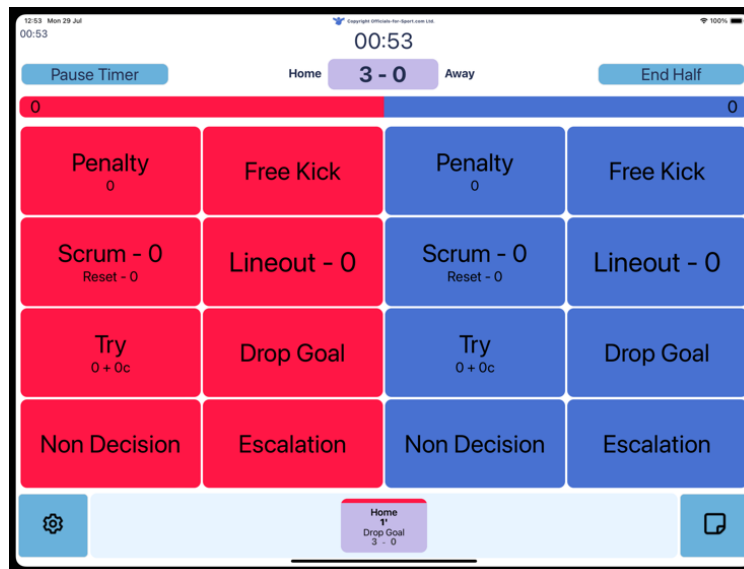


RunSports - Game Assist

Rugby Union Assessor

Version: 1.0.0

How this app can help you



The Game Assist App is a one-stop referee assessor and game scoring system with interactive timelines, customisable inputs, and a myriad of personalisation options to ensure that it meets your needs every time.

Originally started by Ben Pomeroy, we have had the pleasure of developing this application further with many referees in the community; in doing so, they have had a lot of input in terms of features and what referees need an app like this to do.

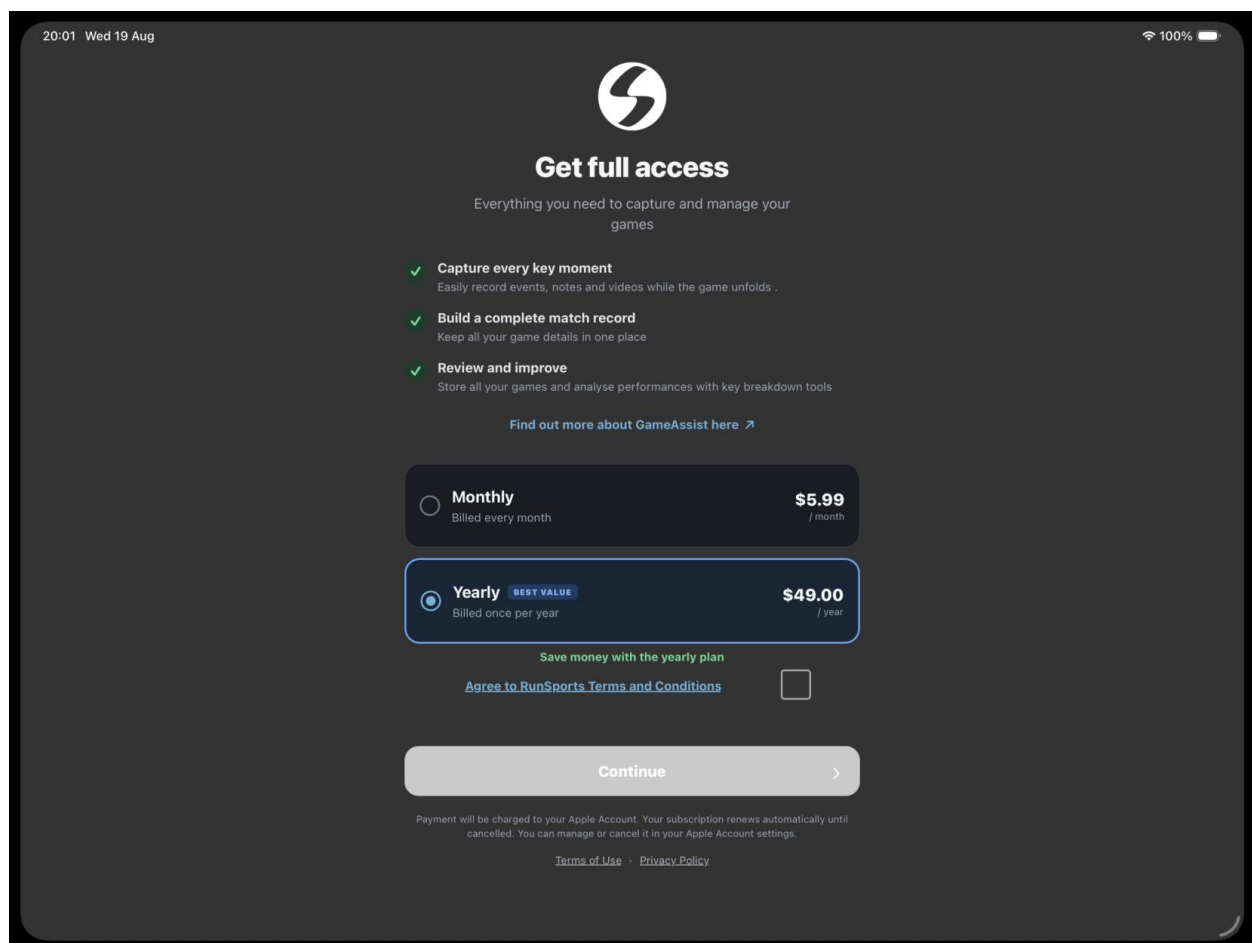
Those who have been at the forefront of testing this app have said that this is a must have application for both assessing referees and managing the scoring of Rugby Union at any scale.

We are sure that you too will find the benefits this app can provide, however we are not complacent in our assurance. If there is a feature that you feel would improve not just your user experience but those of your colleagues too, then please let us know by sending an email to apptesters@whostheref.com.

It is only through continuous improvement that we make sure that our services are up to your standard, and we thank you for your cooperation.

Getting started

To get started, open the app by pressing the app icon on your device's applications screen. Once the app is open you will be presented a subscription page with both a monthly and yearly option, allowing you to gain full access to the app. Select one of these options and pay using your default App/Play store payment method. The prices shown here are for the US market, your prices may vary depending on your location. You will need to read and accept the RunSports Terms and Conditions in order to purchase the app subscription.



Once your subscription is verified, you will be presented with a login page directing you to login to your RunSports account.



The image shows a mobile application interface for RunSports. At the top, the status bar displays '10:17 Wed 5 Aug' and '100%' battery. The RunSports logo is centered. Below it is a dropdown menu labeled 'Please select a sport'. Underneath are input fields for 'Email' and 'Password'. A checkbox labeled 'I agree to the [Terms and Conditions](#)' is checked. At the bottom are two buttons: 'Register with RunSports' and 'Log in'. A footer note states 'Powered by Run Sports Limited. (Version: 0.0.1, Build: 9)'.

10:17 Wed 5 Aug 100%



Please select a sport

Email

Password

I agree to the [Terms and Conditions](#)

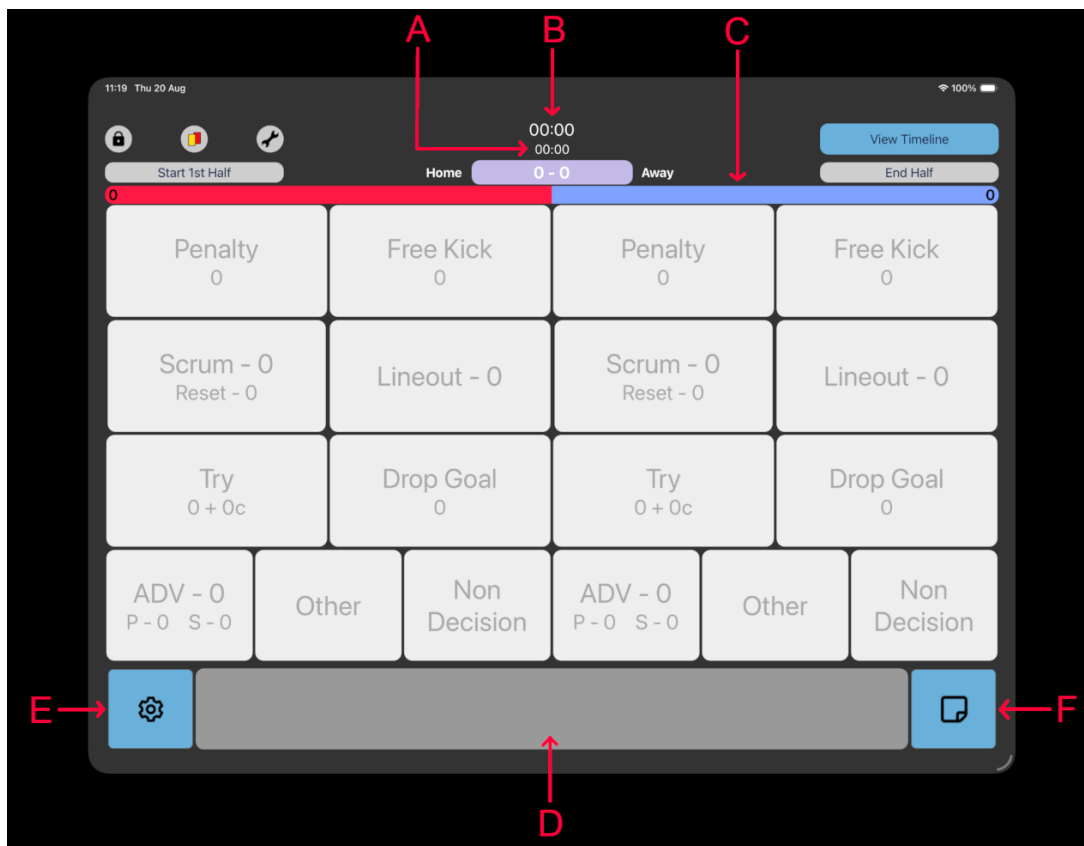
Register with RunSports Log in

Powered by Run Sports Limited. (Version: 0.0.1, Build: 9)

After logging in, you will be presented with the 'Choose Mode' page. For the purposes of this guide, select the Rugby Union Assessor mode

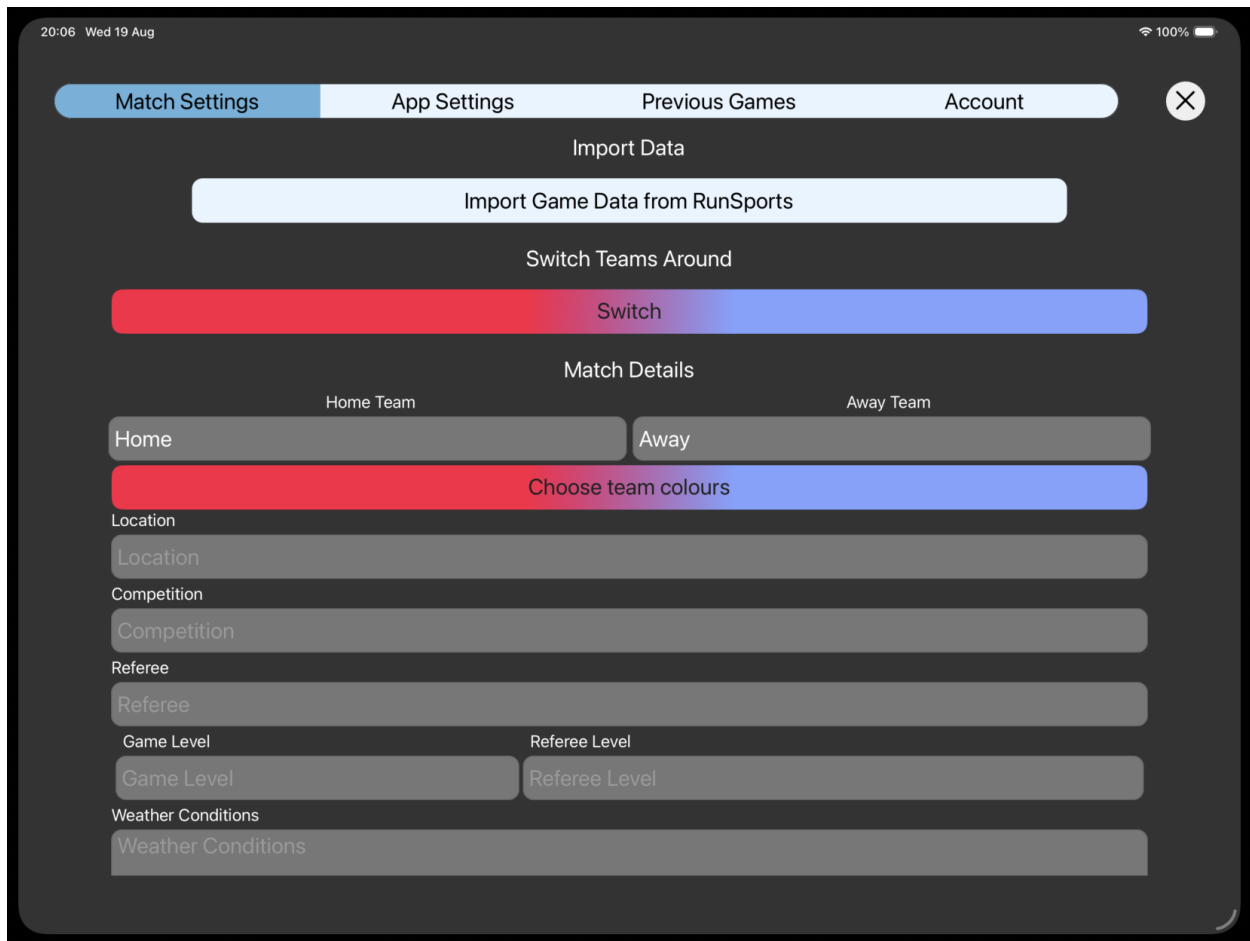
This will open the main screen for the Rugby Union app. Breaking down the sections, we have:

