CLUB PRO GUIDE

TWO LOGGERS, ONE MATCH

One person logs **our team** by shirt number, exactly as they do alone. A second person logs **the opposition** on their own phone or tablet, with no shirt numbers. Every call lands in the same live match.

▶ VIDEO · 3:38 · TABLET

First logger: our team, by voice

youtu.be/EkNRNfIVBM8

▶ VIDEO · 3:44 · PHONE

Second logger: the other team, by voice

youtu.be/iSupMMLx1ZA

1 THE IDEA IN ONE PAGE

Why two people

One logger can run a full rugby league match in Kickd: our carries and tackles by shirt, our play-the-balls, and how each of their sets ends. What one person cannot do is watch the opposition closely as well. When we defend, the logger is busy with our tackle shirts.

A second logger watches the opposition for the whole match. That fills in the half of the sheet a lone logger leaves empty: their sets tackle by tackle, their play-the-balls (the **DEFENCE** column), how many of them it takes to tackle us, and their kicks.

The first logger changes nothing

They log the same way with or without a second logger. If the second logger doesn't turn up, or leaves at half time, the match carries on as a normal one-logger match.

The one rule

The first logger's device **holds the match**. The second logger's calls are sent to it and applied there, on its clock, as if tapped on that screen. Parents, the half-time card and the saved match all read from that one device.

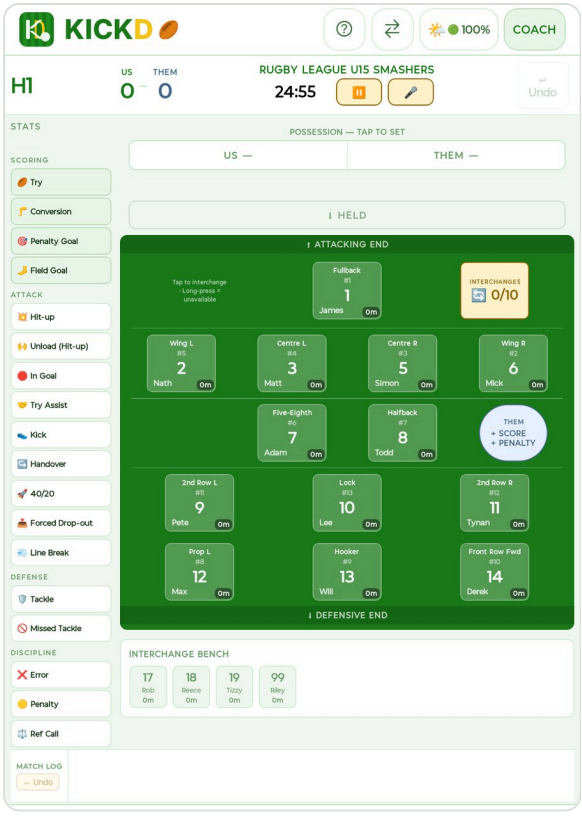
So the first logger's device decides who has the ball, and the second logger's calls are only kept when they fit that. Section 4 shows what each of you does for every event, and what happens when one of you misses it.

WIN always means we won the ruck

On their ball, **WIN** means our defence slowed their play-the-ball. **LOSS** means they got a quick one. The second logger never has to flip the meaning.

	WHEN WE HAVE THE BALL	WHEN THEY HAVE THE BALL
First logger our team, by shirt	Our hit-ups by shirt. **HELD** then **WIN** or **LOSS** on our play-the-balls. How our set ends. Our scores.	Our tackles by shirt.
Second logger their team, no shirts	One number per carry of ours: how many of them made the tackle (1 to 6).	Their carries (**HIT UP**). **HELD** then **WIN** or **LOSS** on their play-the-balls. How their set ends. Their scores. Their kick's outcome.
Either of you	Their scores and how their set ends. If you both log the same one, it counts once.	
First logger only	The clock, the periods, interchanges, sin bins, **Undo** and **End Game**.	

The first logger's screen is the normal one
This is the tablet live screen for a Club Pro rugby league team: the stat sidebar, the possession banner with the tackle count and the **HELD** row, the field, the bench and the match log. A second logger joining adds one blue strip above the banner and hides one row. Nothing else moves. The second logger's screen is different, and simpler: two panels and no shirt numbers. Section 4 shows it.



