delegate), GR (Select Goal Referees), SEC (Select Secretaries), HC (Select Home Head Coach), AC (Select Home Assistant Coaches), DIR (Select Director), and HC (Select Away Head Coach), AC (Select Away Assistant Coaches). A red arrow points to a gray arrow button in the bottom right corner, which is used to access the event creation interface (Game report).

Game log screen

| | | | |
|---|---|---|----|
| ↶ | × | ⚽ | 1 |
| ↶ | × | ⚽ | 2 |
| ↶ | × | ⚽ | 3 |
| ↶ | × | ⚽ | 4 |
| ↶ | × | ⚽ | 5 |
| ↶ | × | ⚽ | 6 |
| ↶ | × | ⚽ | 7 |
| ↶ | × | ⚽ | 8 |
| ↶ | × | ⚽ | 9 |
| ↶ | × | ⚽ | 10 |
| ↶ | × | ⚽ | 11 |
| ↶ | × | ⚽ | 12 |
| ↶ | × | ⚽ | 13 |
| ↶ | × | ⚽ | 14 |
| ↶ | × | ⚽ | 15 |

| | | | |
|----|---|---|---|
| 1 | ⚽ | × | ↶ |
| 2 | ⚽ | × | ↶ |
| 3 | ⚽ | × | ↶ |
| 4 | ⚽ | × | ↶ |
| 5 | ⚽ | × | ↶ |
| 6 | ⚽ | × | ↶ |
| 7 | ⚽ | × | ↶ |
| 8 | ⚽ | × | ↶ |
| 9 | ⚽ | × | ↶ |
| 10 | ⚽ | × | ↶ |
| 11 | ⚽ | × | ↶ |
| 12 | ⚽ | × | ↶ |
| 13 | ⚽ | × | ↶ |
| 14 | ⚽ | × | ↶ |
| 15 | ⚽ | × | ↶ |

Start date: 06.07.2022 18:00 Venue: Venue Status: 1st Period

Jarfalla Vattenpolo TO 0 - 0 TO LSTW Lodz

1st Period 2nd Period 3rd Period 4th Period Overtime First Period - 08:00

⏱

+

08

-

:

+

00

-

Minutes

Seconds

Create event

Home team player:

1 2 3 4 5 6 7 8 9 10 11 12 13 14

Away team player:

1 2 3 4 5 6 7 8 9 10 11 12 13 14

Activate Windows
Go to Settings to activate Windows.

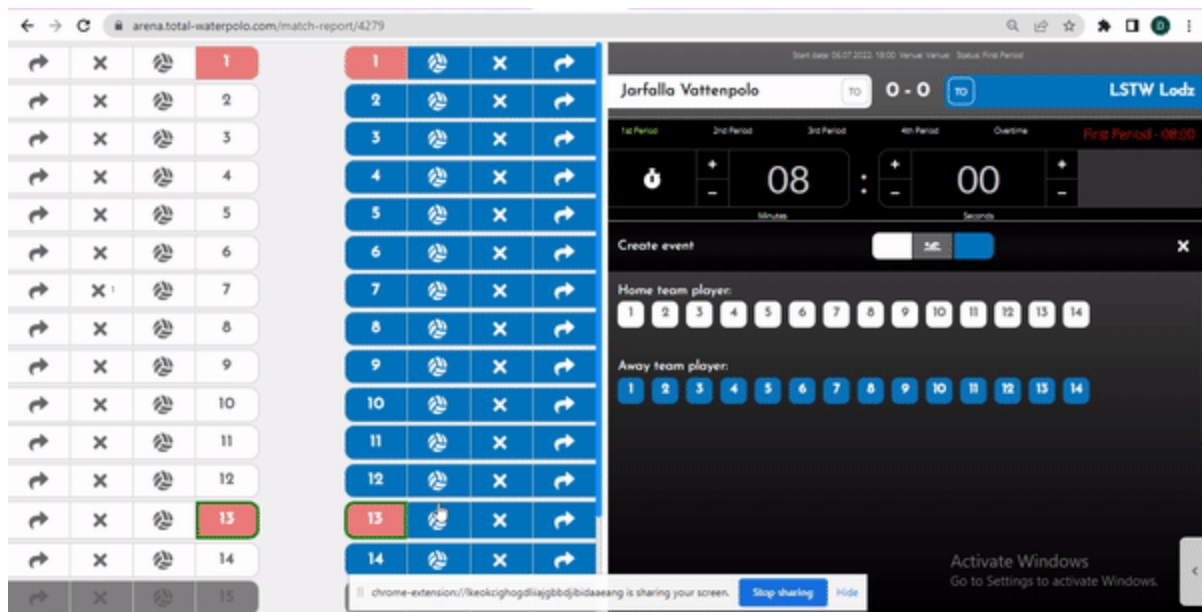
Game report screen (you can adjust your browser zoom according to your preferences)