- A. Continuous timer
- B. Main timer
- C. Penalty Ratio Bar
- D. Game Event History Bar
- E. Settings Button
- F. Add Note Button



Before we start the game, we need to make sure that the game is setup correctly, to do this press the settings button to bring up the settings popup.

Inside the settings popup you can change how the game will run on the app.



The 'Match Settings' tab contains the variables that pertain to a specific game (e.g. Period Length, Yellow Card Length etc.).

The 'App Settings' tab contains more generalised settings not directly related to the game, such as whether to use team abbreviations or the direction of the timer.

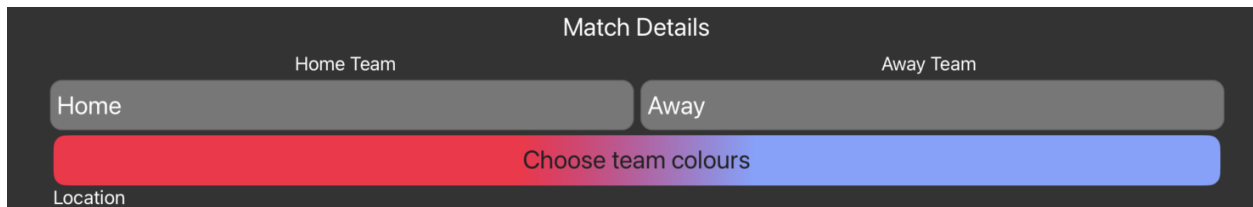
'Previous Games' contains records of all the games that you have managed, you are able to view the details of each game in this tab.

'Settings Presets' contains the settings set up that you choose, every time you make a change to your settings, they will be saved to the currently selected settings preset.

If you want to have more than one setting preset, you can create a new set from this tab (if you do create a new preset and close the app, the settings will default to 'Default Rugby Union' when you re-open the app.).

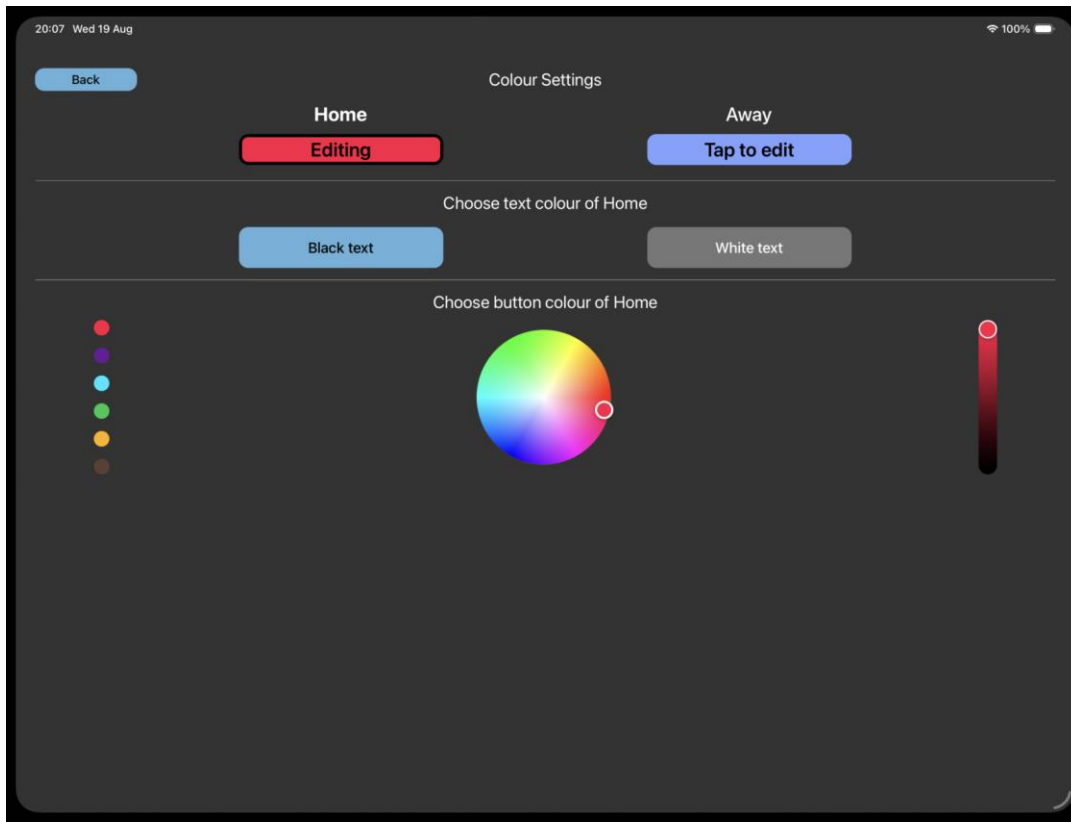
‘About’ has details of the app, alongside buttons for logging out of your account and exiting the app. If you log out or exit the app whilst a game is running all unsaved data will be deleted so, ensure you are sure you want to leave before exiting.

Two of the main features you are likely to change on this screen are the team names and the team colours.

The screenshot shows a dark-themed 'Match Details' screen. At the top, the title 'Match Details' is centered. Below it, there are two columns: 'Home Team' on the left and 'Away Team' on the right. Under 'Home Team', there is a text input field containing the word 'Home'. Under 'Away Team', there is a text input field containing the word 'Away'. Below these two input fields is a wide button labeled 'Choose team colours'. The button has a red-to-blue gradient. At the bottom left of the screen, there is a label 'Location'.

To change the team names, simply tap into the ‘Home’ or ‘Away’ text boxes and type in the team’s name. This will be automatically saved once you type the name.

To change the team colours, press the ‘Choose team colours’ button. This will bring up the colour picker.



To change one team's colour, select the team at the top you want to change and use your finger to select the colour you want on the wheel. You can adjust the brightness of the colour with the vertical bar on the right-hand side. If the colour you have selected is dark, the text on the buttons will automatically change to white to improve readability, alternatively you can change the text colour directly via the text colour buttons. The colours you set for the teams are shown in the editing buttons at the top of the screen so you can preview the design. You may also select a colour from a pre-selected list using the colour palette on the left-hand side. You are also able to select the colour of the text manually using the buttons below the team buttons.

Now that your game is properly configured, we are ready to start the game.

Using the main page

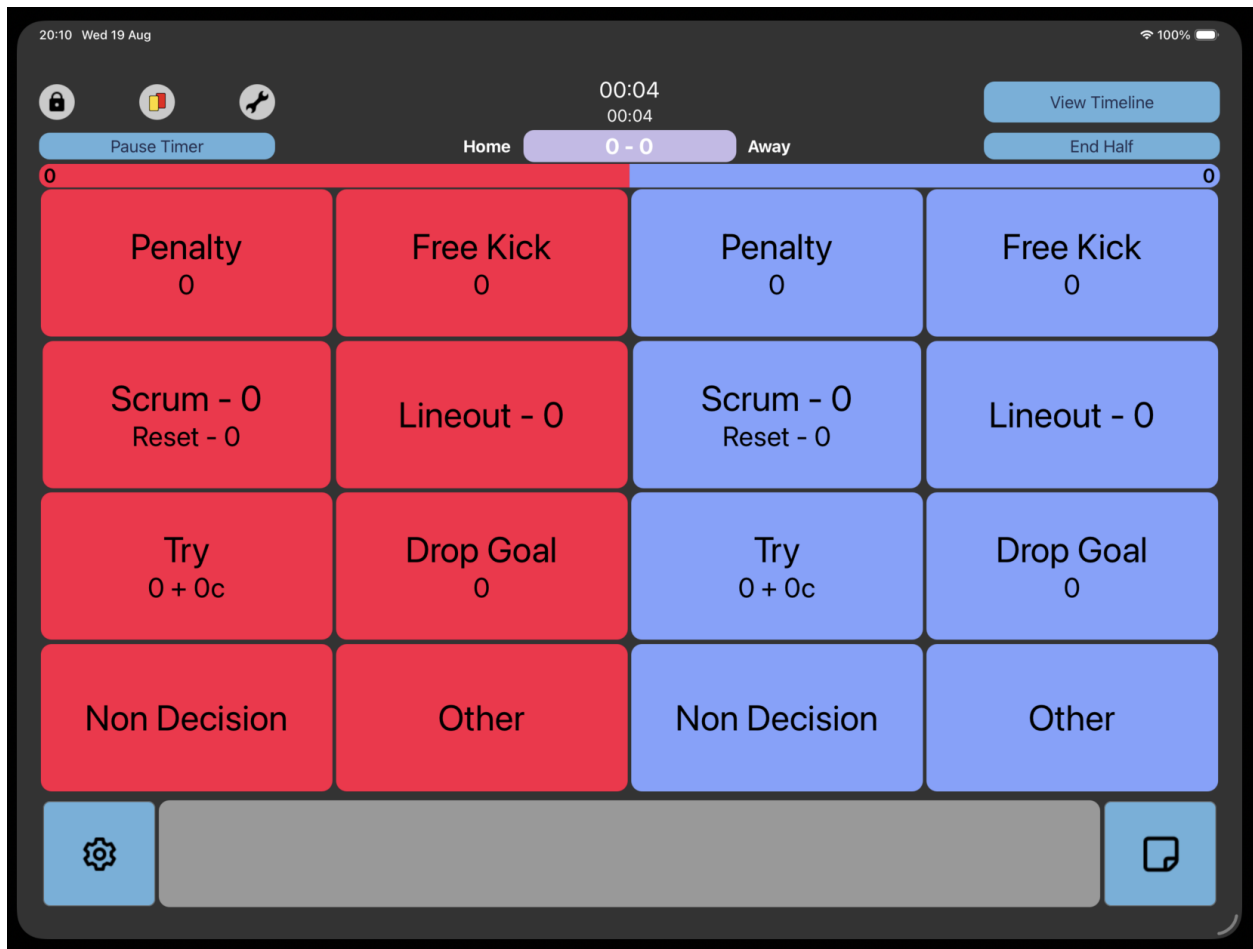
Once the sport screen is opened you will be presented with the main screen for the Rugby Union app. The 'header' area contains the timers, 'Start & Pause' timer buttons, the 'End Period' button, the score, team names, as well as the penalty ratio bar.

The bulk of the page is filled with action buttons that are used to document events in game. For the purposes of this user guide, we will be using the default settings but note that yours may look different depending on the app settings you have selected.



