# **ArbiterSports**

#### ON-LINE Game Assignment System



Enter your EMAIL address and PASSWORD, then click "GO" to login to Arbiter

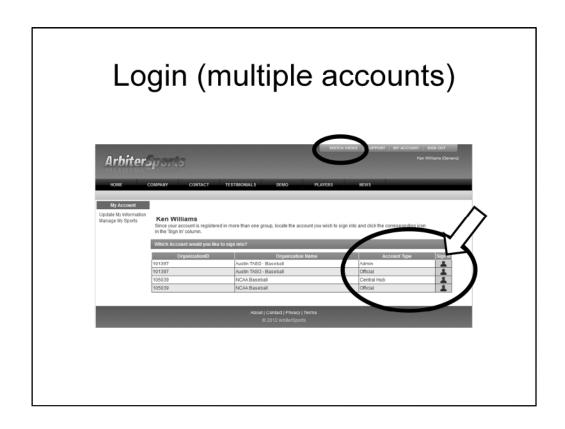
Put a checkmark in the REMEMBER ME box (just below the "GO" button) to make login easier.

Clicking the "Remember Me" box tells the browser to save a cookie so that if you close out the window for the site <u>without signing out</u> (just close your browser or that tab),

the next time you go back, you will be signed back in automatically. Make sure that you have your browser set to remember cookies, or this function will not work.

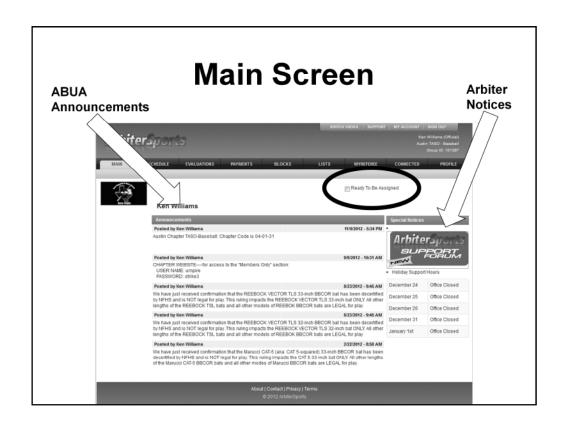
We advise that you not use this function if you are using a public computer, such as at a library or a school.

IMPORTANT: Signing out of the site completely negates the "Remember Me" function because it deletes the saved cookie and will therefore require you to type your sign-in information again when you return.



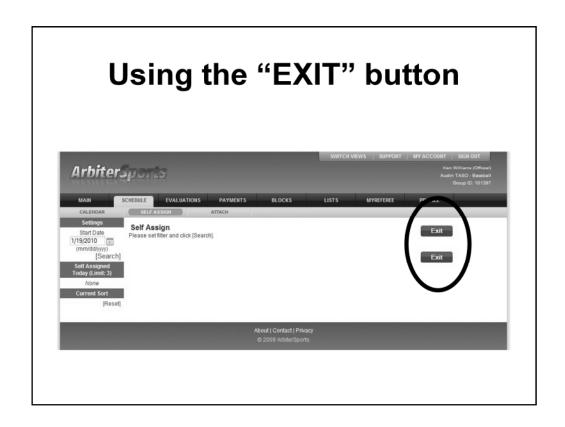
If you are a member of more than one organization or "group" in Arbiter, you will be shown a screen that allows you to select which "group" you want to sign into.

You can change "groups" at any time by clicking on the SWITCH VIEWS link at the top of the screen.



The MAIN SCREEN displays announcements from ABUA (left column) and notices from Arbiter (right column)

There is also a READY TO BE ASSIGNED checkbox on this page. It is one of two places where you can make yourself READY FOR ASSIGNMENT



Use the EXIT (or RETURN) button to go back to the previous screen.

Do NOT use the "Back" button/arrow on your browser. If you do, it will create a series of "opened" pages and at some point,

you will have to go "BACK" through all of through all of them to get to the page you want to see.

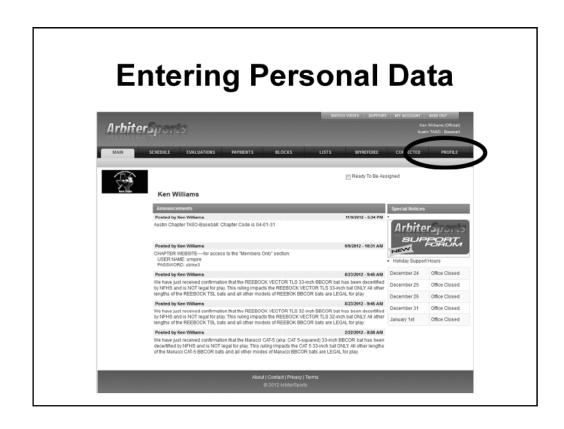
# **First Things First**

#### 1. Enter your PERSONAL INFORMATION

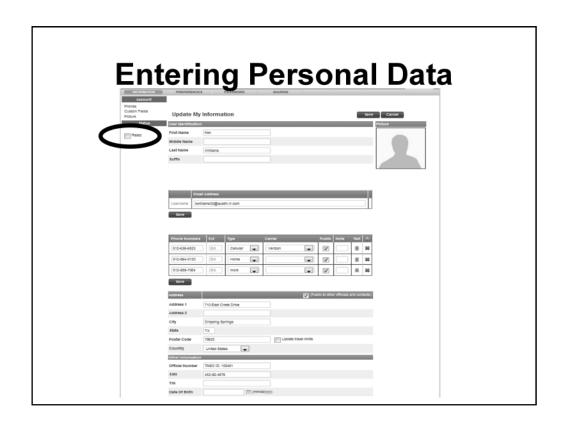
There are certain things that have to be done.....by you.....so we can assign games to you.