IMPORTANT! CHECK THE GOALKEEPERS AND SWITCH QUARTERS

You can find out which goalkeepers are starting the game while players are getting ready for the swim off. This is crucial since the system only records saves for the goalie who is actively playing. A green outline surrounds the number of the active goalkeeper (1 or 13).

To switch to a different goalkeeper, simply click on number 13. **Number 1 is instantly engaged.** Every time a coach makes a substitution, the active goalkeeper must obviously be changed.

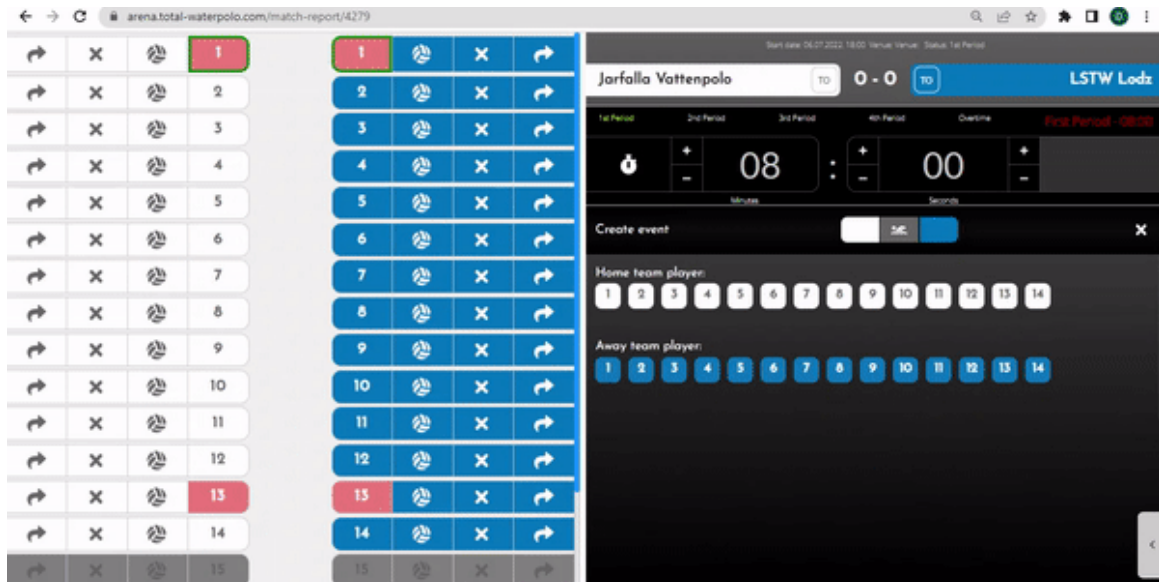
NOTE: **Before each quarter's swim off, check the goalkeepers** (and make sure to rotate the quarters). Coaches typically switch them out during breaks.