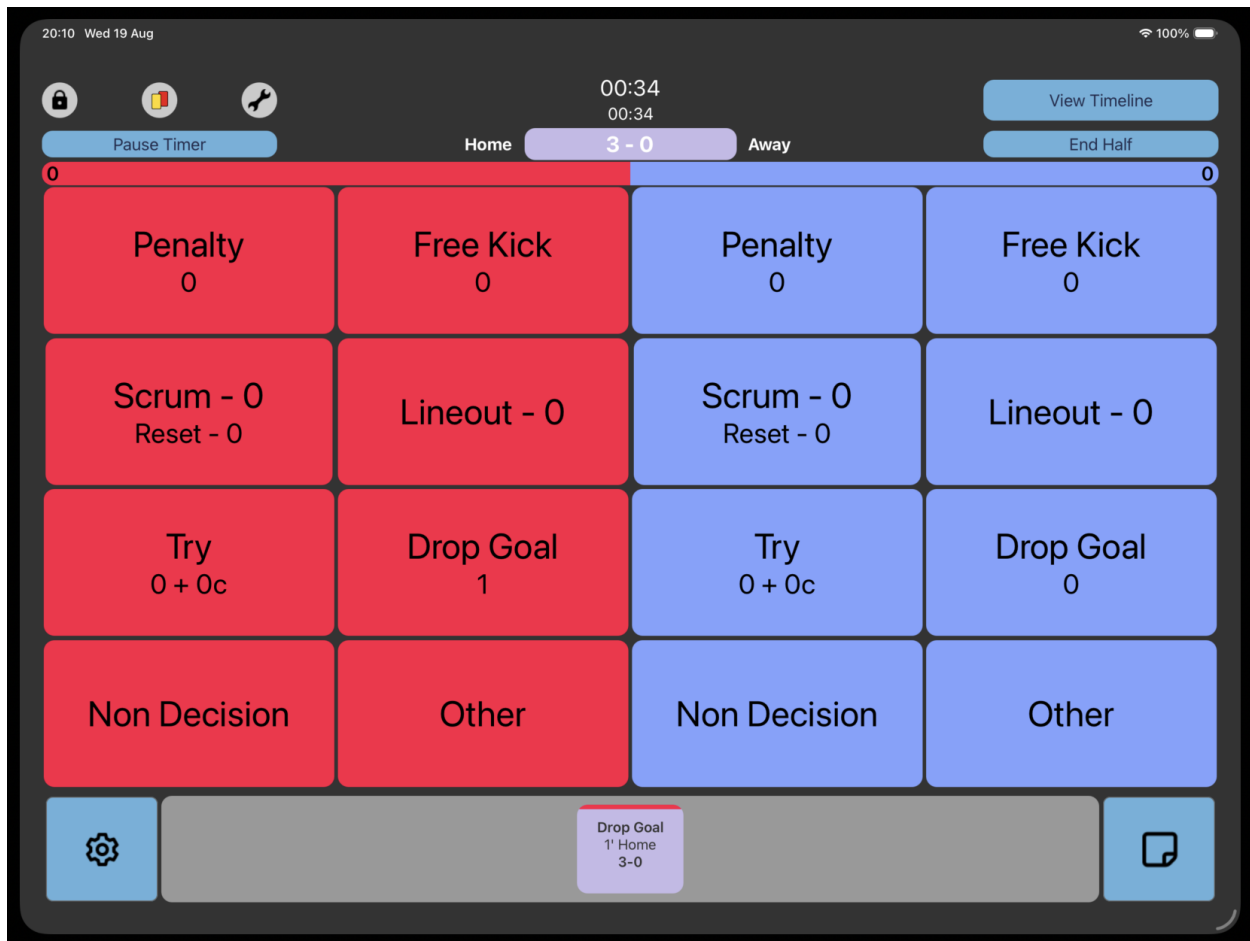
Before the game has started, all the buttons in the main section are greyed out. This is to signify that they cannot be pressed. To add any of these events the game must have started.

To start the game, press the 'Start 1st Half' button in the top left of the screen.



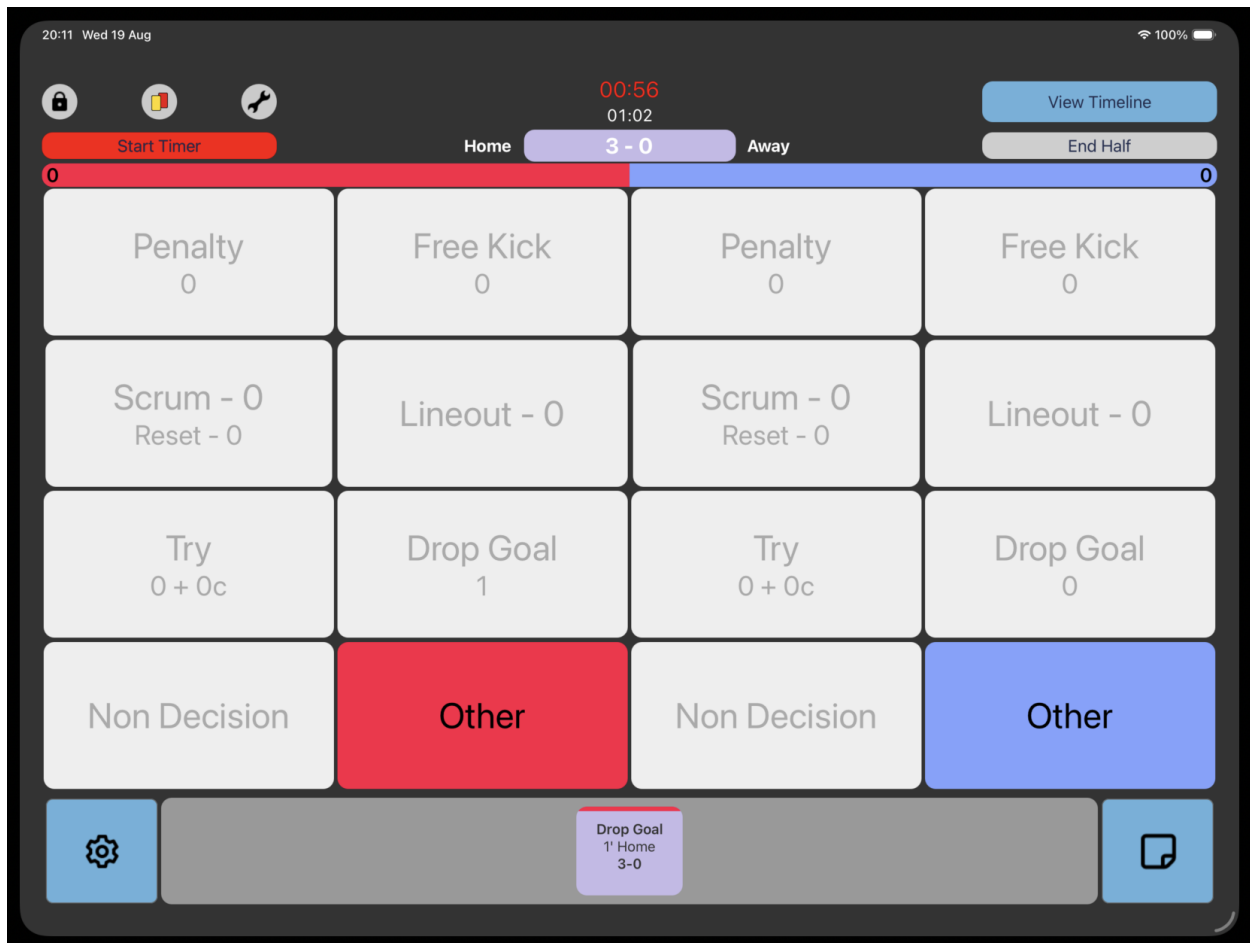
Once the game has started you will see that the main buttons have changed colour corresponding to their team colour. This is to help differentiate the side with that button applies to.

To add an event to a team, let's say for example a 'Drop Goal' to the home team, press the drop goal button on the home side of the screen.



Once this is pressed, the score will change, and an event card will be created at the bottom of the screen. You can use these cards to view, edit, or delete events as necessary.

When you need to pause the timer, simply press the 'Pause Timer' button in the top left. This will change the display of the app to signify that the timer is paused, main buttons are disabled whilst the timer is paused and the timer/start timer buttons will slowly flash red. (Note that the continuous timer will run while the main timer is paused.)



For most events you will need to indicate a reason for that event, whether it is for a penalty, a free kick, or the type of escalation. To do this you will be taken to an input page for that specific event. Using the example of a penalty, pressing the penalty button will show this popup.