We will cover those, and a few other areas as we go through this presentation.

When you first log in, the first thing you need to do is update your personal information.



To enter your personal information, click on the PROFILE link in the top menu

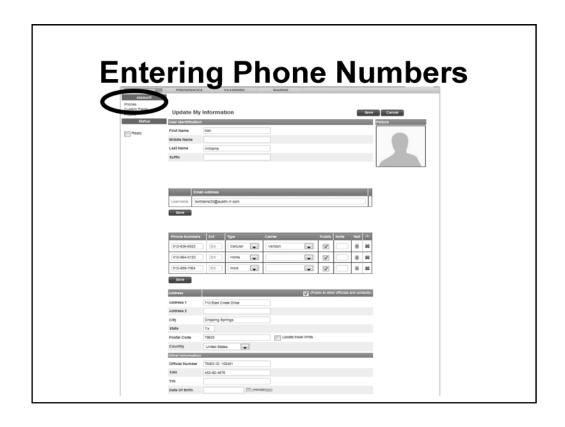


Enter your address and other personal information on this page.

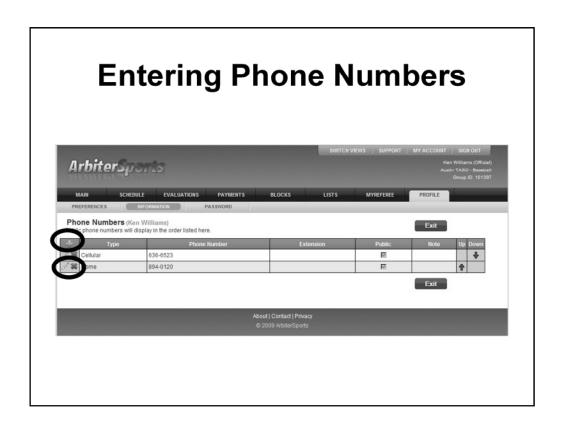
Be SURE you put your Zipcode in, as Arbiter uses it for certain calculations for game assignments.

There is also a checkbox to mark yourself as READY for Assignment. (This is one of two locations that this can be done)

Phone numbers can be added from this page, but the PHONES function provides some additional functionality



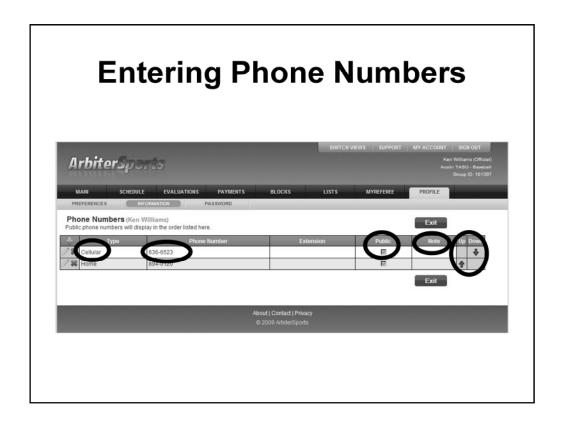
Click on PHONES in the left menu to bring up the PHONES page



Click on the PLUS sign to enter a new phone number

To EDIT an existing number, click on the PENCIL icon in the left column

To DELETE a phone, click on the RED X in the left column



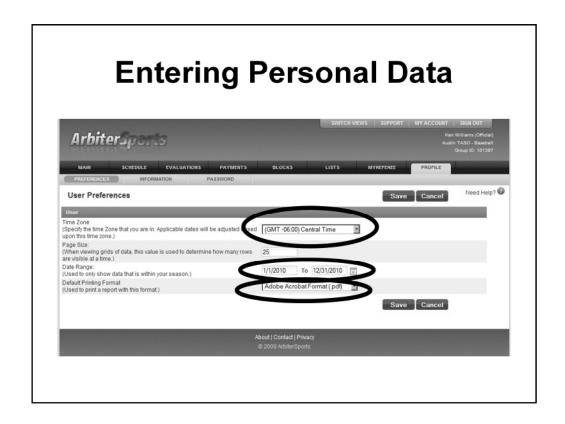
Enter the TYPE of phone (Cellular, Home, Work, etc.)

Enter the phone number (make SURE you enter the Area Code, even if it is local) This is due to new requirements by the phone company that will require dialing the area code for ALL local calls beginning in June of 2013.

You can add NOTES to the phone number. Sample notes include: No calls after 10pm, Only from 8am-5pm (for a work number), only in emergencies (for a home number). Basically, anything you want the caller to know about using that phone number.

If you want all ABUA members to be able to see your phone number, make sure it is marked as PUBLIC. If you uncheck this box, no one will be able to see your phone number except the assigners.

List your Phones in the order you want other members or the assigners to use when they call. You can move the a phone up or down in the list by using the arrows on the right side of the list.