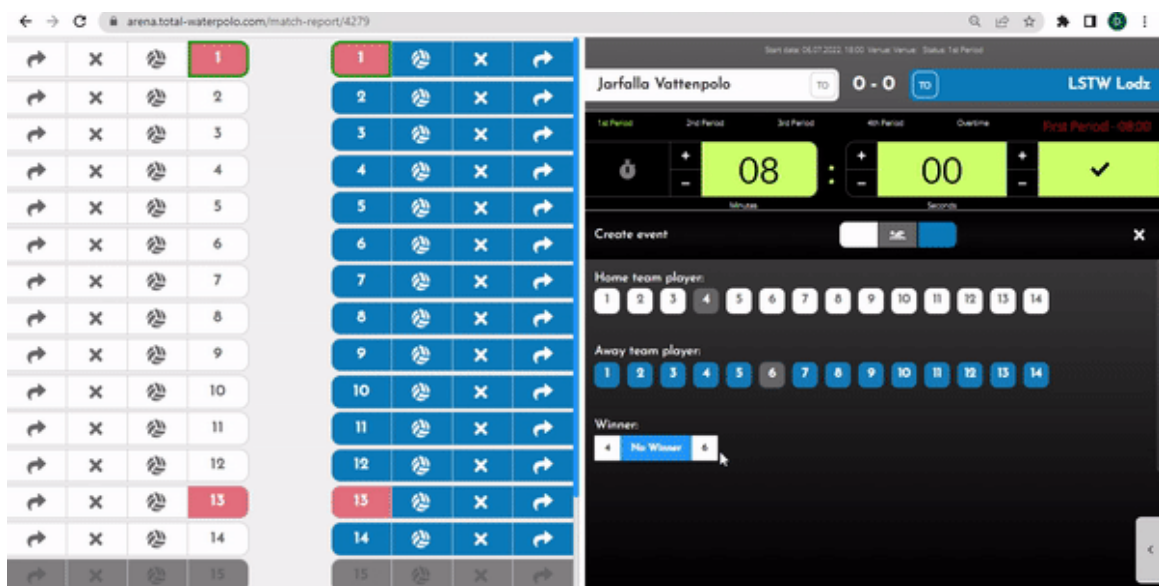
Once the active goalkeepers have been established, it is time to begin the game with the first event, which in water polo is the **swim off**.

SWIM OFF

1. Each quarter will automatically begin with a swim-off event.
2. Click on the **home and away numbers** that are swimming for the ball.

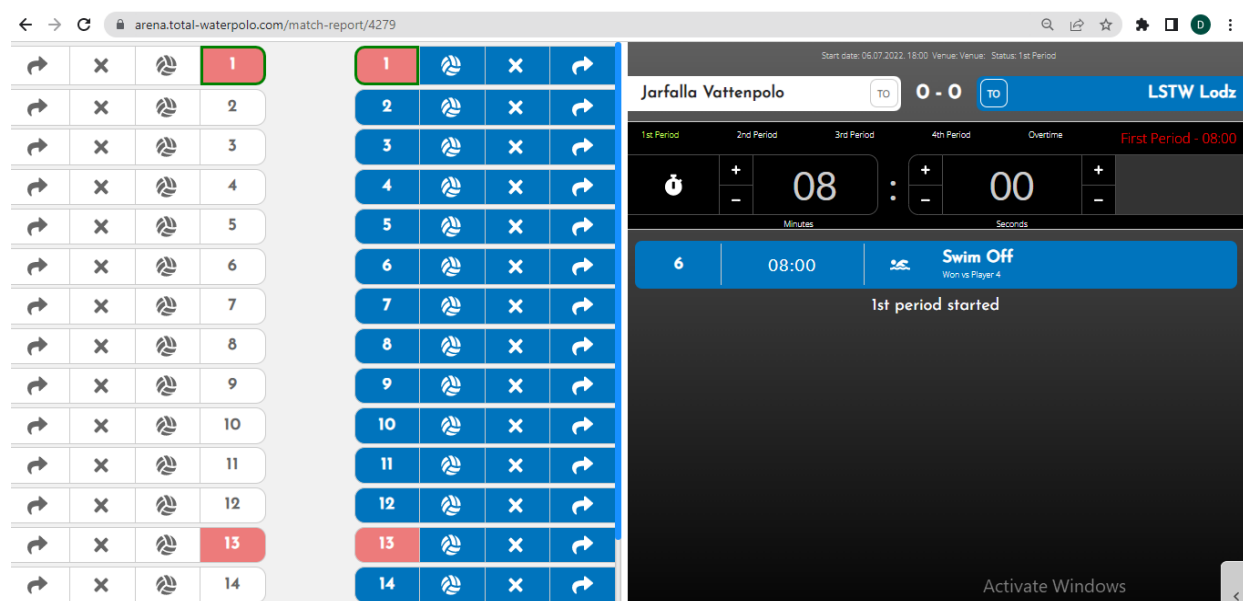


3. Select the **winning number**, then click the **large green checkmark** to confirm the outcome.



NOTE: Since the other player/team didn't properly conduct a swim off, you will choose a player from that team as the winner in the event, that the referee whistles the ball, before the players reach the ball. You will only choose **No winner** as the swim off outcome if it is a "one on one" call.