20:12 Wed 19 Aug

100%

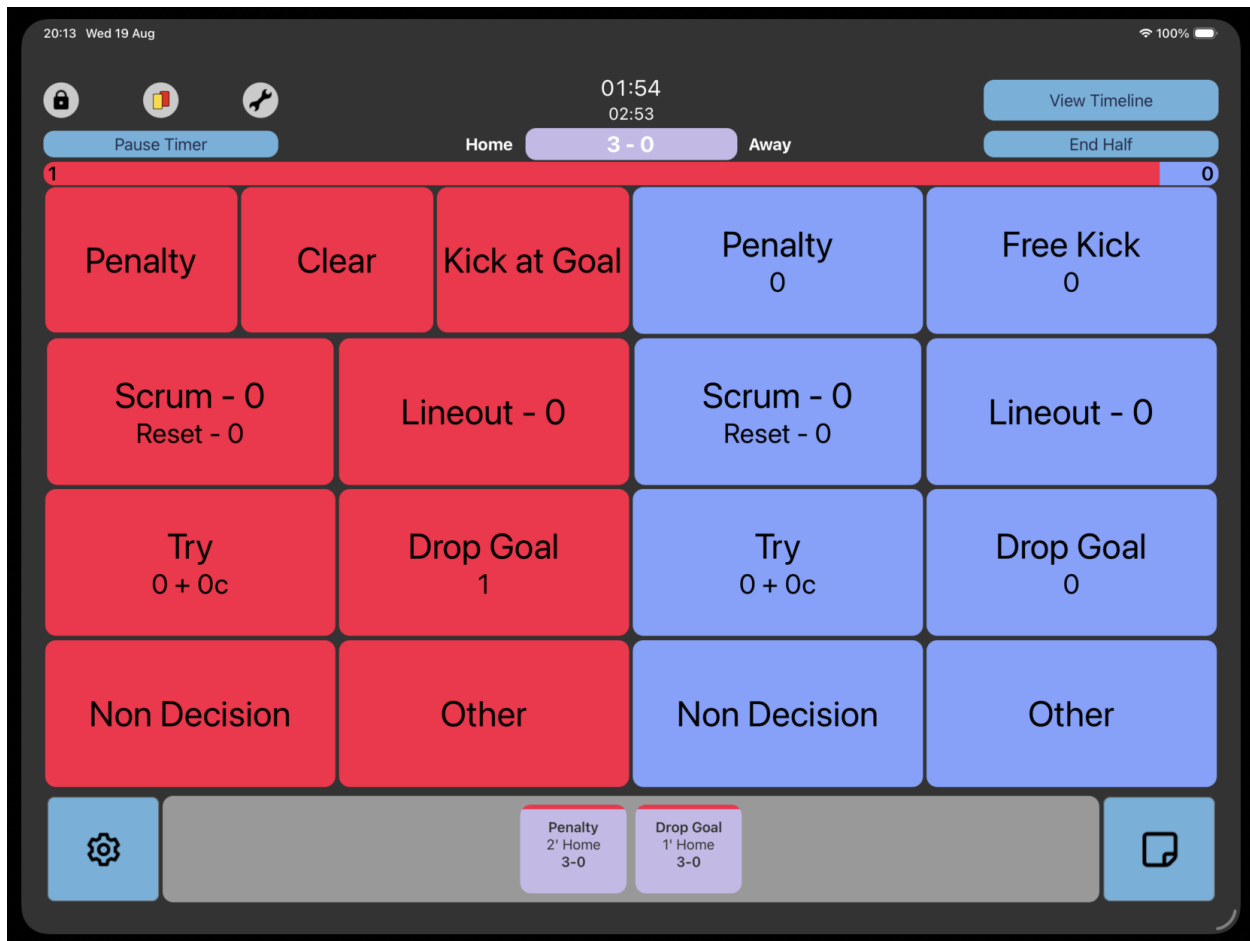
Penalty: Select Offence - Home

Tackle/On-ground Maul/Ruck Scrum Line-Out

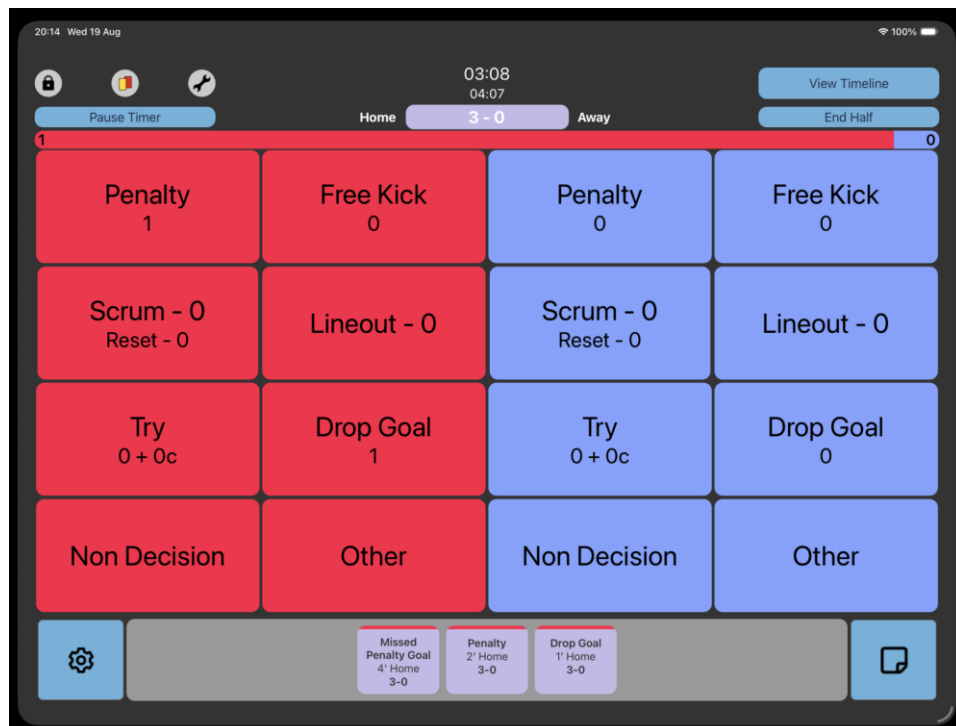
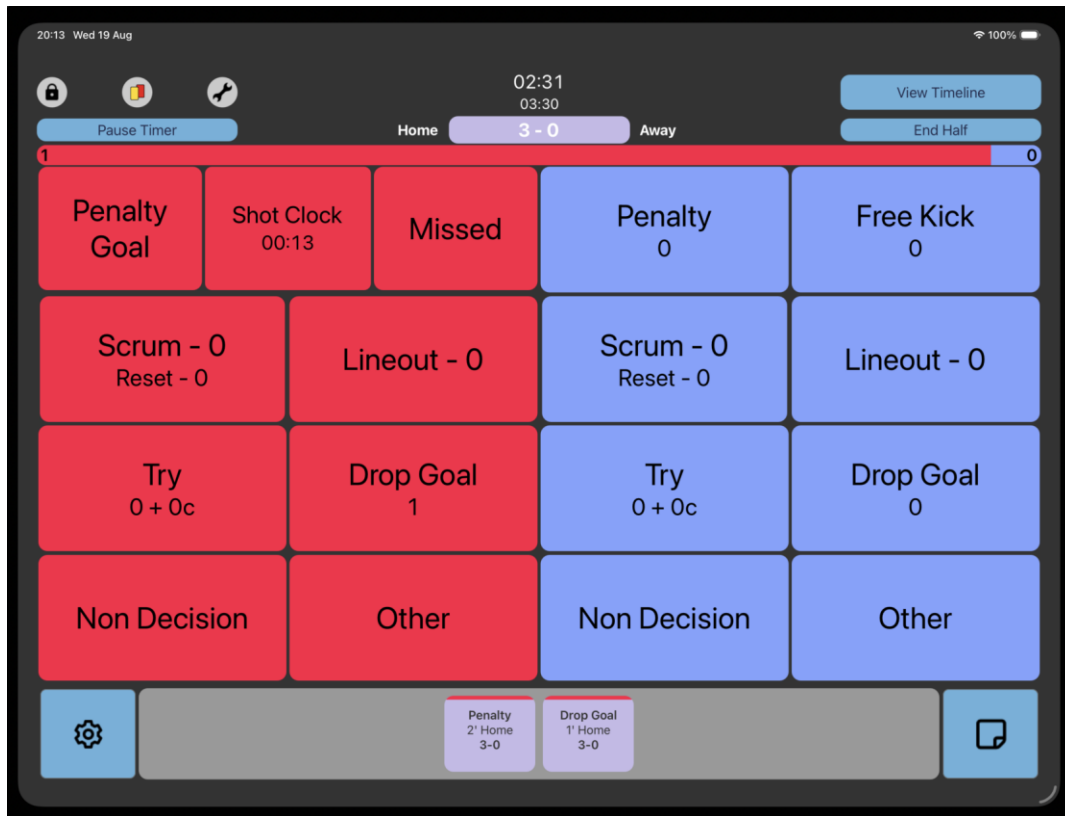
Open Play Other

In order to create the Penalty event, you will need to select the type of penalty being created and then the reason, if known. For this example, the penalty is a 'Line-out' and the reason is 'Pulling down'.

Selecting the category and offense will close the input pages and create the penalty event.

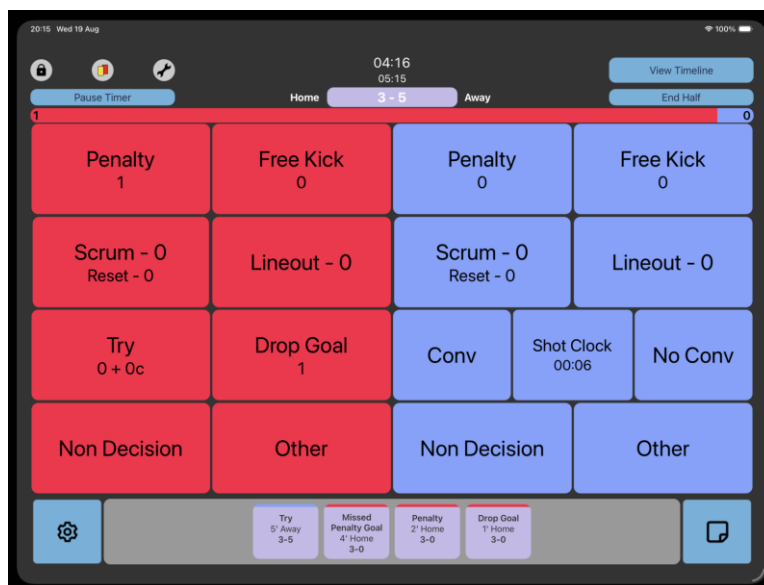


Notice the penalty and free kick buttons have changed to 3 buttons. This is the interaction for penalty kicks. If the team does go for a 'kick at goal', the buttons will change a second time to show the penalty kick timer and 2 options for either making the goal or missing. If the team does not go for a 'kick at goal' then you can 'clear' the buttons and revert them back to normal. In this example, the team goes for a kick at goal and misses.

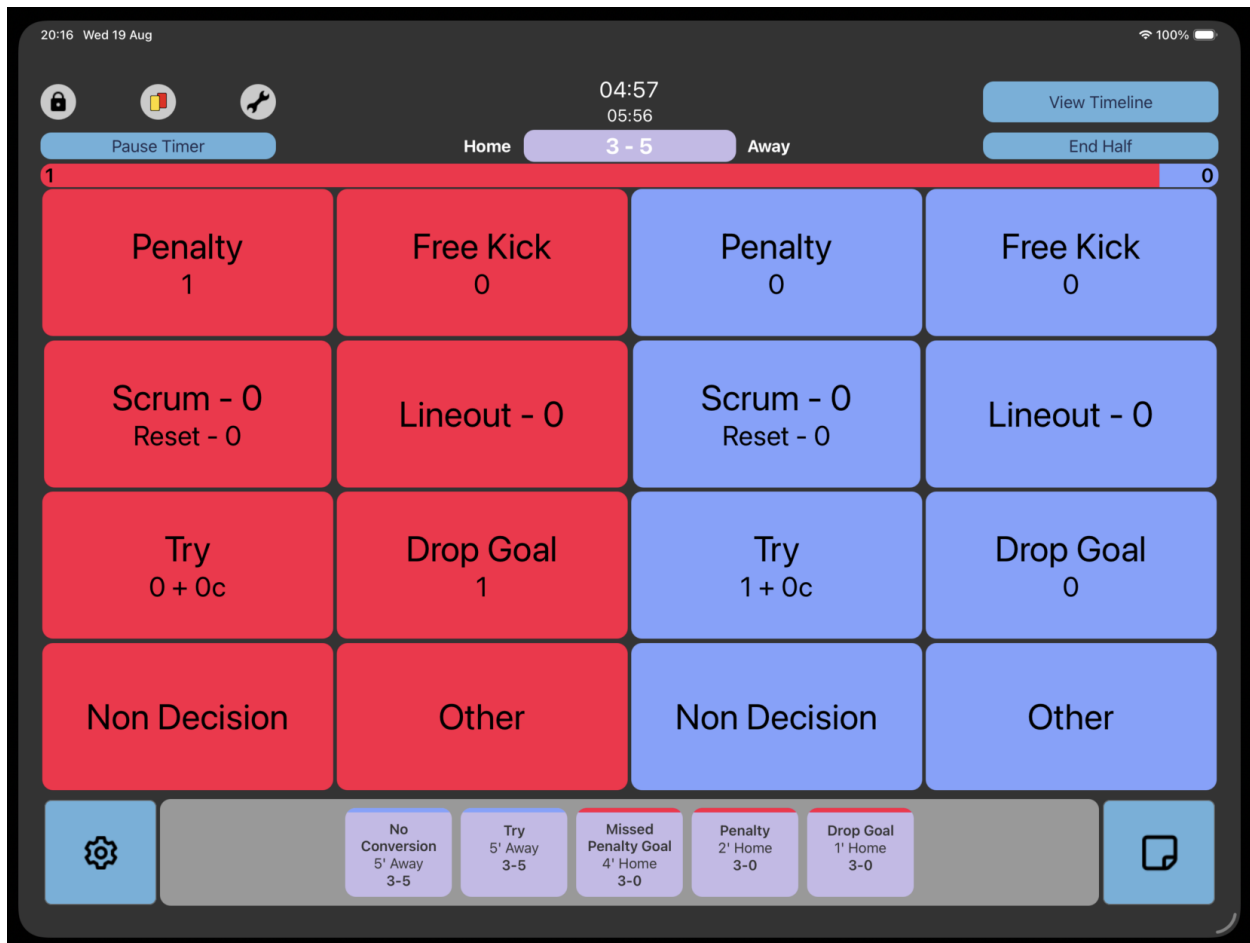


As stated previously, most interactions will involve a popup asking you for more information. They will appear in the same fashion as this example; however, some events do not require a popup, but will need you to press a secondary button to add the event to the game timeline.

To add a try, the user must first press the try button. When this is done the buttons are replaced with 3 boxes, 'Conv', the conversion timer, and 'No Conv'. The conversion timer will tick up if the main timer is active and will pause if the timer is paused. If the timer goes over the allotted time, it will change colour to red (or pink if the team colour is red).



Pressing either 'Conv' or 'No Conv' will return the buttons to normal and create the associated events; for this example, the team made the try but not the conversion.

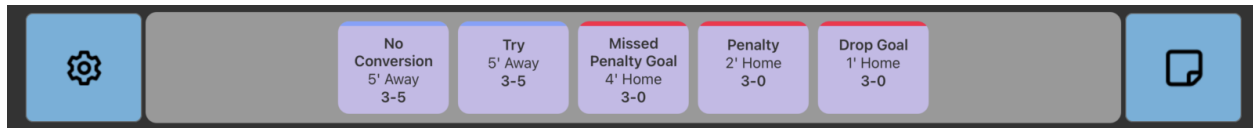


You can see that 2 separate events have been made for the try and no conversion, this is for 2 reasons. Firstly, it allows the user to change the conversion type if needed, and secondly, it makes filtering the timeline simpler for the user by allowing them to remove all non-scoring events if necessary.