The first logger's tablet. It looks the same with or without a second logger.

2 BEFORE GAME DAY

Check these once. Any one missing and the Join button will not appear.

1 The team has Club Pro
Two loggers is a Club Pro feature, for rugby league only.

2 Advanced stats are on
U13 to Opens have them. For a U10 to U12 team, turn on **EXTENDED STATS** on the **TEAM** tab.

3 LOGGING LEVEL is FULL
On the **TEAM** tab. The second logger's carries and play-the-balls feed sets that **SET COMPLETION** level does not keep.

4 Both people are on the team
The first logger is the head coach or the active Performance Analyst. The second can be the head coach, the active PA, or anyone in the PA pool. A parent account cannot join.

5 Both devices are ready
Update Kickd on both. Turn on automatic date and time on both, because calls are matched by the time they were made. Charge both. To log by voice, pair a boom-mic headset to each and download the voice pack on Wi-Fi, at training, never at the ground.

6 Agree who is who
Decide before kickoff, and stand close enough to talk. You will need to.

> **Practice Games are one device only.** To rehearse as a pair, start a real match at training. The head coach can remove it afterwards with **Delete Match** at the bottom of the match's detail screen.

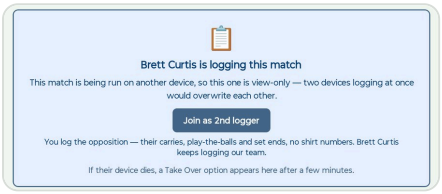
3 START THE MATCH AND JOIN

The first logger starts. The second joins once the match is live.

1. **First logger: start as normal**
   Set the lineup and tap **Start Game** on **HOME**. There is no role to choose. The first device to start the match is the one that runs it.

2. **Second logger: open the match**
   Head coach or active PA: open the **GAME** tab. A card says the first logger is logging this match. Tap **Join as 2nd logger**.
   PA pool: a **Performance Analyst** card sits above your live view. Tap **Join as 2nd logger**. A **GAME** tab appears.

3. **Check you are connected**
   The second logger's header reads **2ND LOGGER** with the first logger's score and clock. The first logger sees a blue strip above the **POSSESSION** banner naming the second logger.



The second logger's way in. Tap **Join as 2nd logger**.



Before: alone, the first logger's banner carries a **HELD · DEFENCE** row for their play-the-balls.

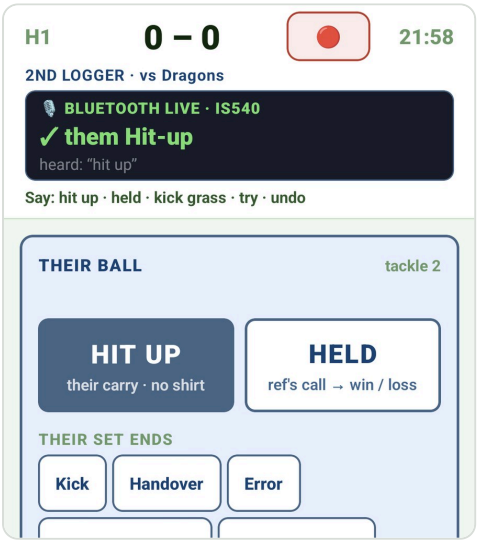


After: the blue strip names the second logger, and the **HELD · DEFENCE** row is gone because their play-the-balls are now theirs to call.

> **One second logger at a time.** If someone has the seat you'll see "Couldn't join". Joining late is fine; calls count from the moment you join.

4 THE SECOND LOGGER'S SCREEN

Two panels. Blue for their ball, green for ours. Every button is one tap or one spoken call. No shirt numbers anywhere.



Their ball, on a phone. The mic button and the voice bar sit under the score. Their kick, their scores and the **OUR BALL** tackle numbers are further down the same screen.

THEIR BALL	TAP IT WHEN
HIT UP	One of them carries into a tackle. No shirt.
HELD	The referee calls the tackle complete. The row swaps to **WIN** and **LOSS**.
WIN / LOSS	They play the ball. The time from **HELD** to your answer is saved as ruck speed. The cross skips one you didn't see.
THEIR SET ENDS	**Kick**, **Handover**, **Error**, **Penalty · we win it**, **In goal · held up**, **Forced drop-out**, **6 again**.
Their kick	Lights up after **Kick**: **Grass**, **Caught** or **Out** (out on the full becomes their error).
THEIR SCORES	**Try · 4**, **Conversion · 2**, **Penalty goal · 2**, **Field goal · 1**.

