MATCHLENS.

User Manual · AFL

Rotation, live match and reporting

MatchLens 1.0 · November 2026

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1 Getting started

MatchLens for AFL runs your rotations from the interchange bench. You build a rotation plan for the whole match, then run it live: it tells you who is due off and who is due on, records every interchange, and tags goals, behinds, clearances and inside 50s against the players on the ground. After the match it exports a video timeline for MyVA or Sportscode and builds reports.

Everything is stored on the iPad, so it works at the ground without an internet connection.

Opening the app

1. Tap anywhere on the splash screen.
2. Choose **AFL**. The app remembers this and opens straight to AFL next time. To change sport, tap ⌂ (home) at the top left.
3. Tap **Rotation** for the squad, plan and live match, or **Reporting** for analysis.

The top bar

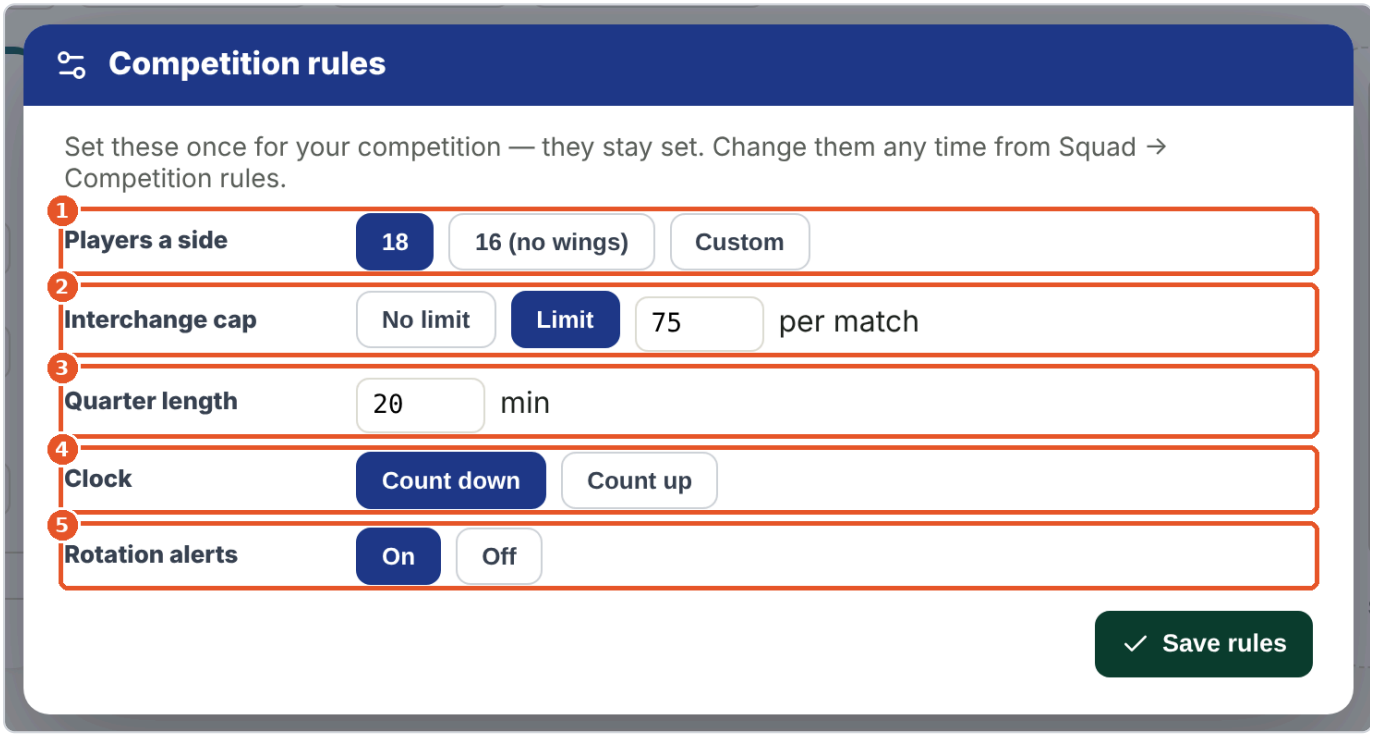
- ⌂ — home.
- **Team logo and name** — upload your logo on the Squad page.
- **Match clock** (blue) — total time since the first Start, through every break.
- **Squad · Matrix · Live** — the three pages you use for every match.
- **Language.**
- **?** — opens this help at the page you're on, with a search box.