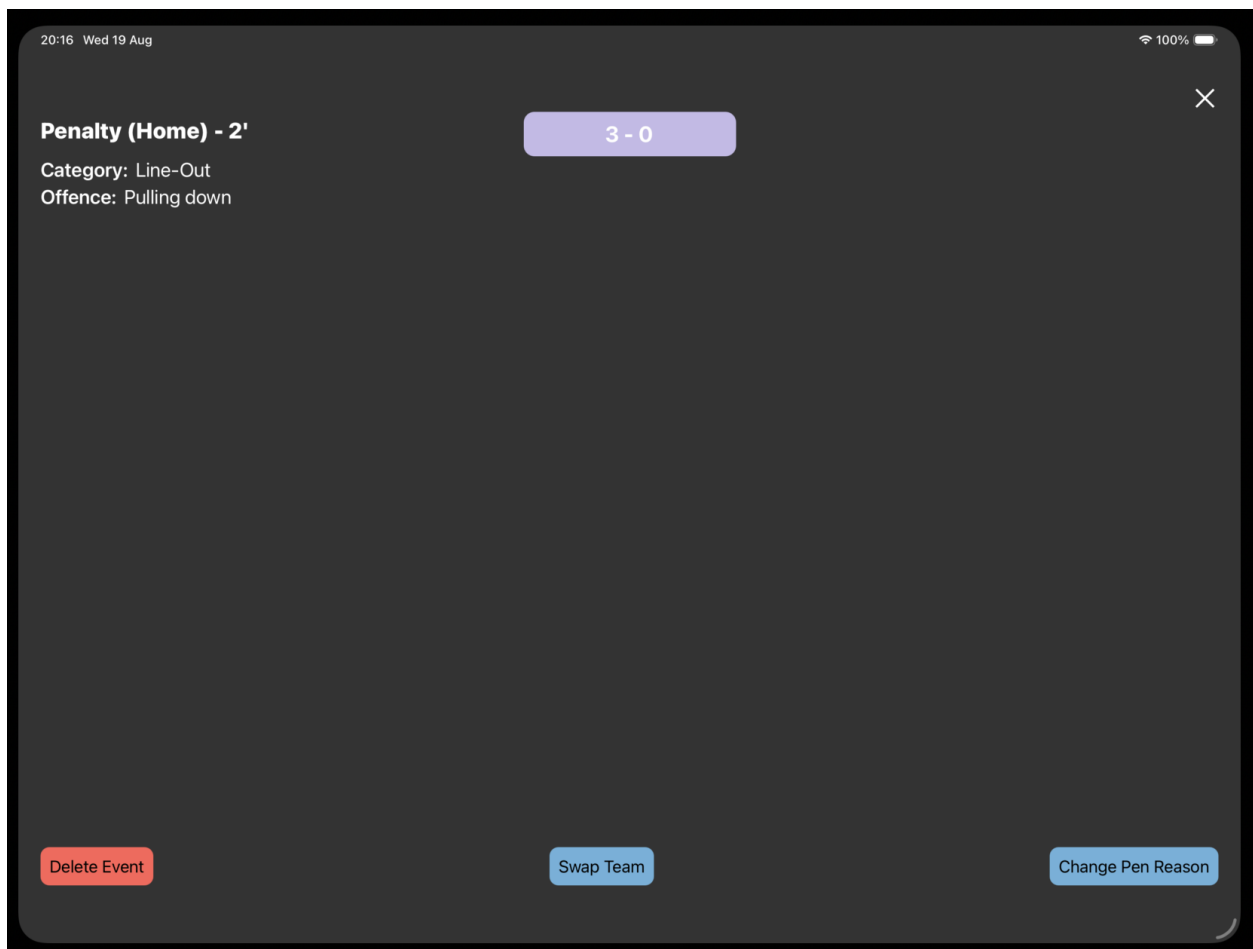
Now that we have a small selection of events, let's view and edit them.

Viewing and editing events

To view and edit events for the current game, you need to find the event you want to edit in the 'Event History' bar. Once the event is found, pressing the card will bring up an interface to view the event in more detail.



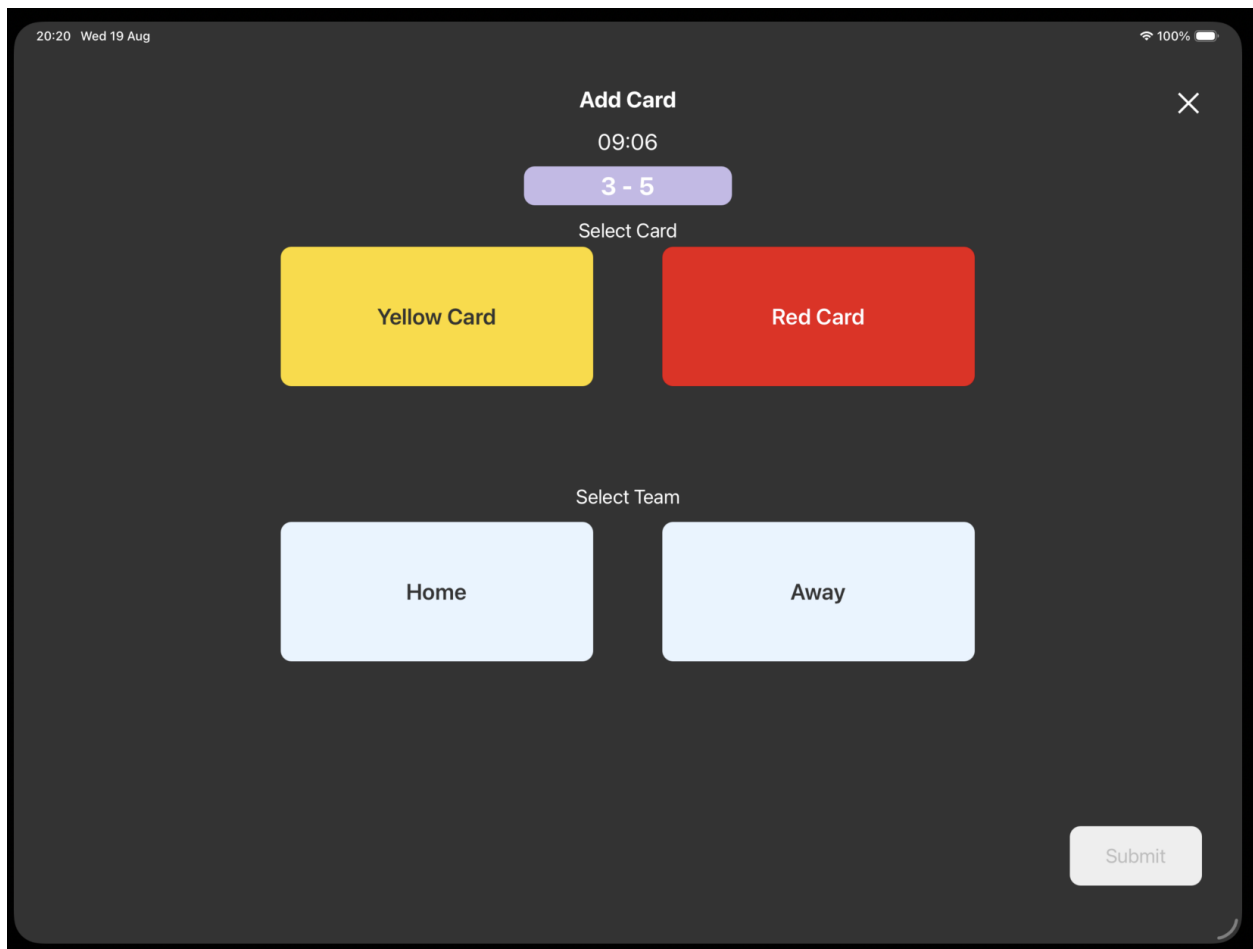
In this example we will be viewing a penalty.



We can see the team's name (Home), event type (Penalty), reason (Pulling Down), and the timestamp (2'). This acts as a shorthand description of what the event contains and helps you to see if you are in the correct event.

Penalty events are one of several events that, if the user turns on different settings, can record additional information to that shown here including the position of the penalty as well as the number of the person associated with the penalty.

For this penalty we want to add a yellow card as well. To do this press the cards icon at the top of the screen. For users on mobile, press the tool icon and select the 'Add Card' option.

A screenshot of a mobile application interface titled "Add Card". At the top, the status bar shows "20:20 Wed 19 Aug" and "100%" battery. The app header displays "Add Card" with a close icon (X) on the right. Below the header, the time "09:06" is shown, followed by a purple score bar displaying "3 - 5". The main section is titled "Select Card" and contains two large buttons: a yellow button labeled "Yellow Card" and a red button labeled "Red Card". Below this, the "Select Team" section contains two light blue buttons: "Home" and "Away". A "Submit" button is located in the bottom right corner of the form area.

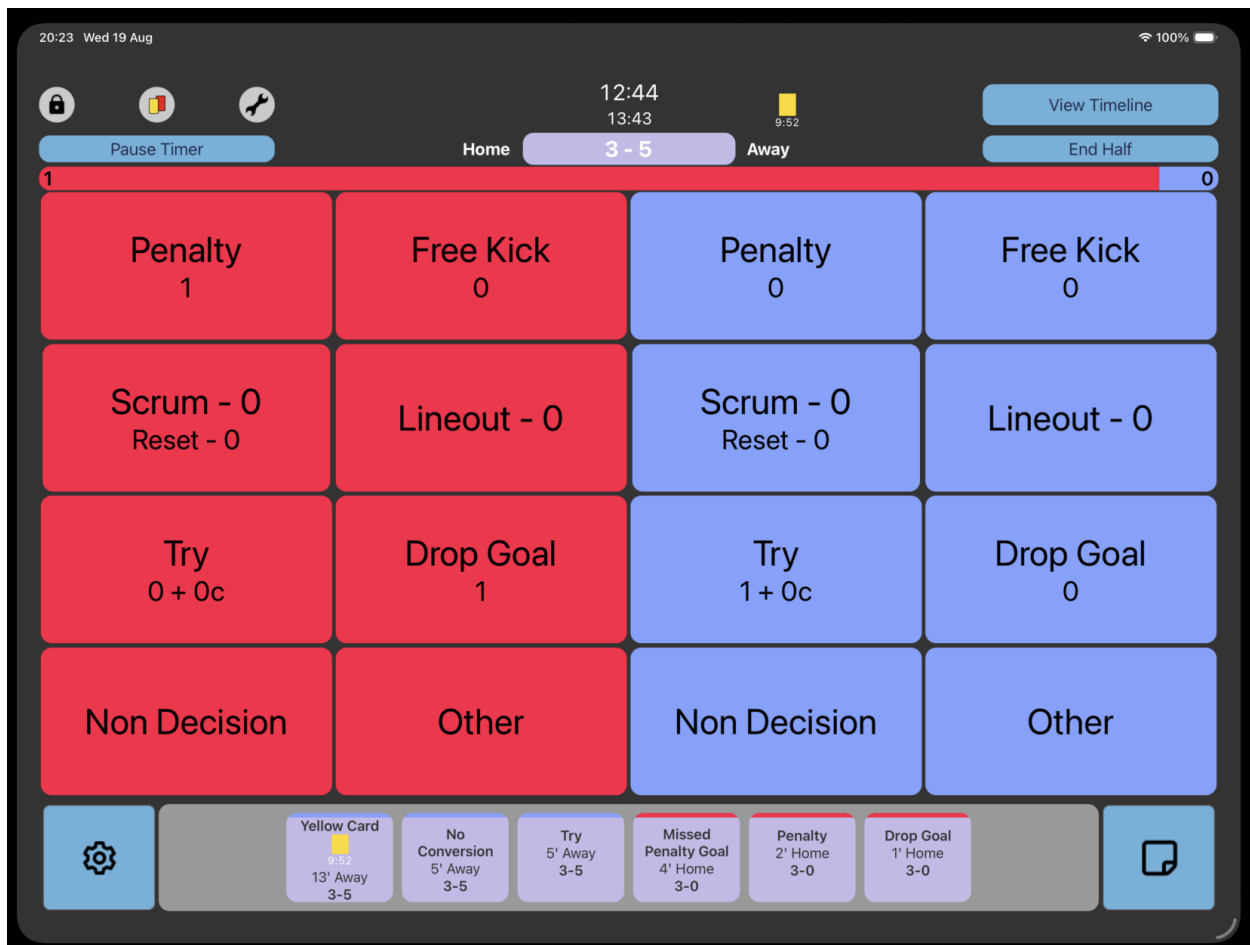
In order to add the card, select the colour of the card and the team that committed the offence. Once this is done, an active yellow card will be created, and you will be returned to the main screen.

The screenshot shows a mobile application interface for adding a card. At the top, the status bar displays '20:23 Wed 19 Aug' and '100%' battery. The main title is 'Add Card' with a close button (X) in the top right. Below the title, a timer shows '12:22'. A purple bar displays the score '3 - 5'. Under the heading 'Select Card', there are two buttons: a yellow 'Yellow Card' button and a red 'Red Card' button. Below the heading 'Select Team', there are two buttons: a light blue 'Home' button and a medium blue 'Away' button. A blue 'Submit' button is located in the bottom right corner.