OUR BALL	TAP IT WHEN
1 to 6	Once per carry of ours: how many of them were in the tackle.

- **Both panels stay tappable** even when dim, so you are never locked out waiting for a turnover to show. The dim one takes a few seconds to catch up.

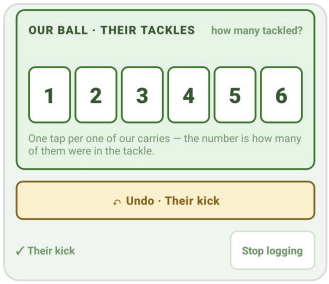
- **The bottom line** shows a tick and your last call. "**2 sending...**" means two calls are waiting for signal. **Stop logging** gives up the seat; rejoin any time.
- **Undo is the amber bar above the footer**, or say **undo**. It removes your own last call; again to go back further. A call both of you logged stays, and the first logger's strip says so. Anything else, tell the first logger straight away.



After **HELD**: answer **WIN** or **LOSS** when they play the ball, or the cross to skip one you didn't see.



After **Kick**: the **Their kick** row lights up until you answer, or until your next call.



Our ball, and **Undo**. The amber bar names the call it will take back.



What the first logger sees when you undo: the strip turns amber and names the call for a few seconds.

By voice

Tap the **mic** beside the clock. A red dot means it's listening, and the bar under the clock shows what it heard. Every button has a call. No shirts, and no "them": everything you log is their team. On the phone's own mic, tap the mic before each call.

ON THE FIELD	SAY (OR TAP)
One of them carries	**hit up**. No shirt.
Ref calls held	**held**, then **win** or **loss**, or **held win** in one breath. WIN always means WE won the ruck.
Their set ends	**kick grass**, **kick caught** or **kick out** (or "kick", then the word). **handover**, **error**, **penalty** (we win it), **in goal**, **drop out**, **six again**.
They score	**try**, **conversion**, **penalty goal**, **field goal**.
One of ours carries into a tackle	**tackle one** to **tackle six**: how many of them were in the tackle.
A wrong call	**undo** (or "scratch that"). Your own calls only.

> **There are no possession words on this screen.** A turnover nobody logged is still said out loud to the first logger: "Their ball." At a break every call is refused until play restarts.

5 EVERY EVENT: WHO TAPS WHAT, AND WHAT A MISS COSTS

Read across. Green is the first logger (our team, by shirt). Blue is the second logger (their team, no shirts).

ON THE FIELD	FIRST LOGGER	SECOND LOGGER	IF IT'S MISSED
THEY HAVE THE BALL			
One of them carries, our 9 and 13 tackle	**Tackle**, tap 9, tap 13	**HIT UP**	Theirs: their set reads one carry short. Their tackle count still holds if **HELD** was tapped. Ours: 9 and 13 miss a tackle in their own stats. Team tackles unaffected. SMALL
Referee calls held	nothing	**HELD**	No verdict or ruck speed for that tackle. Our team tackle total (counted from these Helds) reads one low. A set with fewer than half its tackles judged gets a blank ruck result, never a guess. SMALL
They play the ball	nothing	**WIN** if we slowed it, **LOSS** if it was quick	The tackle counts, the verdict doesn't. Tap the cross and move on; a late answer records a slow ruck that wasn't. SMALL
They kick on the last	nothing (or **THEM + SCORE**, **Kick**)	**Kick**, then **Grass**, **Caught** or **Out**	Their set stays open and the ball still reads **THEM**. Our next carry closes it as *unresolved*: kept, but in neither completion column. A **Kick**, **Error** or **Penalty** tapped within about 20 s of match time still labels it. Outcome missed: counted as a kick, left out of "Kicks to grass". SERIOUS
They drop it, or give away a penalty	nothing (or **THEM + SCORE**, **Error** / **Penalty**)	**Error**, or **Penalty · we win it**	Same as a missed kick: their set is left unresolved once we carry. Either of you can log it; it counts once. SERIOUS
They get a 6 again, or are held up in goal, or we're forced to drop out	nothing (or the **THEM + SCORE** rows)	**6 again**, **In goal · held up**, **Forced drop-out**	6 again: their count runs on to 6 instead of restarting. Held up / drop-out: their set end is missing, as above. SMALL, UNLESS THE SET END IS LOST
They score a try	**THEM + SCORE**, **Try** (shared job)	**Try · 4**	The score is wrong on every screen, parents' included, and their set has no ending. Both of you log scores: a doubled try counts once, and it's only missed if you both miss it. SERIOUS