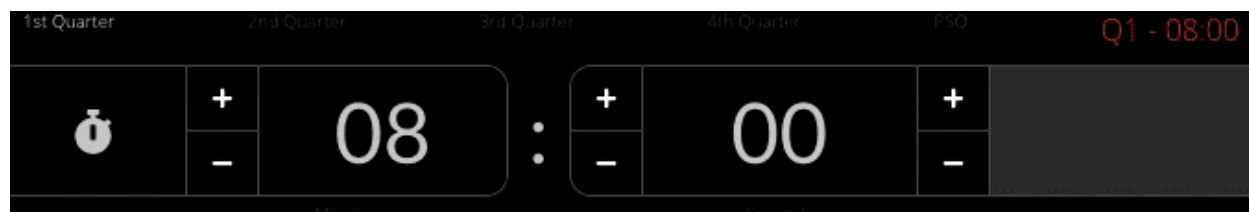
You have successfully created your first Event! (image bellow)
In the Event list, any event you create will be viewable and editable.



START THE GAME'S CLOCK

By clicking on the Stopwatch icon, you can start and stop the game's clock.

NOTE: For the majority of the events you create, the clock will run in the background automatically. Clicking the Goal button (as seen below), initiating a Penalty event, a Brutality event, and creating a Timeout event are the acts that halt the time. You must manually start the clock after these occurrences by clicking the Stopwatch icon.



Once you've started the clock we can move on to some real water polo :)
Let's start with the simpler ones that make coaches go crazy....

TURNOVER

Any kind of turnover is the third most frequent action in the sport of water polo. In close games, this is frequently the deciding factor, whether it was a poor pass made by the player, an offensive foul committed, or a ball theft by the opponent. We included it a key component of Total Waterpolo Arena because of this. Here are some potential scenarios and instructions for recording those events.

LOST BALL / OFFENSIVE FOUL / BALL UNDER / CLOCK EXPIRED

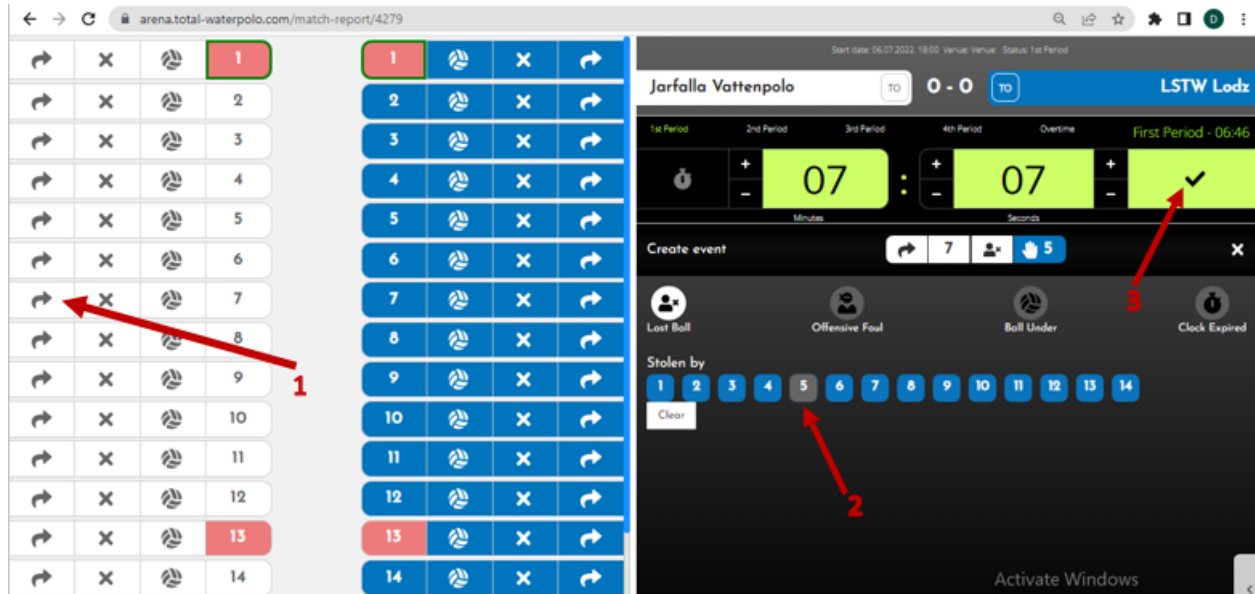
1. Click the **Turnover icon** for the player who lost the ball/team possession.
2. Select from **Lost ball** / **Offensive foul** / **Ball under** / **Clock expired**.
3. Choose the player's opposite team number who **Stole the ball** / **Forced an offensive foul** / **Submerged the ball**.
4. Click the large green checkmark to confirm the event (**ball under in this example**)