A typical match day

1. **Once:** set your competition rules (players a side, interchange cap, quarter length).
2. **Once, then as needed:** enter your squad on the **Squad** page — each player's number, name and roles.
3. **Before each match:** set each player as Selected, Emergency or Reserve, check the team's balance in **Coach Assist**, and check the plan on the **Matrix** page.
4. **During the match:** run it from the **Live** page.
5. **After the match:** export the video timeline and open **Reporting**.

2 Competition rules

The first time you open AFL, MatchLens asks for your competition's rules. Your answers are kept: you won't be asked again. Change them any time from **Squad → Competition rules**, or from the rules button on the Live page before the match starts.

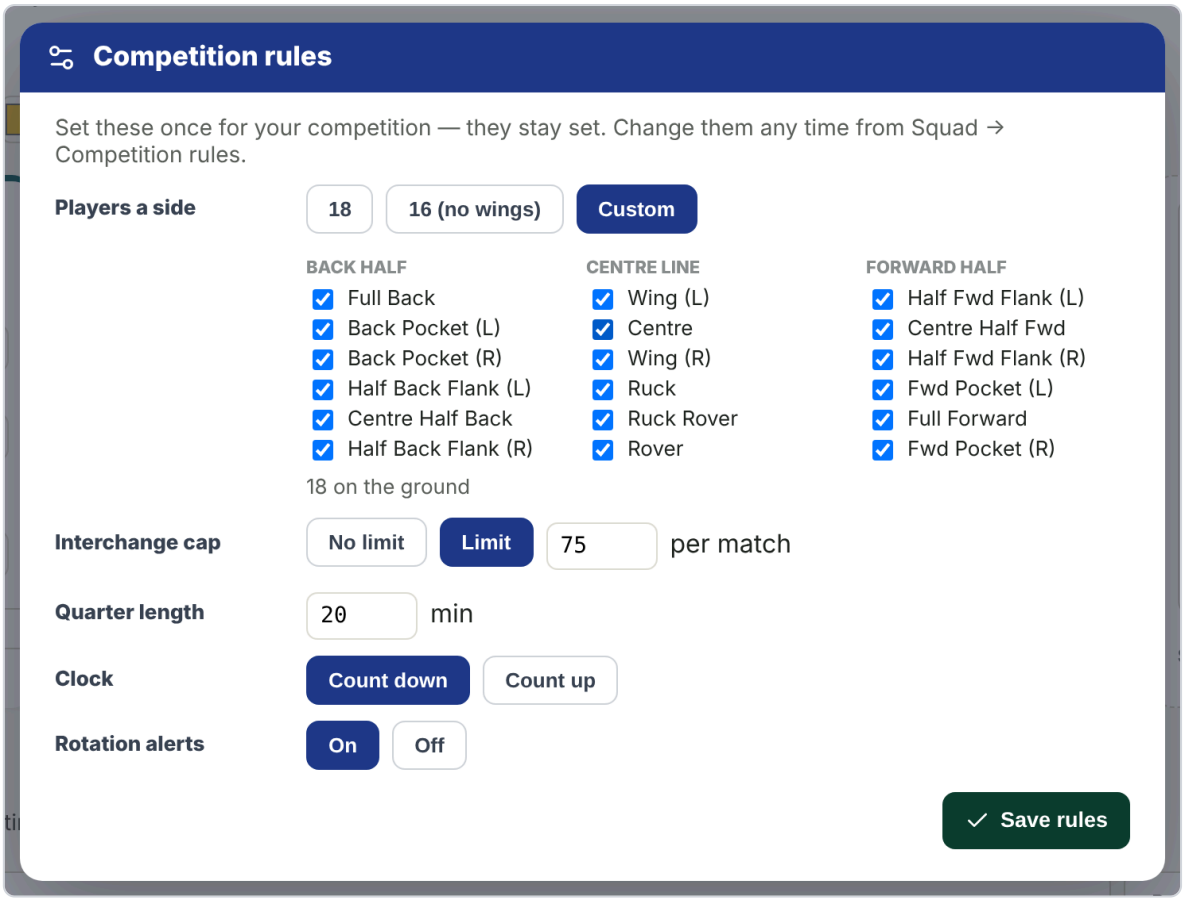


Competition rules.