Under PREFERENCES,

Set the Time Zone (Central Time)

Set the default DATE RANGE for reports, viewing games, etc. THIS IS IMPORTANT!! It MUST be updated EVERY YEAR!!

The Arbiter default for printing format is Adobe PDF. If you want a different "default" format, change it here.

You can choose from several different formats including Word, Excel, HTML, or plain text.

Entering Personal Data							
Arbiters  Arbiters  Arbiters  Arbiters  Arbiters  And Name of the County School							
Select the game information you want shared with specific assigners  Share This Game Info Group Level Site Time  Share Time							
About   Consact   Privacy   Terms © 2012 ArbitetSports	I						

If you are a member of more than one assigning group (organization) in Arbiter (e.g. Baseball and Softball) or (ABUA/TASO-Baseball and TCUA-Baseball),

You can use the "SHARE" function to keep your availability current on ALL groups. This lets you maintain only ONE calendar instead

of needing to enter the same information in every group account.

It also allows you to share assignment information between the groups so one group doesn't assign you a game when you already have a game with another group.

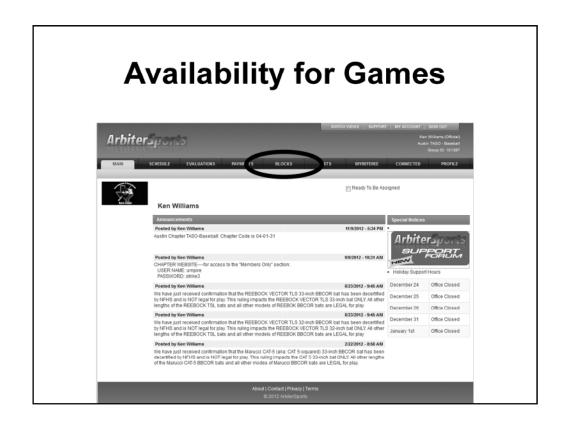
You can select what information, FROM which group(s), and WITH which group(s) you want to share the information. The best practice is to share at least GROUP, SITE, and TIME from/with everyone.

We want to know so we don't create issues for you or other organizations when we start assigning games. If you DON'T share the information, we may assign you a game when you already have one assigned from another group......or vice-versa......which creates unneccassary problems for the assigners and you.

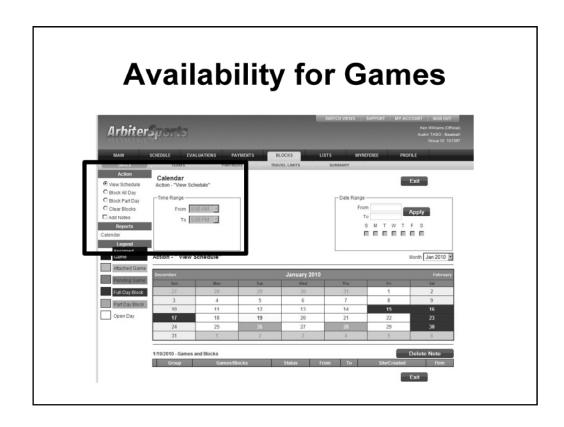
# **First Things First**

- 1. Enter your PERSONAL INFORMATION
- 2. Enter your AVAILABILITY

The next thing you need to do.....and this is IMPORTANT.....is to set your availability for game assignments.



Select BLOCKS from the top menu



The DATES (Calendar) tab is where you block out dates when your are NOT available for game assignment.

This may be due to work, family commitments, or any number of reasons.

If you are not "Blocked", the Arbiter....and us.....make the assumption that you are available for an assignment to a game.

To Block games, make the appropriate choices in the "Action" fields BEFORE you select a date. **Anything that is selected in under ACTION is applied as soon as you click on a date**.

#### You can block

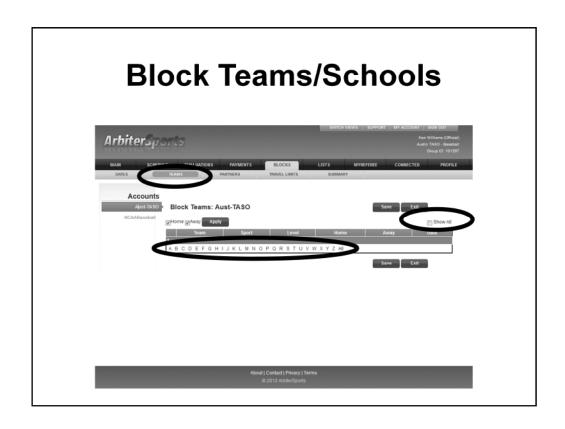
- 1. The Entire Day (Block All Day)
- 2. Block a part of a day when you CAN"T work (Block Part Day + Time Range)
  - 1. Your work day (8am 4pm)
  - 2. Special Events (birthdays, parties, etc.)
- 3. Clear Blocks
  - 1. This clears all blocks on the day you click on
  - 2. Very useful when you click on the calendar first and inadvertently block an entire day you didn't intent to block
- 4. Add Notes
  - This adds text information that the assigners can view. It is not necessary, but can be useful, especially if you are going to be out of town

It is suggested that you "play" with this function for the month of JANUARY when you get your login information from Arbiter. We will not be assigning you any games in January, so you can work with it to learn how the availability function works

### **First Things First**

- 1. Enter your PERSONAL INFORMATION
- 2. Enter your AVAILABILITY
- 3. Enter BLOCKS for Teams/Schools