These are the situations in which the offensive player *throws a poor pass* that causes a change in ball possession (rather than an interception for the defense), a *violation of the shot clock*, or an *offensive foul* (most common on center forward position).

STOLEN BALL

1. Click on the **Turnover icon** for the player who lost the ball.
2. Click on the **number of player who has stolen the ball**.
3. **Confirm** the event by clicking a **big green checkmark**.



NOTE: The most commonly the result of this event are when a defender intercepts a pass during a power play or zonal defense, gains possession of the ball, or gets possession of the ball without fouling (either on center or outside positions).

When the ball is passed to a 2m position in a zonal defense and the defending team receives it, the situation is the most perplexing. You'll be unsure if the ball was stolen or lost (poor pass). Trust your instincts: Determine the defender's motivation for grabbing the ball.

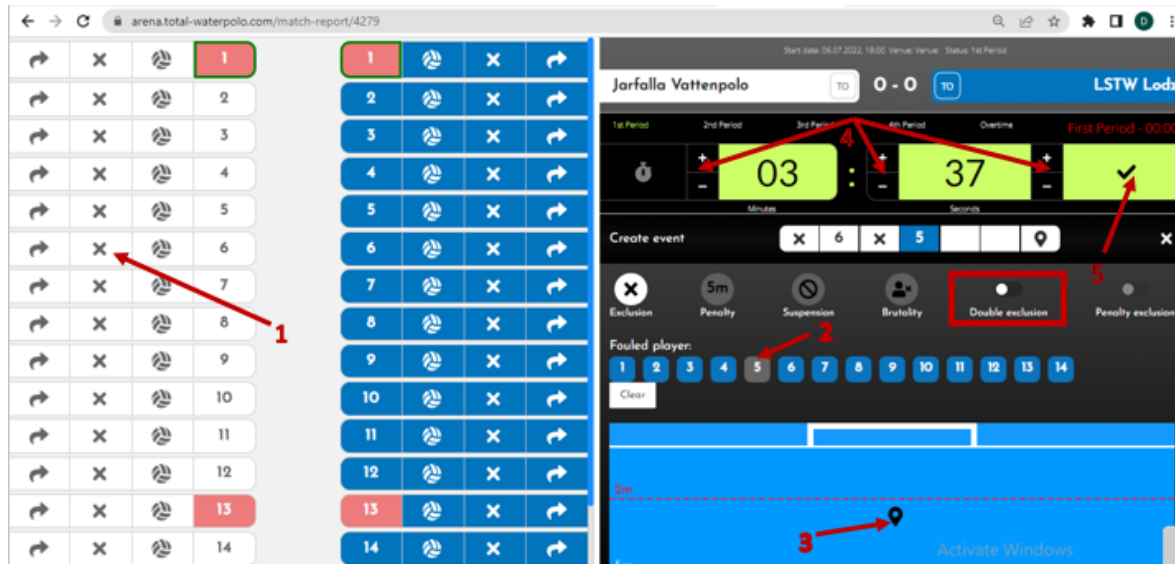
EXCLUSION

There are four different kinds of exclusion events that could occur.:

REGULAR EXCLUSION

1. Click on the **Exclusion icon** for the excluded player's number
2. **Select the player** who extorted an exclusion by clicking on **their number**.
3. **Select the location on the field** where the event occurred..
4. **Set the time**.
5. **Click a big green checkmark to confirm the event.**