ON THE FIELD	FIRST LOGGER	SECOND LOGGER	IF IT'S MISSED
Their conversion, penalty goal, field goal	**THEM + SCORE**, the goal (shared job)	**Conversion · 2**, **Penalty goal · 2**, **Field goal · 1**	Score wrong by 1 or 2. Same fix: both log scores. A doubled conversion pairs with the same try however long the kick takes. SERIOUS
WE HAVE THE BALL			
Our 8 carries, two of them tackle	**Hit-up**, tap 8	**2**	Ours: our count is one short and 8 misses a carry. If **HELD** was tapped anyway, a team carry with no name is added so the count holds. Theirs: the "Our carries · their tackle calls" row shows a gap. Honest; nothing else moves. SMALL
Referee calls held, we play it	**HELD**, then **WIN** or **LOSS**	nothing	No verdict for that tackle in the **ATTACK** column. Fewer than half judged: blank ruck result for the set. SMALL
Our 7 kicks on the last	**Kick**, tap 7, then **GRASS** or **CAUGHT**	nothing	**The worst miss on the sheet.** The ball still reads **US**, so every carry, play-the-ball and set end the second logger sends for their next set is thrown away (they see ticks and don't know). Our set stays open too. Log the kick the moment you notice. Failing that, tap **THEM** on the **POSSESSION** banner: the ball is fixed but that set is discarded. MOST SERIOUS
We drop it, or give away a penalty	**Error**, type, tap the player, or **Penalty**, **THEM**, tap the player	nothing	As the missed kick: the ball reads **US** while they attack and the second logger's set is dropped. Same fix. MOST SERIOUS
We score	**Try**, tap the scorer; **Conversion**, kicker, **GOAL** / **MISSED**	nothing (cannot log our scores)	Score wrong, and the ball reads **US** through their restart set, so that set is dropped. Log it before their next set if you can. The second logger checks the header score at every restart and speaks up. SERIOUS
ANY TIME			
A turnover nobody logged (a strip, a scrum against the feed)	**US** or **THEM** on the possession banner	Say it out loud	Our next carry moves the ball to us by itself. Their carries cannot take it off us, so if they won it, the second logger's calls are dropped until the banner is fixed. About 5 s to reach the second screen. SERIOUS WHILE IT LASTS

ON THE FIELD	FIRST LOGGER	SECOND LOGGER	IF IT'S MISSED
A wrong button, or the same button twice	**Undo** in the match log	Tell the first logger at once	A second tap on the same button within half a second is ignored. Slower, it's a second call: two tries is 8 points. **Undo** removes the latest call first, so the longer you wait, the more good calls have to come off to reach it. SERIOUS IF IT'S A SCORE
Half time	**Finish H1**, then **Start H2**	Buttons close until play restarts	Nothing to miss.
Full time	Keep logging until the ball is dead, then **End Game**	Buttons stay open: a try on the siren still has its conversion	End Game waits a moment for the second logger's last calls, then both devices go to Results.

6 HOW THE TWO DEVICES STAY IN STEP

Four rules. They explain every line in the last column of the event grid.

1. The first logger's possession is the truth

Each of the second logger's calls only makes sense on one side of the ball. When a call arrives, the first logger's device checks who has it:

- Their carries, play-the-ball marks, kick, handover, error, in goal and 6 again are **dropped if we have the ball**.
- Their tackle numbers on our carries are **dropped if they have the ball**.
- Their scores, a penalty we win, and a forced drop-out are **always accepted**.