When a yellow card is active, a yellow card with a timer is placed at the top of the screen.

When the timer has expired, this timer will be removed but the card will remain at the top

as a visual reminder of how many cards that team has been given.



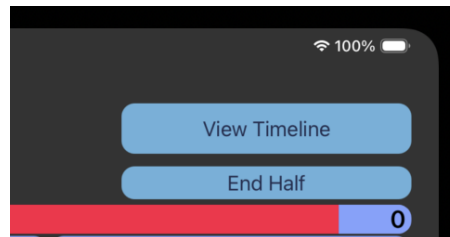
Many events have little unique interactions that augment how you use them, for the most part all events can be deleted or their team side swapped in case you make a mistake.

One such interaction is Conversion/No Conversion events. If you need to change the type from one to the other, there is a button to toggle the conversion type when viewing a conversion/no conversion event.

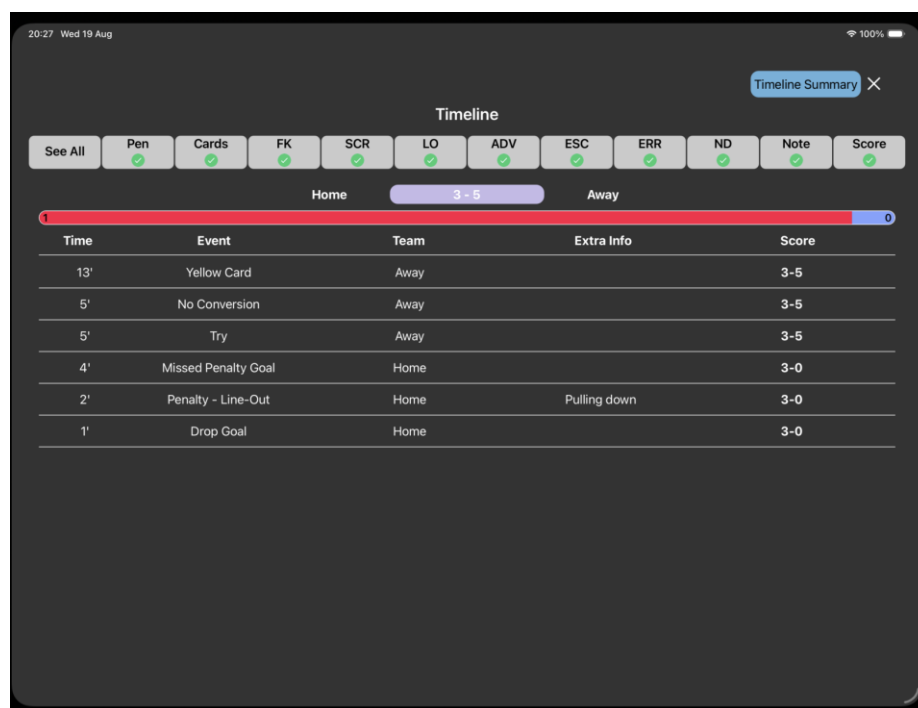


Using the timeline

When you are adding events during the game, you may find it useful to view a timeline of the game to make sure that events are being recorded correctly (or to settle disputes with others around you). To access the live timeline, press the 'View Timeline' button in the top right corner.



Pressing this button will take you to the Timeline page showing the timeline for the current game.



The timeline has 2 views that show different aspects of the game's events. We will start with the first view.

You will notice that the timeline starts with the most recent events at the top and all others being written in reverse chronological order.

There are a series of filters at the top of the page that correspond to different events that can exist in the game. Some events, such as tries, conversions, drop goals etc. have been grouped together under 'Score'. To view just one type of event, such as score, you can double tap or press and hold the score button and it will remove all but that type of event.

20:29 Wed 19 Aug 100%

Timeline Summary X

Timeline

See All Pen Cards FK SCR LO ADV ESC ERR ND Note Score

Home 3 - 5 Away

Time	Event	Team	Extra Info	Score
5'	No Conversion	Away		3-5
5'	Try	Away		3-5
4'	Missed Penalty Goal	Home		3-0
1'	Drop Goal	Home		3-0

To revert this, press the see all filter button on the left. Pressing 'Switch View' at the top right of the screen will show the table view of the timeline.

20:29 Wed 19 Aug 100%

Go to Timeline X

Timeline Summary

Penalties

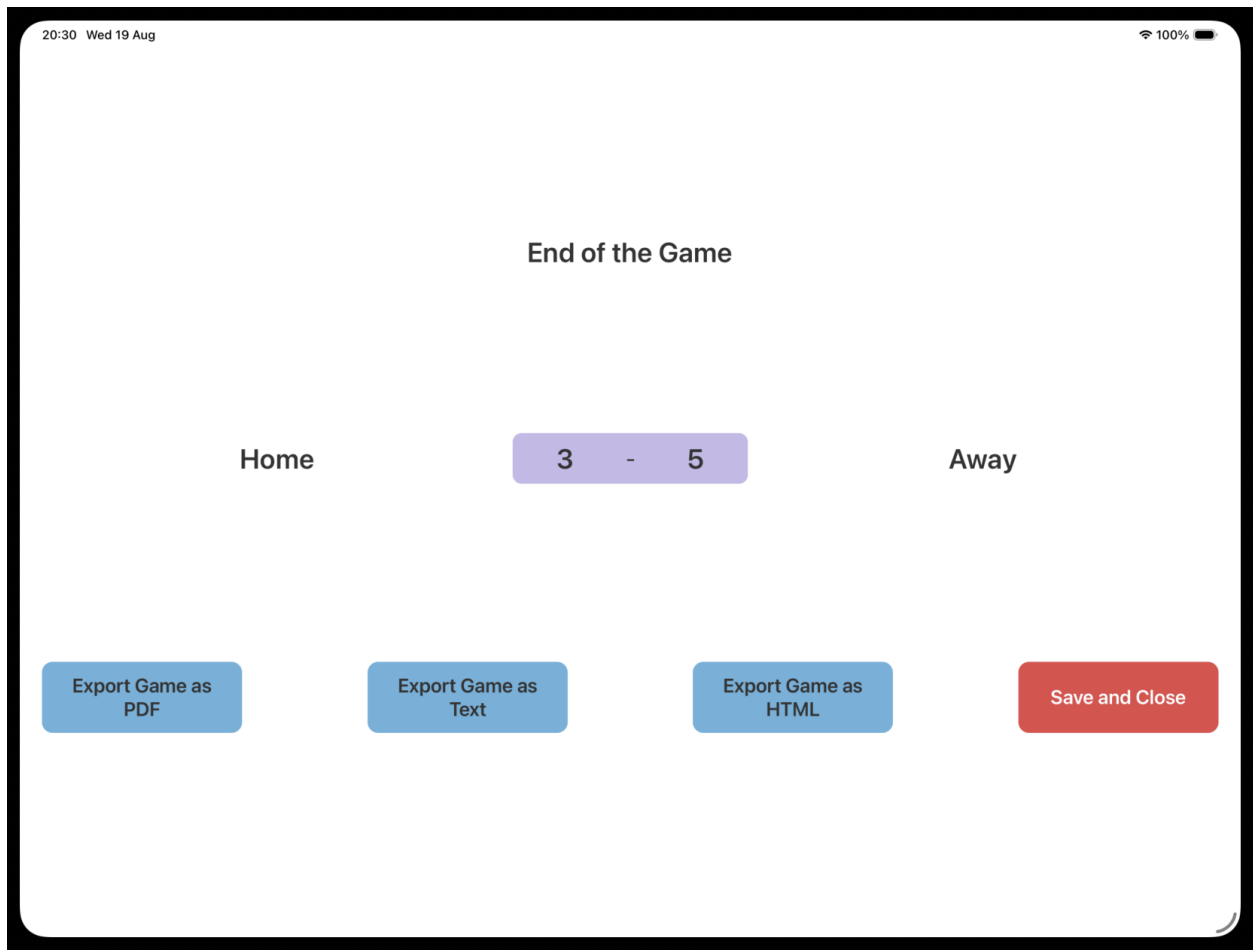
Offence	HOME					AWAY					GAME				
	Q1	Q2	Q3	Q4	Home Total	Q1	Q2	Q3	Q4	Away Total	Q1	Q2	Q3	Q4	Total
Pulling down	1	0	0	0	1	0	0	0	0	0	1	0	0	0	1
Total	1	0	0	0	1	0	0	0	0	0	1	0	0	0	1

This view is intended as a more descriptive and digestible view for Penalties, Free Kicks, Lineouts, and Scrums. It shows the number of events per quarter paired with the reasons behind the event with a collation of both teams per quarter at the left most side.

Ending a game

Once the game has progressed to the end of the periods, you will press the End Game button and confirm the alert to finish the game.

Doing this, you will be presented with this page.



The popup shows the 2 teams names and the score to verify the simple scoreline of the game.

Below this, there are a series of buttons that allow you to save and view the game data in a variety of methods.

Pressing 'Export Game as PDF' will generate a PDF record of the game, with events in chronological order including any notes that were added.

Pressing 'Export Game as Text' will generate a similar chronological record of the game in

text form. This includes the internal data for the events and a saved version of the stats breakdown shown on the end game popup.

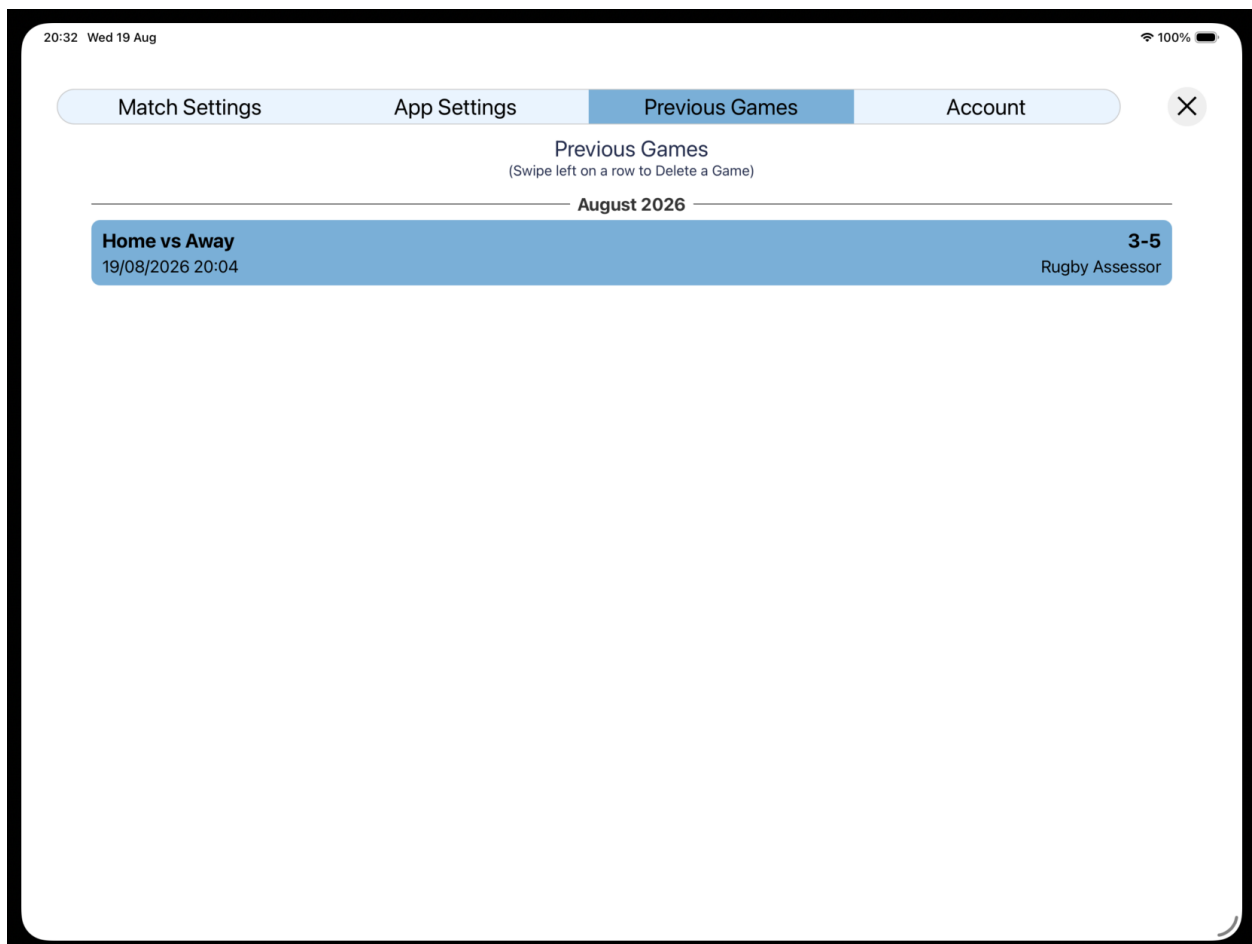
‘Export Game as HTML’ saves the game timeline you can see by pressing the penalty ratio bar as an HTML file. Opening this file on desktop will recreate the interactable timeline that the app offers.