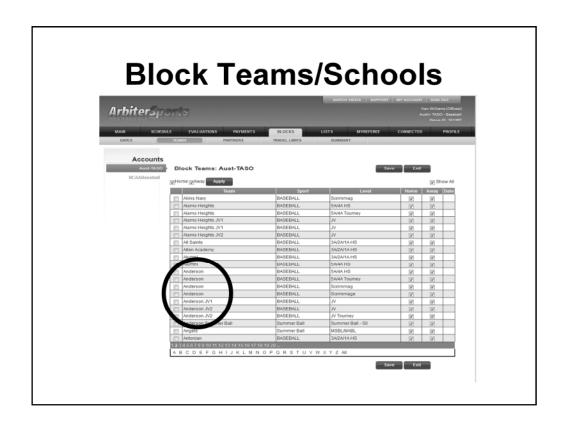
Next, you need to block any teams/schools for which you have a Conflict of Interest, or for other reasons.



From the BLOCKS tab, select TEAMS

Put a checkmark in the SHOW ALL box on the right of the screen to see the teams

Teams can filtered alphabetically by using the Alpha menu at the bottom of the block teams

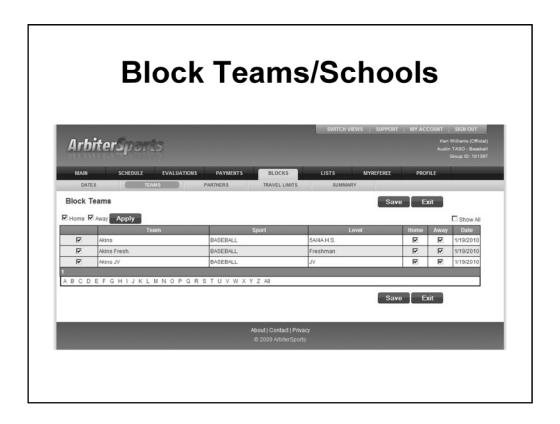


The checkmark in SHOW ALL brings up all schools/teams. You can view ALL or just those that start with a particular letter (A, B, C. etc.)

One you see the team you want to block, put a checkmark beside them.

Block ALL teams for a school for which you have a conflict. Make sure that both HOME and AWAY are checked.

For any of you who play in the MSBL league, block all teams that are in your DIVISION.

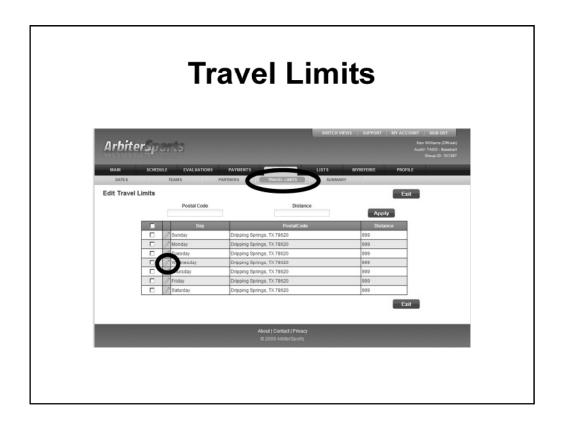


If you UNCHECK the "Show All" box, you will only see the teams that you have blocked.

## **First Things First**

- 1. Enter your PERSONAL INFORMATION
- 2. Enter your AVAILABILITY
- 3. Enter BLOCKS for Teams/Schools
- 4. Enter TRAVEL LIMITS

Next, set your Travel Limits



Travel Limits is an important part of the assigning process. Arbiter uses this when calculating travel times and travel distances when determining availability for game assignments.

One note: Arbiter calculates distance from one zipcode to another.....in a straight line. It doesn't take into account barriers, such as Lake Travis, when doing that. It's not perfect, but it is generally very useful.

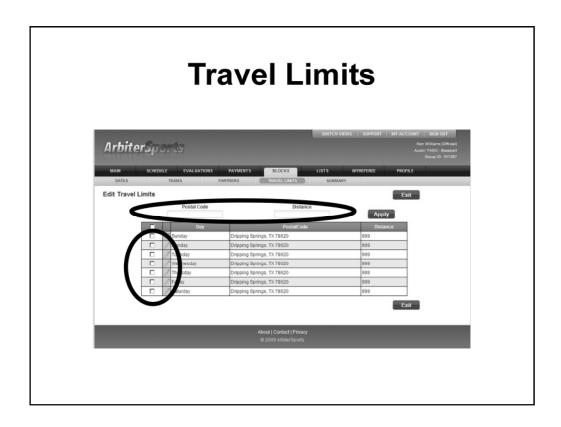
Travel Limits lets you set WHERE you will be leaving from and how far you are willing to travel for a game assignment.

The default for Arbiter is your HOME zipcode and the default distance is 50 miles.

NOTE: Be careful about setting your travel limits too low. If you set them to 10 or 15 miles, then that will severely limit the number of games to which you can be assigned. Arbiter takes you travel limit into account when determining availability for games. If your limit is 15 miles and the game is 16 miles away......you won't show as available for that game.