2. A tick means sent, not counted

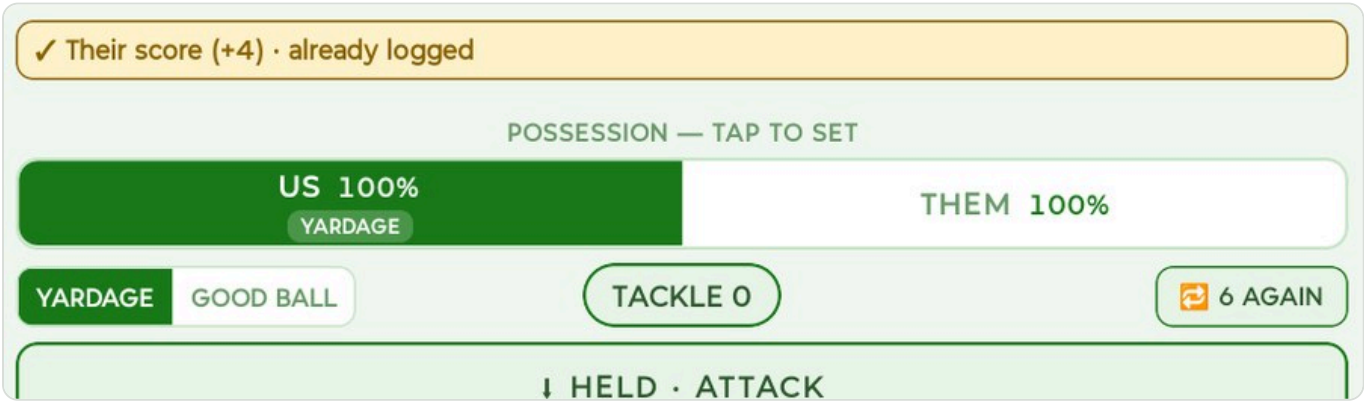
The second logger sees a tick for every call. A dropped call looks the same as a kept one. This is why the first logger must keep possession right, and why the second logger watches which panel is lit before a burst of taps.

3. The same call from both of you counts once

If you both log their try, their conversion, how their set ended or their kick's outcome, Kickd pairs the two taps and keeps one. The first logger's blue strip turns amber for a few seconds: "**Their try (+4) · already logged**". Taps pair when they are close together (about 30 s for a set end, a minute for a score) with no carry logged in between. Two taps on **one** device more than half a second apart are two calls.

4. Calls for a set that is over are dropped

A carry, tackle number or play-the-ball mark that arrives after its set closed (a late send, a spell with no signal) is dropped rather than landing in the wrong set. Set ends and scores are never dropped for being late.



Both of you logged their try. The first logger's tap was dropped and the strip says so for a few seconds.

> **What a missed call never does:** it never writes a stat to the wrong player, never changes the score unless the missed call was a score, and never fills a blank with a guess. A blank cell means "not seen".

7 WHEN SOMETHING GOES WRONG

Signal, batteries, and people walking off.

The second logger loses signal

Keep logging. Calls are saved on the device and the bottom line reads "**3 sending...**". They send when signal returns, in order. Set ends and scores are applied late; carries and verdicts from sets that have since closed are dropped (rule 4). A short dropout costs almost nothing. A long one costs detail, not results.

The second logger's app closes

Queued calls are kept. Open Kickd again. The head coach or active PA goes straight back to the logging screen. A pool PA taps **Join as 2nd logger** again and carries on where they left off.

The first logger's phone is in a pocket or locked

Nothing is lost. The clock keeps running and the second logger's calls are applied when the screen comes back, under rule 4.