After you have created as many, or as few, records of the game as you would like, pressing the ‘Save and New Game’ button will save the game data to your device and reset the app for the next game. You can create each of these exports after the game is saved so you will not lose the chance to create the files.

Reviewing previous games

As mentioned before, once a game is complete you are presented a button called 'Save and New Game'. Pressing this button saves a copy of the game timeline to the device and resets the app for the next game. Those saved games can be accessed through the settings popup.

Going to the 'Previous Games' tab on the settings popup will show you a list of all your previously saved games labelled with the team names, the date and time of the game, referee name if this is supplied, and the mode of the app used when creating the game. (Note that the team names here are all 'Home' and 'Away' as they are the default names).



Pressing the record will present the timeline view in the same fashion as pressing the View Timeline button on a live game; with the additional features of being able to create the

same outputs (HTML document, PDF, Text file, and sync if the user is logged in) as if you had just finished the game via the export button in the top left.

20:33 Wed 19 Aug

100%

Delete Game

Timeline Summary

Previous Game Timeline

19 Aug 2026

See All

Pen

Cards

FK

SCR

LO

ADV

ESC

ERR

ND

Note

Score

Home

3 - 5

Away

1

0

Time	Event	Team	Extra Info	Score
13'	Yellow Card	Away		3-5
5'	No Conversion	Away		3-5
5'	Try	Away		3-5
4'	Missed Penalty Goal	Home		3-0
2'	Penalty - Line-Out	Home	Pulling down	3-0
1'	Drop Goal	Home		3-0

Settings Page Options

The settings page contains many different options that you can use to customise and personalise your app to tailor it to your specific needs, we encourage you to try out these options to see what works best for you.

First, let's go through the 'Match Settings' tab.

20:34 Wed 19 Aug 100%

Match Settings App Settings Previous Games Account X

Import Data

Import Game Data from RunSports

Switch Teams Around

Switch

Match Details

Home Team Away Team

Home Away

Choose team colours

Location

Location

Competition

Competition

Referee

Referee

Game Level Referee Level

Game Level Referee Level

Weather Conditions

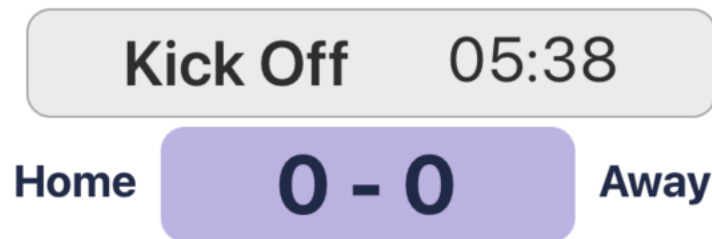
Weather Conditions

Pressing the 'Switch Teams Around' button will switch the position of the home and away columns. This can be useful for half time as it allows you to maintain the same position and keep the teams on the correct side of the app.

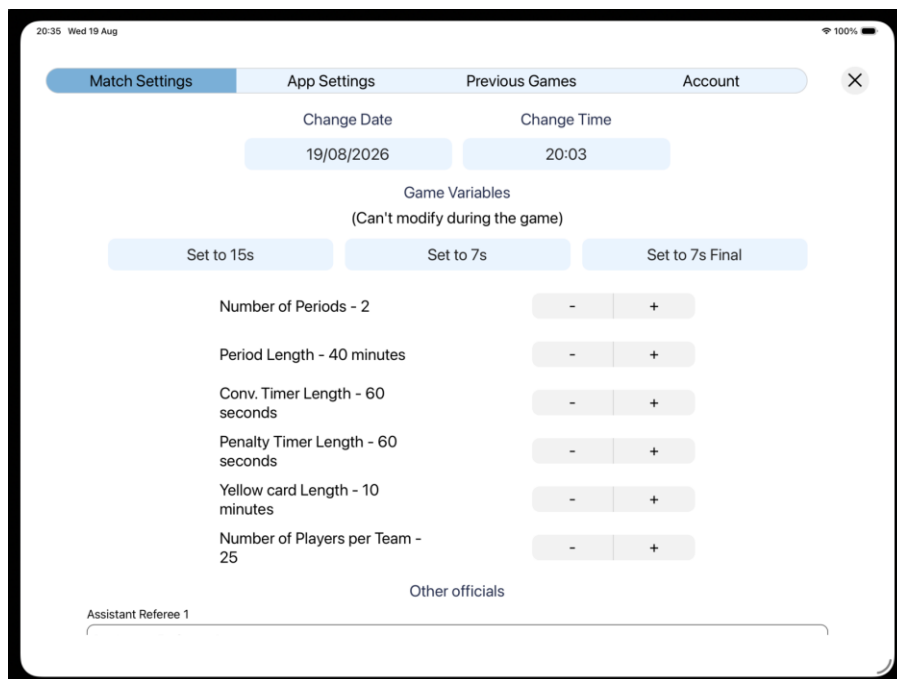
As mentioned previously, the home and away team names can be set by typing inside the text boxes. Changing the team colours can be done by pressing the 'Choose team colours' button and selecting a colour from the wheel or one of the preset colours.

Location and Competition can be filled out here as well to add this data to the game record and sync the data to RunSports if the user is logged in in a future update.

You can change the date and time of the game you are managing. By changing the starting time into the future, you will see a countdown to the start of the game replace the main timer. This is to give you a measure as to how long until the game is supposed to start.



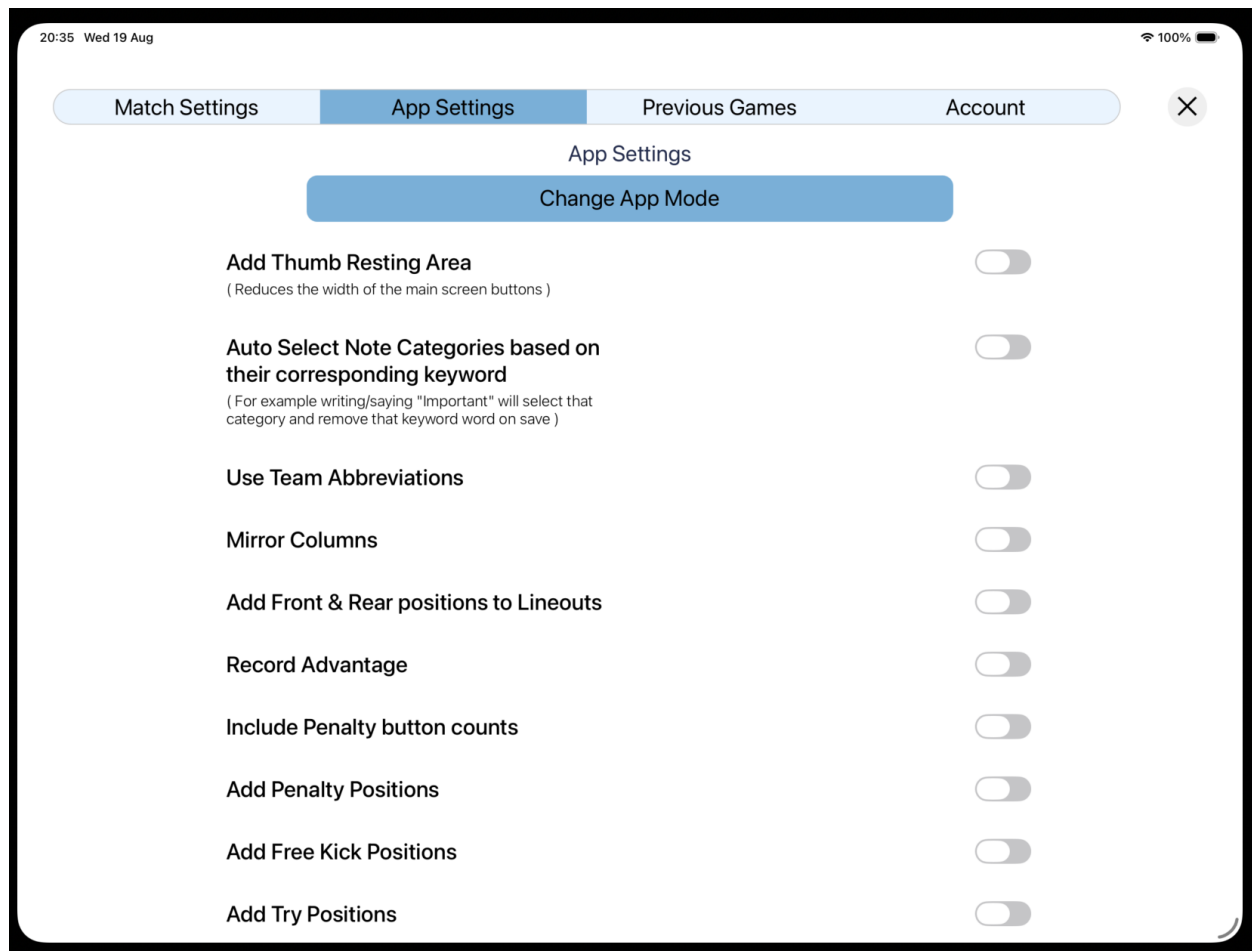
Below these match details are the game variables, these contain the different values that you may want to change about the game specifically.



There are 3 presets at the top of the list that are guides to the values that you would want to use for that version of Rugby Union, however you are able to change any of these to what you need.

Below this, the officials associated with the game are listed. Here you can fill in the details for any of the officials who are present at the game. These will appear on the PDF output of the game.

The next tab is the 'App Settings'. This tab contains the settings that change the app's function, display, or button layout. The below image shows the default settings configuration.



Ticking 'Use Team Abbreviations' adds 2 additional text boxes on the 'Match Settings' tab for the home and away team abbreviations. These abbreviations are limited to 4 characters and replace the team's name at the top of the page and in the events bar at the bottom of the screen.

Match Details

Team Home	Team Away
TEH	TEA

00:07

TEH

0 - 0

TEA

‘Show countdown timer’ is a toggle for showing the kick off timer before the start of a game.

‘Show player stats in Report’ is a toggle that, when active, prints out the player information for each of the events if the user has enabled player number inputs.

‘Mirror columns’ allows the user to mirror the buttons along the central divide. Some users prefer to have the buttons mirrored as it makes the more frequently used buttons position themselves on the outside of the screen, making them easier to press.

Penalty 0	Free Kick 0	Free Kick 0	Penalty 0		
Scrum - 0 Reset - 0	Lineout - 0 Front - 0 Rear - 0	Lineout - 0 Front - 0 Rear - 0	Scrum - 0 Reset - 0		
Try 0 + 0c	Drop Goal	Drop Goal	Try 0 + 0c		
ADV - 0	Other	Non Decision	Non Decision	Other	ADV - 0

‘Add player numbers to events’ is a new feature that allows the user to add player numbers to events. This allows you to input numbers for free kicks, penalties, and non-decisions.

‘Add Front & Rear positions to Lineouts’ allows you to add a position type to the lineouts.

‘Record Advantage’ allows you to record advantage during the game, with the secondary option of ‘Recording Advantage Detail’ to add extra detail to the advantage event.



You can change the direction of the timer with the ‘Timer direction up’ toggle, by default the timer goes up from 00:00 to 40:00, however some users may prefer the timer to count down to 00:00 instead.

If the timer direction is going up, there is a secondary option for ‘Full Time Counter’. This option allows the timer to no reset between periods (e.g. First half is 00:00 -> 40:00; second half is 40:00 -> 80:00).

The final setting listed in ‘App Settings’ is penalty assignment, this refers to which team is given the penalty (whether it is the one who committed the offence, or the one to whom the offence was committed). There is an explanatory sentence below the setting to clarify the option you have chosen.