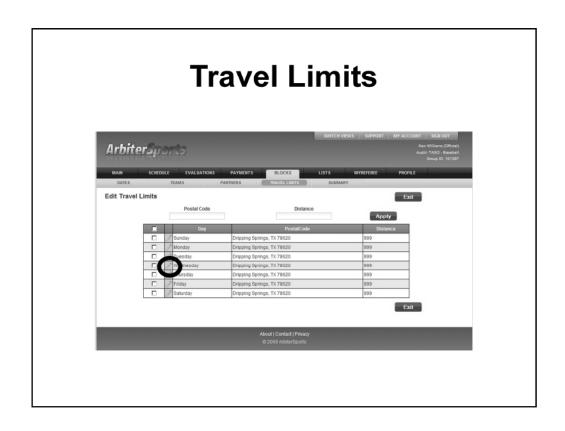
Many of us set our limit to 999. We are available to go anywhere for a game.

You can EDIT any day of the week by clicking on the PENCIL icon next to that day

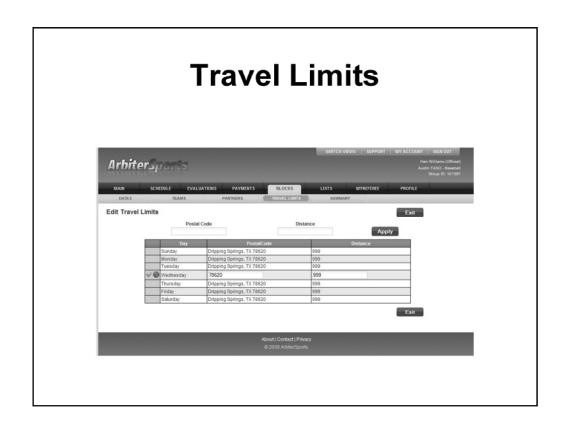


You can make changes to the ZIPCODE or DISTANCE for multiple days by

- 1. entering the information in one of the top two boxes (Postal Code and/or Distance)
- 2. Placing a checkmark next to the days you want to change
- 3. Then click APPLY



You can EDIT any specific day of the week by clicking on the PENCIL icon next to that day



This will open that day for editing. Place the ZIPCODE you will LEAVING FROM in the Postal Code column and make any changes you want to the distance.

Then click on the GREEN CHECKMARK to save the information.

Travel Limits  SMITCH VIEWS SUPPORT MY ACCOUNT SKIR OUT  Arbiter Page 1817 ACCOUNT SKIR OUT  Arbiter Page 1817 ACC State of Check							
	7	Postal Code 78701	Distance	Apply			
		Day	PostalCode	Distance			
	9	Sunday	Dripping Springs, TX 78620	999			
	0	Monday	Austin, TX 78701	999			
	0	Tuesday	Austin, TX 78701	999			
	0	Wednesday	Dripping Springs, TX 78620	999			
	9	Thursday	Elgin, TX 78621	999			
	9	Friday	Dripping Springs, TX 78620	999			
	9	Saturday	Dripping Springs, TX 78620	999			
			About   Confact   Privacy		Exit		

In this way, you set Arbiter so that it "knows" where you will be on particular days. In this example, I would be at home on Friday, Saturday, and Sunday.

Working in downtown Austin on Monday and Tuesday

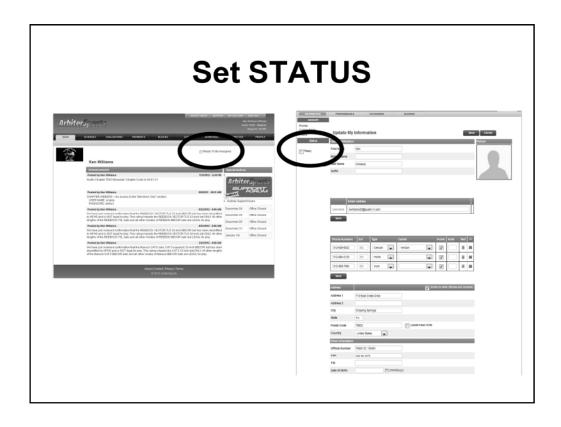
Home on Wednesday

And playing golf and eating BBQ in Elgin on Thursdays

#### **First Things First**

- 1. Enter your PERSONAL INFORMATION
- 2. Enter your AVAILABILITY
- 3. Enter BLOCKS for Teams/Schools
- 4. Enter TRAVEL LIMITS
- 5. Set STATUS to READY

Finally, you need to set your status to READY FOR ASSIGNMENT. This is the only way that we have of knowing that you have completed all of the previous items and that you are ready to be assigned.

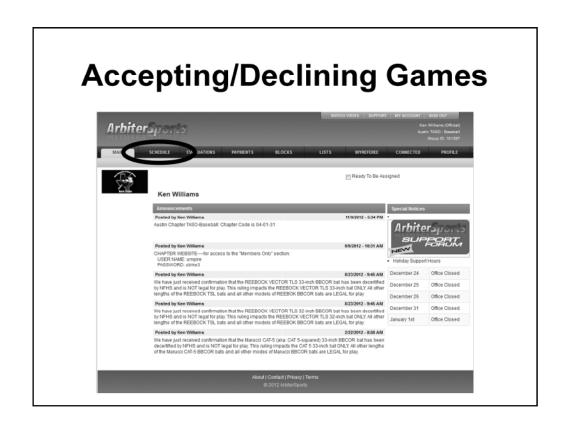


There are TWO locations where you can set your STATUS to "Ready for Assignment"