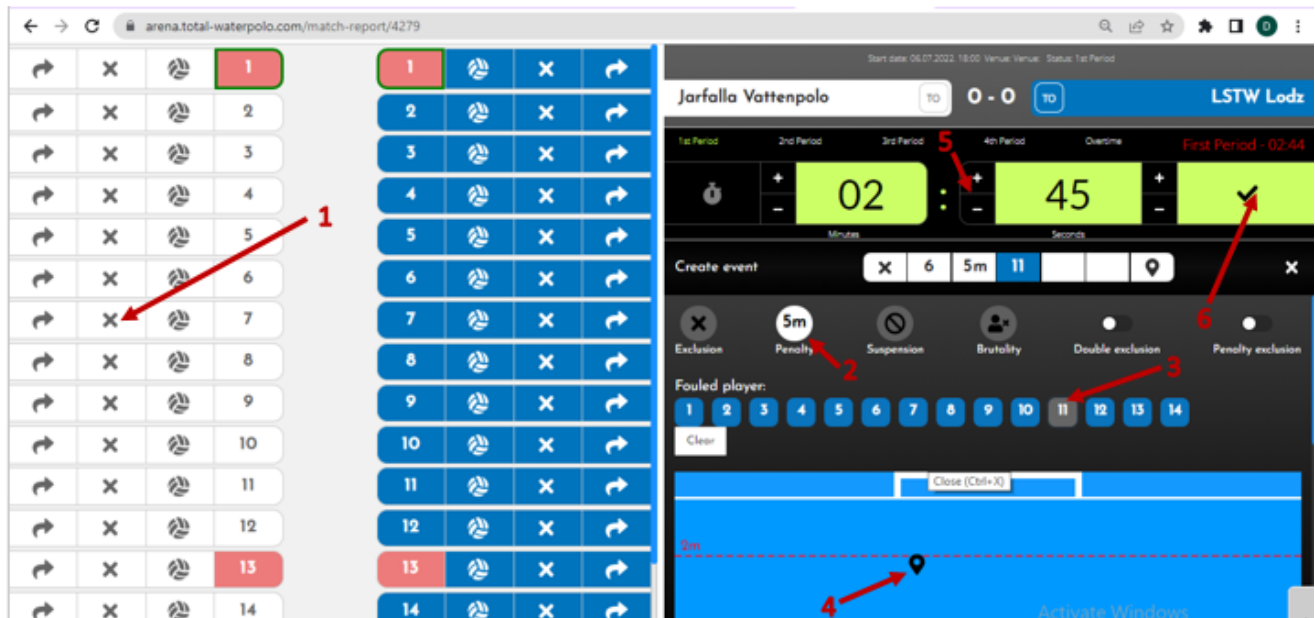
DOUBLE EXCLUSION (click when players from each team are excluded at the same time)



Example: W6 exclusion on B5

PENALTY (5m)

1. **Select the Exclusion icon** for the excluded player's number.
2. **Select the Penalty icon.**
3. **Select the number that extorted an exclusion.**
4. **Select the location on the field** where the event occurred.
5. **Set the time.**
6. **Click a big green checkmark** to confirm the event.



SUSPENSION (EXCLUSION WITH SUBSTITUTION)

1. **Click the Exclusion icon** next to the excluded player's number.
2. **Click on the Suspension icon** (next to the Penalty icon in the image above; then follow the same steps as for an Exclusion/Penalty).
3. **Select the number that extorted an exclusion** (no need to click anything if there is no opponent involved)
4. **Select the location on the field** where the event occurred.
5. **Set the clock.**
6. **Click a big green checkmark** to confirm the event.

BRUTALITY (EXCLUSION WITHOUT SUBSTITUTION)

1. **Click the Exclusion icon** next to the excluded player's number.
2. **Click on the Brutality icon** (next to the Suspension icon in the image above; then follow the same steps as for an Exclusion/Penalty).
3. **Select the number that extorted an exclusion** (no need to click anything if there is no opponent involved)
4. **Select the location on the field** where the event occurred.
5. **Set the clock.**
6. **Click a big green checkmark** to confirm the event.