Penalty Assignment

Assign to team conceding



Example:

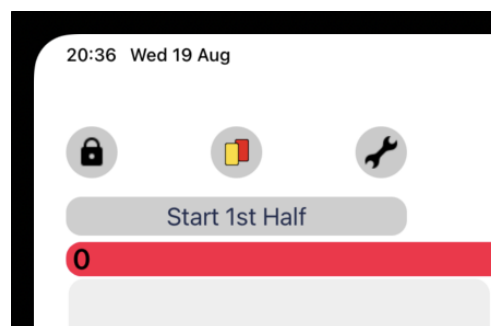
Penalty for Team Home, penalty goal available to Team Home

By default the penalty assignment is awarded to the team for whom the penalty was committed, so the sentence reads “Penalty for team home, penalty goal available to team home’. We found that in our testing referees and officials have different options on which

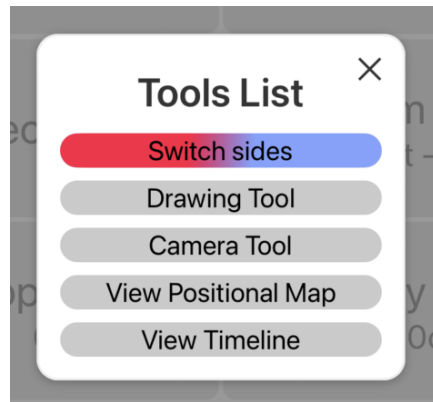
way this assignment should go, so we give you the choice to choose what makes most sense to you or your organisation.

Special Features

The Game Assist app contains several special features that set our app apart from all the competition. These tools help you make more specific, data driven post-match analysis. In order to access these special tools, you press the spanner icon at the top of the screen.



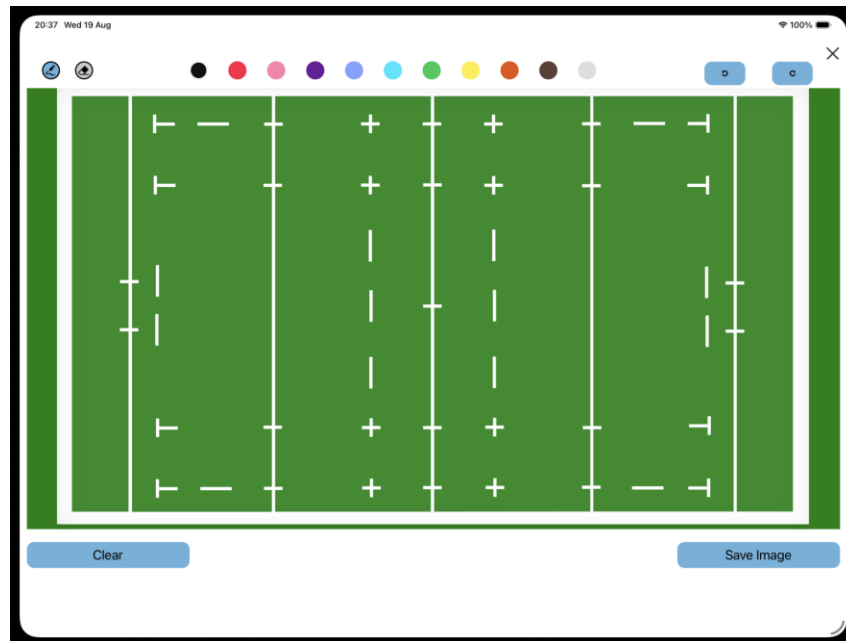
Pressing the spanner will bring up the tools pop-up, inside of here you can access a series of special tools that can enhance the assessing experience.



The first tool that is shown is switching team sides, this is a simple tool that makes switching sides of the teams easier to find.

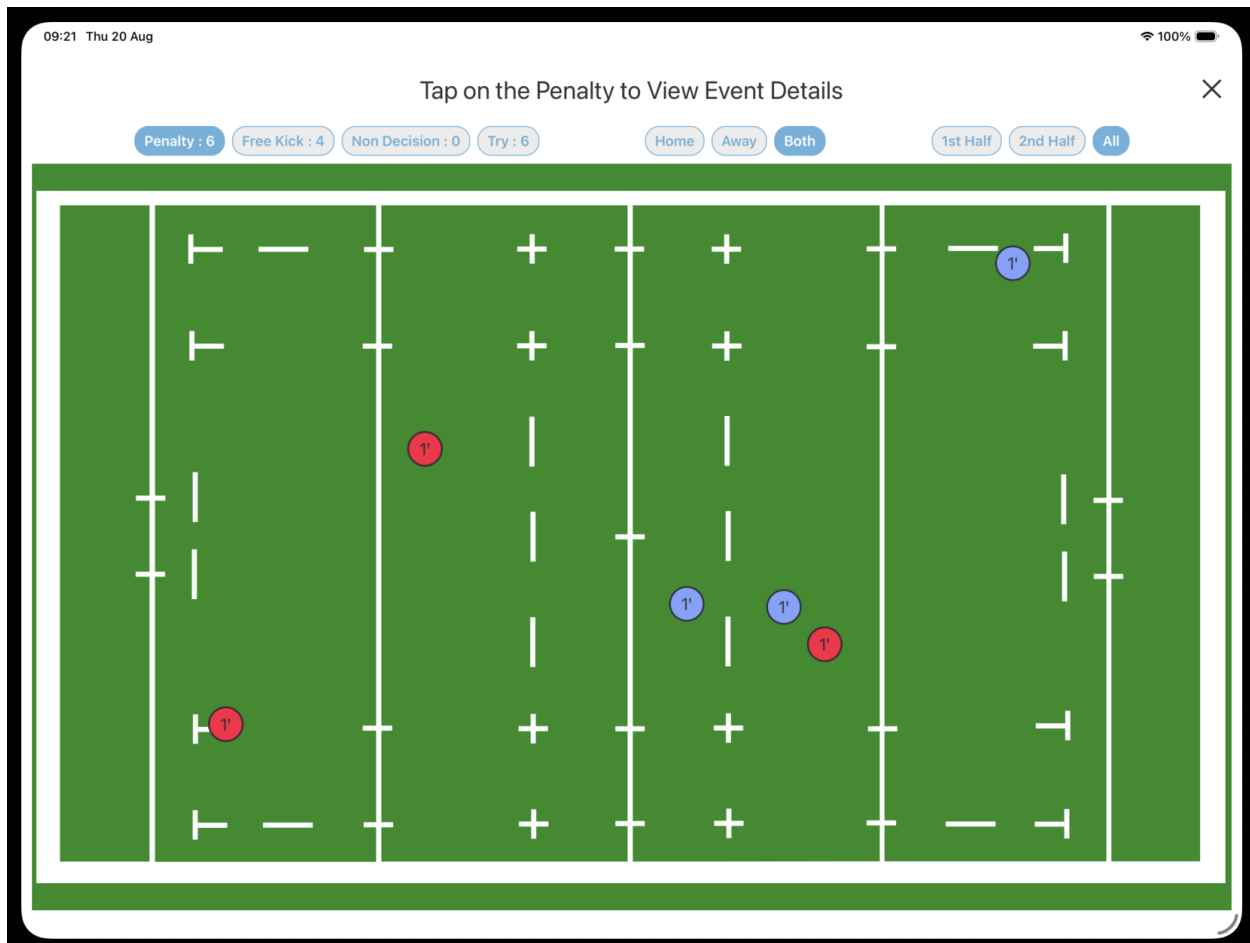
The second tool is the Drawing tool, this tool allows the user to have a visual aid for use during the game and for the debrief at the end of the game with the referee. Pressing the button opens this popup. Here, you are able to draw on the pitch displayed to mark key game events.

Above the pitch you also have access to a variety of colours to help differentiate your drawings and events, which can be selected simply by tapping on them. There is also a slider to the left of these colours which will allow you to change the size of the brush when you are drawing, as well as an eraser, undo and redo tools along the top bar to help you quickly rectify any mistakes. The 'Clear' button will also reset everything drawn on the pitch. When you are finished and happy with your drawing, pressing the 'Save Image' button in the bottom right will save the image to your devices photo library.

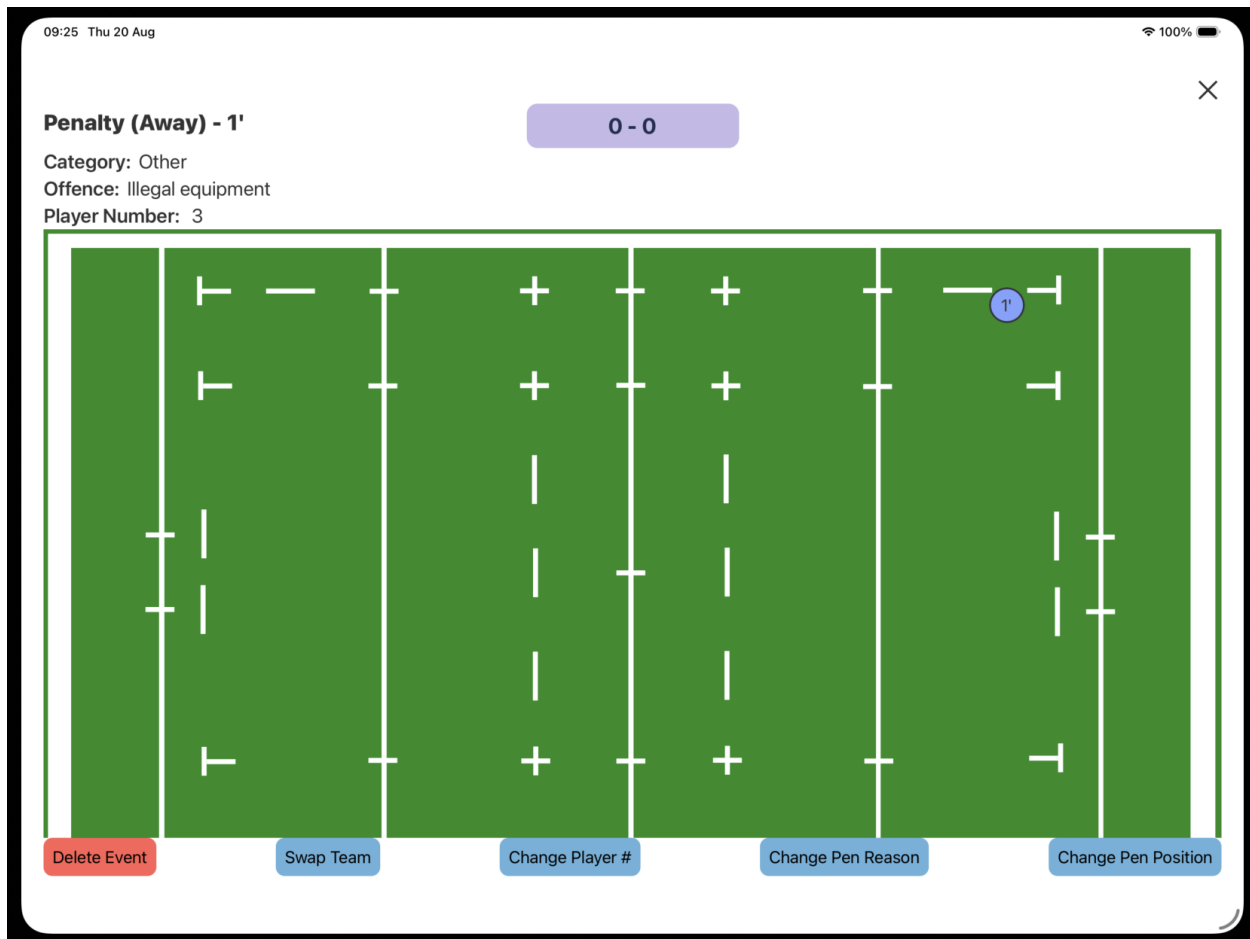


The Camera tool allows you to capture both photos and videos inside the app and store them to your device without needing to switch to your devices camera app. The videos are limited to 10 seconds with an indicator letting you know how much time you have left for your clip.

The View Positional Events button takes you to an image of the pitch, in a similar fashion to the Drawing tool. On this pitch there are a number of event filters, time filters, and team filters that change the positions shown. For this example, the author has added a series of penalties in a new game with the positional events setting turned on.



Each one of the created markers can be clicked on to take the user to that event's details in the same way you would view an even through the history. Viewing an event with a position will also show the position inside the event details.



You will notice as well that the penalty event also contains a player number that can also be turned on as an app setting.

The last button on this list is the View Timeline button. This button is identical in function from the view timeline button in the app header at the top of the screen, this is a secondary method to get to this page.