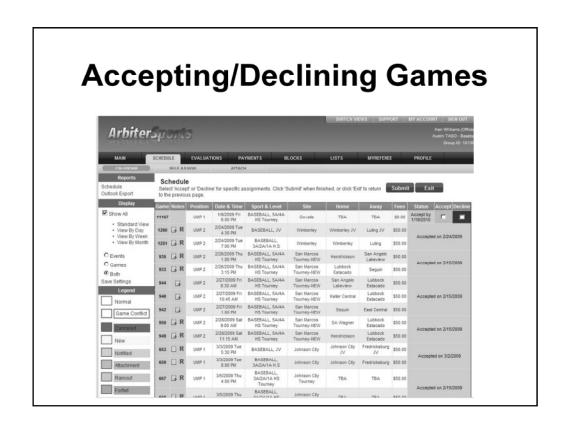
The first is on the MAIN page just above the announcements section.

The second is on your Preferences-Information page

This box MUST be checked in order to get game assignments. You can uncheck at any time if you don't want game assignments for a specific period (e.g.; injury). You can then turn it back on when you are ready to work again.



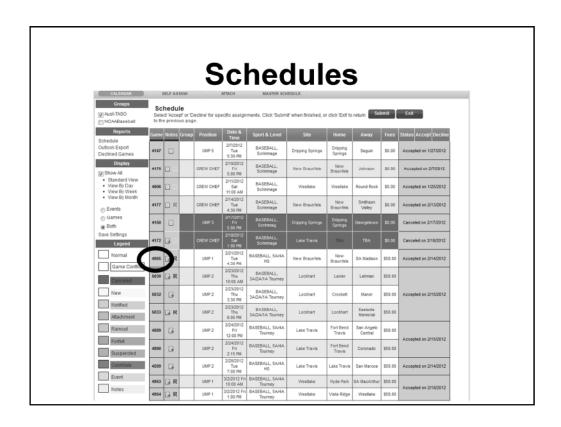
Select SCHEDULE from the top menu to get to see your game schedule



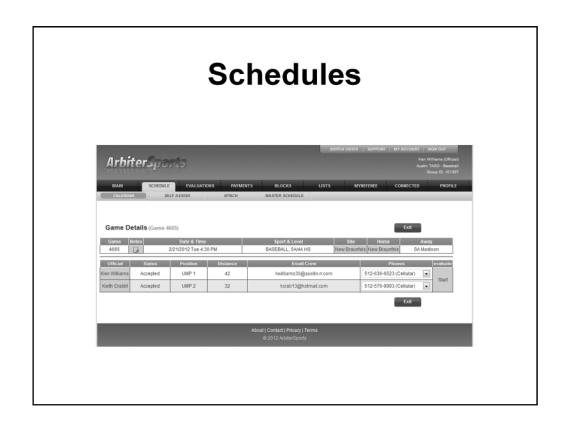
Any pending games will be highlighted in YELLOW (new) or PURPLE (notified – you have seen it, but haven't accepted it yet).

**NOTE:** If you don't see this screen, click on STANDARD VIEW in the left column to change it this view. It is the ONLY display view from which you can Accept/Decline games.

To ACCEPT or DECLINE a game, put a checkmark in the appropriate box.....then click on the SUBMIT button. If you don't SUBMIT the Accept/Decline, it won't change.



To get information about a specific game, click on the GAME NUMBER in left column.

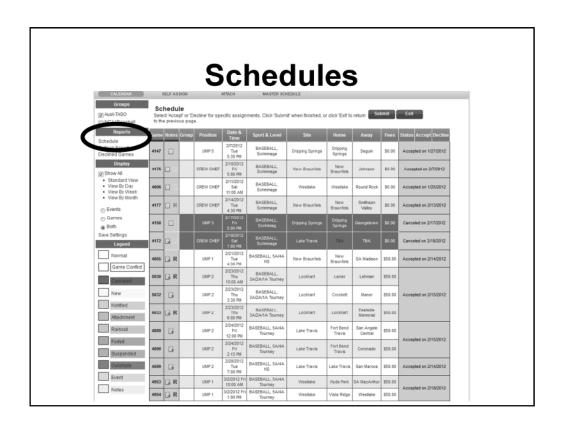


Selecting a specific game brings up this screen with information about that game. It has contact information for your partner (email and phone numbers).

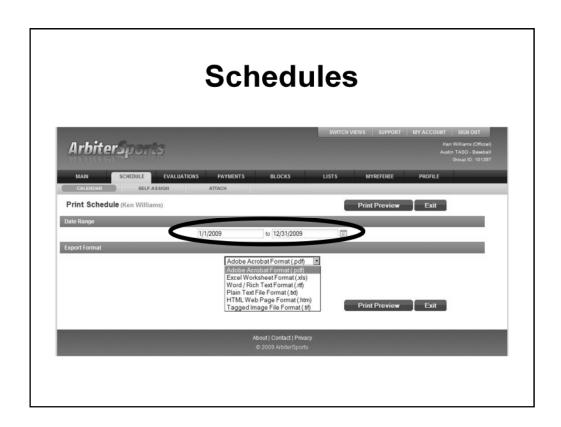
You can click on your partner's email address to send him an email.

It also indicates whether or not your partner has accepted the game and provides specifics about the location of the game and teams playing.

Anything in BLUE can clicked to bring up additional information.