SHOTS / GOALS

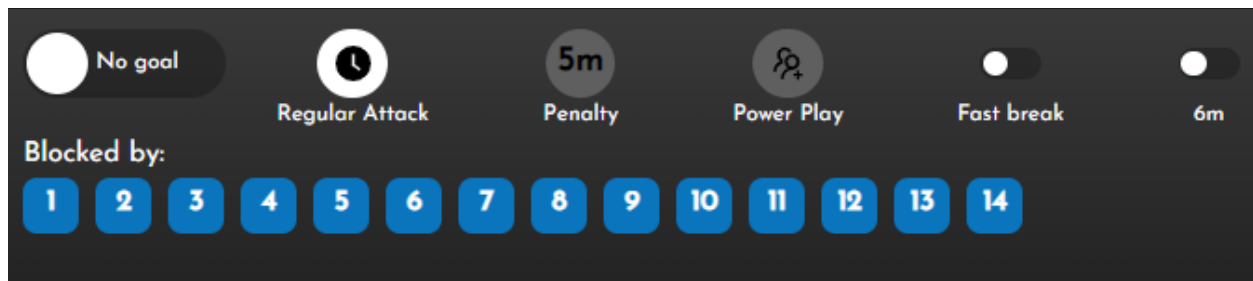
1. **START THE EVENT BY CLICKING THE SHOT (BALL) ICON** related to the number of the player who took the shot.



2. DETERMINE THE SHOT OUTCOME AND SITUATION

- Only in the case of a **GOAL** you need to **click the goal button**. (At that point, you'll have the option of hiring an assistant.)
- Only in the case of a **BLOCKED SHOT** you need to select **the player who blocked it**.
- **5m (penalty)** is pretty clear:)
- If the shot was made **during the powerplay**, you must **click the Power Play button**.
- If the shot was made during a **fast break (counter attack)**, you must **click the Fast break button**.
- If the shot was made **directly from foul** outside the 6m line, you must **click the 6m button**.

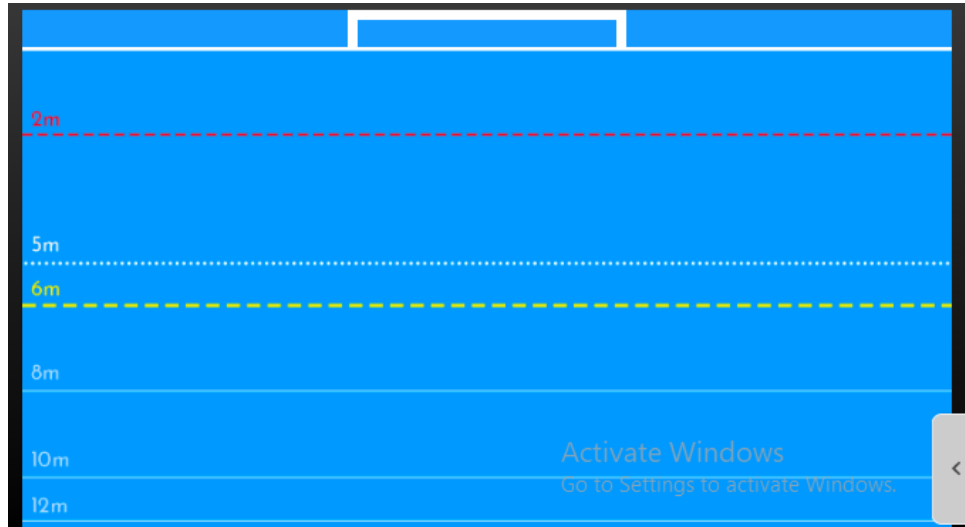
NOTE: Keep in mind that the shot could have been blocked during a power play or a counter-attack situation (fortunately, these are extremely rare:)). However, there will undoubtedly be some situations with more combinations.



The interface shows a dark grey background with several buttons and a row of player numbers. At the top, there are six buttons: 'No goal' (white circle), 'Regular Attack' (black circle with a white clock icon), '5m Penalty' (grey circle with '5m'), 'Power Play' (grey circle with a power play icon), 'Fast break' (white circle), and '6m' (white circle). Below these buttons, the text 'Blocked by:' is displayed. Underneath this text is a row of 14 blue buttons, each containing a white number from 1 to 14.

3. SHOT POSITION

Except for the 5m shot, you must **choose a shot position** in the field for each shot.