The first logger's device dies

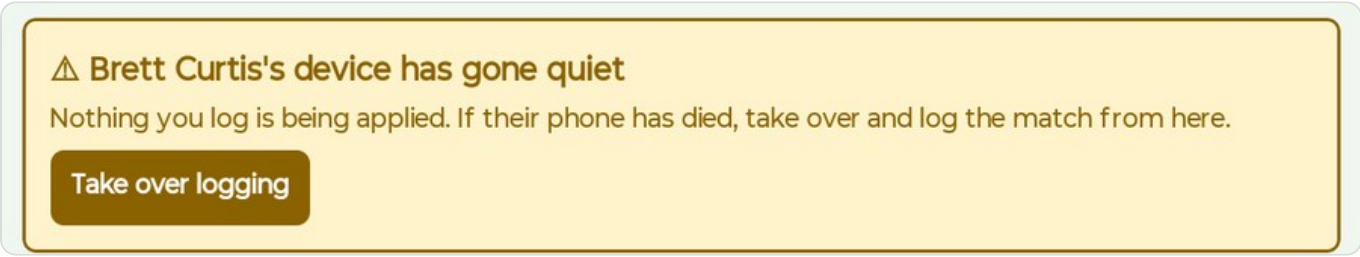
After about five minutes of silence, a card appears below the second logger's panels: "**[name]'s device has gone quiet**". Until then, keep logging. Tap **Take over logging** and confirm. Your device now runs the match: your calls so far are applied once, and you log our team from the normal live screen. The second seat is free for someone else. Take over is for the head coach or active PA; a pool PA is not offered it.

The second logger leaves or goes quiet

After a few minutes the blue strip disappears and the **HELD · DEFENCE** row comes back. The first logger carries on alone. Nothing already logged is lost.

Voice

Both loggers can call by voice. The first logger uses Kickd Callout as normal. The second logger uses the calls in section 4, with its own **undo** for its own calls. A headset that drops mid-match: tap **Phone mic** on the prompt, or just tap.

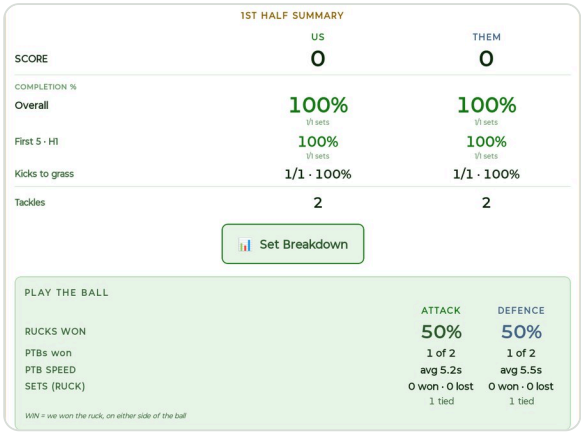


The first logger's device has been silent for five minutes. Keep logging; take over only if their phone has really died.

8 WHAT YOU GET AT THE BREAK

On the first logger's half-time card, on Results, and in the match's detail screen later.

ON THE CARD	WHAT THE SECOND LOGGER ADDS
Completion, us and them	Their sets are closed on time, by someone watching them.
First 5 · H1 and H2	Their first five sets of each half are as reliable as ours.
Kicks to grass	Their column: grass, caught, out on the full.
Tackles	Our tackles made, counted from the second logger's Helds on their ball.
Our carries · their tackle calls	Only appears with a second logger. Our carries beside their tackle numbers. A gap means one of you missed some.
PLAY THE BALL, ATTACK and DEFENCE	The whole **DEFENCE** column: ruck wins, ruck speed, and sets won or lost at the ruck.
Set Breakdown	Their sets shown tackle by tackle as logged, each tagged **RUCK W**, **L** or **=** with its count.



The half-time card with a second logger on: their set closed by someone watching them, and a **DEFENCE** column on the play-the-ball grid.

A set's ruck result is the majority of its play-the-ball verdicts. A tie, or a set with fewer than half its tackles judged, is left blank.



Set Breakdown: their set reads **H H K** as the second logger tapped it, with the ruck tally on both sides.

9 SIX HABITS FOR A CLEAN SHEET

Agree these before kickoff.

1 Close every set
First logger: ours. Second logger: theirs. Most of the serious rows in the event grid start with a set left open.

2 Say the turnover out loud
"Their ball." "Our ball." One word from whoever sees it first keeps both screens on the right team.

3 Both log their scores
It counts once, and a score is only missed if you both miss it.

4 **Check the header at every restart**

Score right? Right panel lit? It takes five seconds.

5 **Drop the detail before the result**

When play gets fast, skip the play-the-ball verdict first, then the tackle number. Never the set end or the score.

6 **Don't go back**

A missed carry or verdict stays missed. Catching up puts it in the wrong place and costs you the call happening now.

Run it as a pair for two or three games before you judge the numbers. The rhythm takes a match to settle.

Stuck? Reply to any Kickd email and a real person answers.