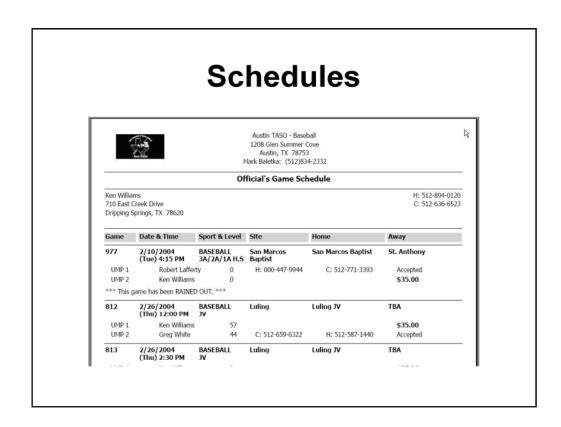


To PRINT your schedule, click on the SCHEDULE link in the left column, under REPORTS



The DEFAULT date range (as specified in your Preferences) is displayed here. You can change the date range to get specific reports (e.g.: a single month)

You can also specify the format of the report. The Arbiter default is Adobe PDF (unless you changed it in your Preferences), but you can choose from several different format types.

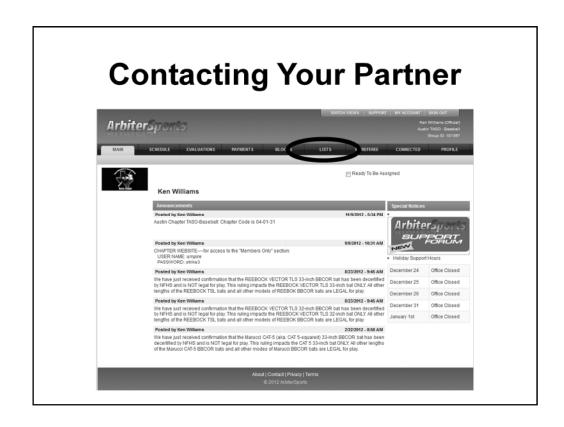


The printed schedule (this one is ADOBE PDF) will give you information about all games for which you were scheduled for the specified time period.

It also contains phone numbers for your partners for each game and any notes that have been added by the assigners, coaches, or partners.

#### PRINT THIS REPORT OUT OFTEN AND CARRY IT WITH YOU.

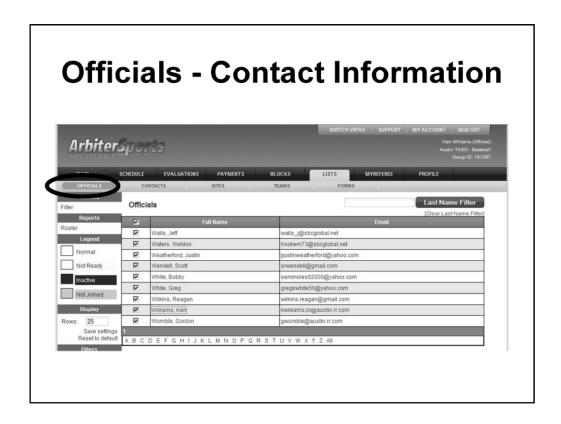
It serves as a reference for your games (location, times, etc.), a means of contacting your partners, and can be a way to keep up with payments from schools or ABUA for games worked.



Contacting your partner is an important part of officiating at this level. You have to coordinate a lot of things for every game.

You can get contact information for all ABUA members through Arbiter.

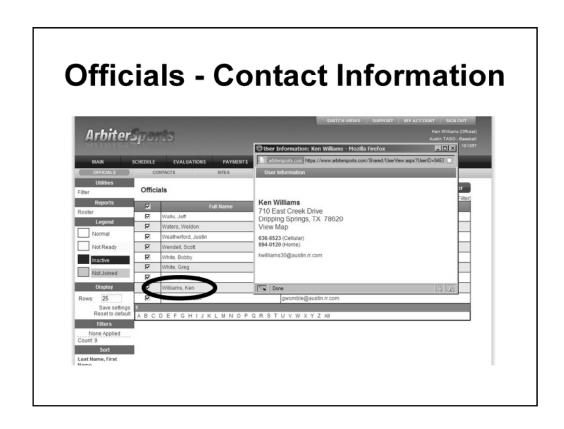
Select LISTS from the top menu



The OFFICIALS tab will display a list of ABUA officials.

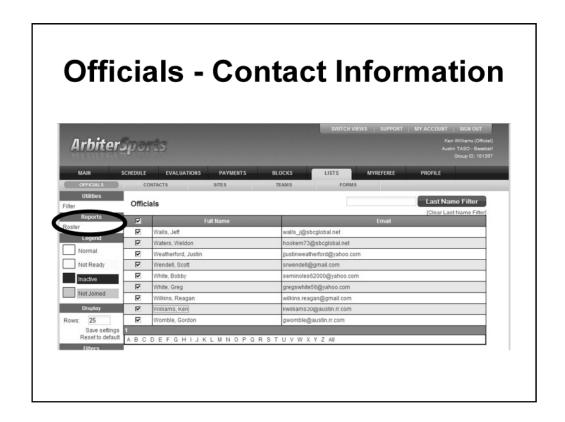
You can view ALL officials (alphabetically) or filter the list by the last name by using the ALPHA links at the bottom of the list.