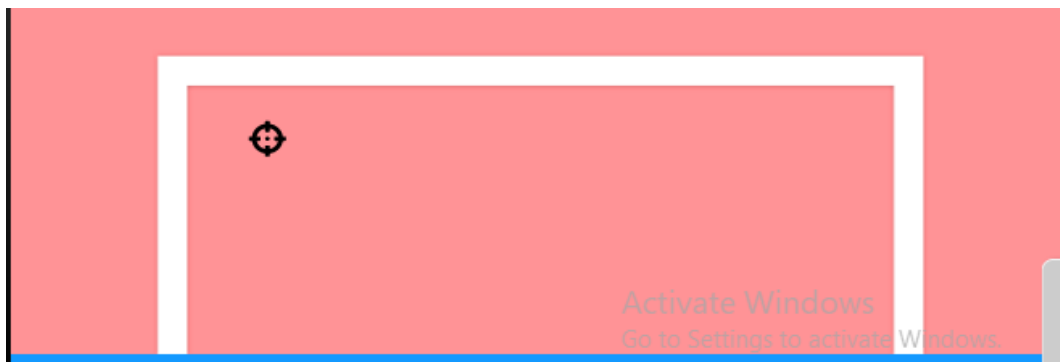
(map of the field)

4. SHOT DIRECTION

The direction of the shot must be chosen for each shot.

This is critical because it distinguishes between a missed shot (on the frame of the goal or outside of it) and a saved shot (inside the frame of the goal).

It also provides goalkeeper save statistics.

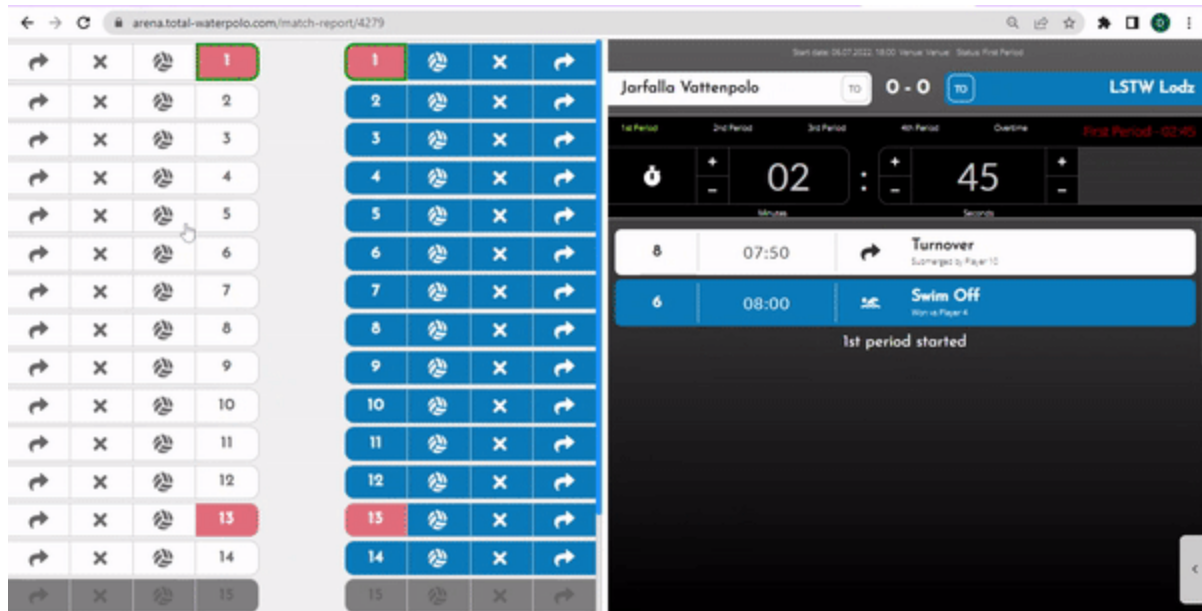


(example of the shot inside the frame of the goal)

5. REMEMBER TO ADJUST THE TIME AND CONFIRM

YELLOW/RED CARDS

1. **Select the yellow/red card icon** for the coach who received it (scroll down the team numbers section to reach the coaches)
2. **Click a big green checkmark** to confirm the event.



TIMEOUT

1. Click on the **TO icon** near the team that called timeout
2. **Confirm** the event by clicking a **big green checkmark**