There is also a SEARCH function (labeled "Last Name Filter") It will accept partial last names as well as "wild cards" (e.g." \*son will bring up all members with the letter "son" in their last name)

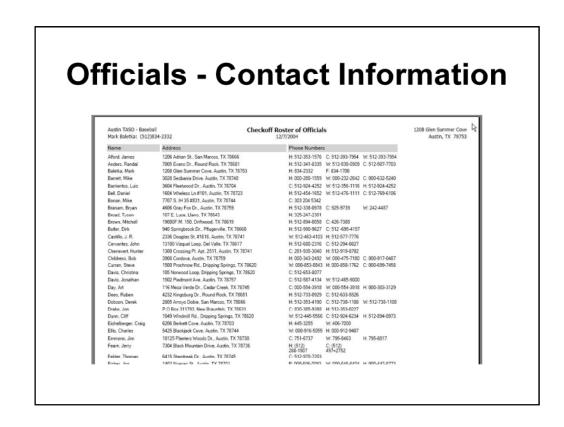


Clicking on an individuals name will bring up a screen (it may be a popup) with additional information for that official.

Phone Numbers, Email, & Address.



A Roster of officials can be printed out by selecting "Roster" under the Reports tab on the left menu.



The printed report will provide the name, address, and phone numbers for all officials of ABUA.

Arbiter does not allow you to print out the email addresses of other members from this screen for privacy reasons. There is a check box for emails, but it is blocked by Arbiter.

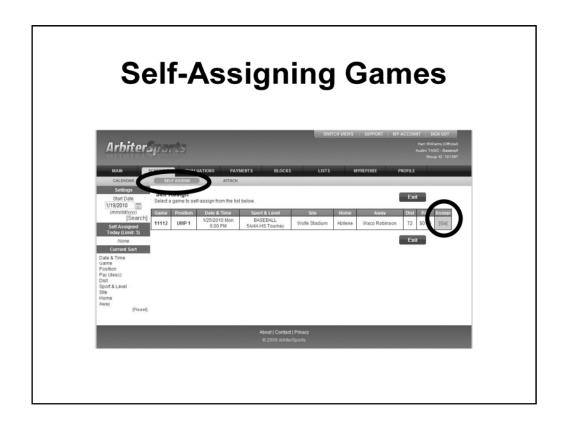
THIS IS AN IMPORTANT DOCUMENT!!

PRINT IT OUT AND CARRY IT WITH YOU.

You may need it to contact your partner, especially if you get a game on short notice and need to contact them ASAP.

Print it out at the start of the season (generally in early February, giving time for members to change their work/cell phone numbers from last season).

Update it (print it out) periodically throughout the year. People move and change numbers more frequently than you may realize.



Certain games will available through SELF ASSIGN. Selecet SCHEDULE from the top menu and then the SELF ASSIGN tab.

If any games are available for sefl-assign, they will be shown here.

NOTE: ONLY games for which you are "available" will be displayed. Arbiter takes into account all blocks, travel limits, and travel times to determine your "availability" for games.

There are limits on the number of games that you can get on self-assign on a daily basis. This is done to try and provide everyone with an opportunity to obtain game assignements.

Games on self-assign for high school games are generally scrimmages and sub-varsity. All varsity games are assigned directly by the assigners.

Many of our "summer ball" games are also put on self-assign (MSBL, Youth Leagues, etc.)

If you want to select a game that is on SELF ASSIGN click the "GO" link in the far right column of that game or linked games. Once you click on the GO link, you have ACCEPTED the game.



You can "Attach" yourself to certain games.

For instance, if you child plays for XYZ Team, you can "attach" yourself to all those games and Arbiter will automatically block out the dates and times of each of those games.

Select SCHEDULE from the top menu and then select ATTACH from the sub-menu.

There are three fields that you need to set

- 1. SPORT (Baseball or Summer Ball)
- 2. LEVEL (Varsity, JV)
- 3. TEAM (School name)



Once you set the "filters" Arbiter will bring up a list of games for that particular team.

Then place a checkmark beside EACH GAME that you want to which you want to "attach" yourself.

Arbiter will then block those dates and times. If the game is changed (date and/or time), Arbiter will change the block as necessary.

#### Other Functions in Arbiter

- · Covered only the major functions.
- · There are lots more
  - Paysheets (summer ball only)
  - My Referee
  - Contacts for Schools and Teams
  - Addresses and map links for all fields
- · See the ARBITER USER MANUAL for details
- If you have any questions/problems with Arbiter contact Ken Williams for assistance

This presentation has covered only the major functions of Arbiter and is designed to get you started with game assignments.

There are a lot of other functions in Arbiter including:

- Paysheets (only used for Summer Ball where ABUA pays you for the games)
- •My Referee (a free link to articles and resources from Referee magazine)
- Contacts for Schools and Teams
- Addresses and map links for all fields

See the ARBITER USER MANUAL for details on all the functions in Arbiter.

If you have any questions about using Arbiter, contact KEN WILLIAMS for assistance.

## First Things First !!

- 1. Enter your PERSONAL INFORMATION
- 2. Enter your AVAILABILITY
- 3. Enter BLOCKS for Teams/Schools
- 4. Enter TRAVEL LIMITS
- 5. \*\*\*Set STATUS as READY\*\*\*