1. **Players a side** — **18**, **16** (the two wings come off), or **Custom**.
2. **Interchange cap** — **No limit**, or a limit per match (75 by default). With a limit, the Live page counts interchanges used and left, and sounds an alarm when 5 or fewer remain.
3. **Quarter length** — in minutes (5–30). The plan and the clock use this.
4. **Clock** — count down from the quarter length, or count up. Past the quarter length the clock turns red and shows TIME ON.
5. **Rotation alerts** — the beep and on-screen prompts when a player is due off. Turn them off if you'd rather rotate without prompts.

Custom ground

With **Custom**, tick the positions your competition plays. Use this for junior or modified football (for example 15 or 12 a side).



Choosing the positions for a custom ground.

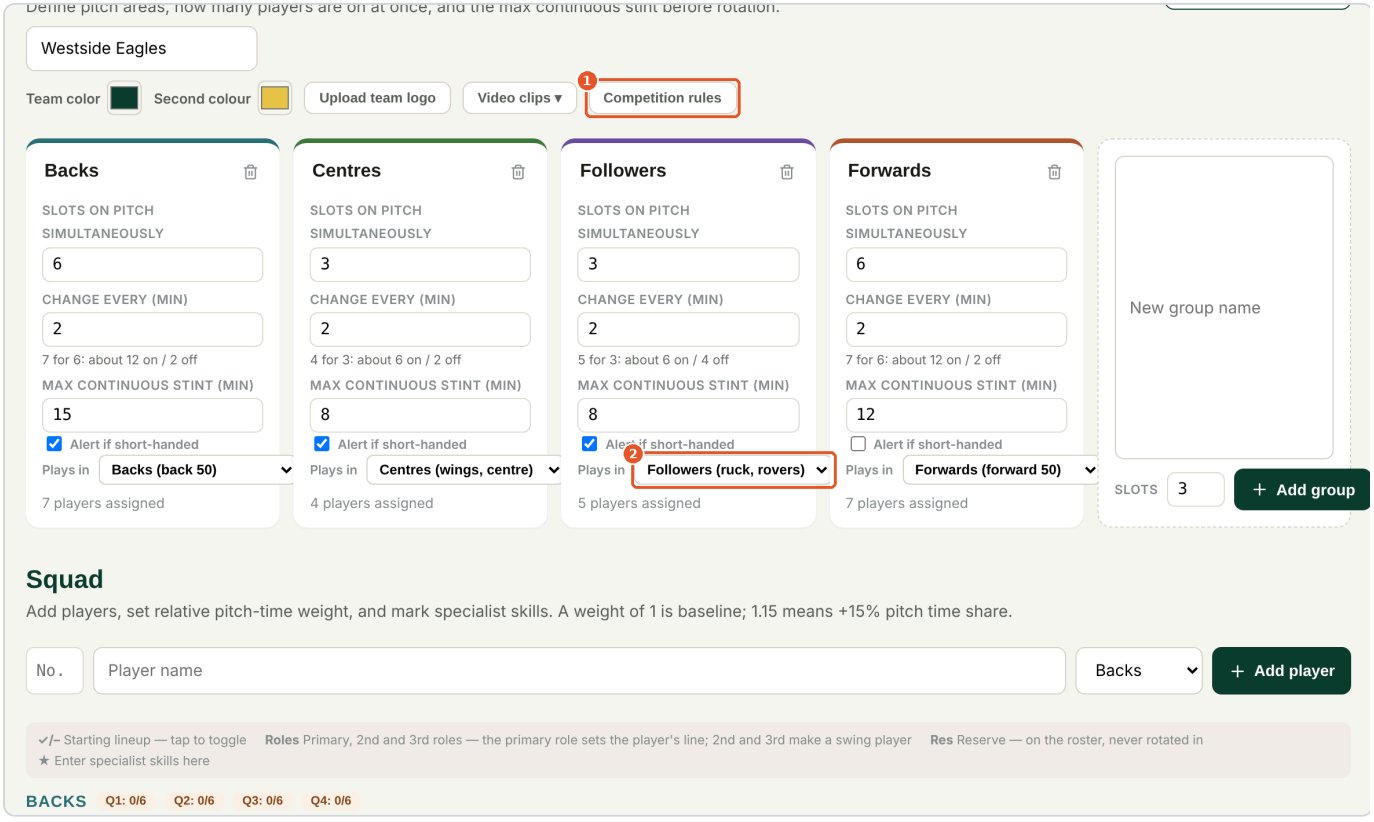
The number of spots in each rotation line follows from the positions you tick. For example 16 a side gives Backs 6, Centres 1 (the centre), Followers 3 and Forwards 6.

3 Rotation lines

A **rotation line** is a group of players who interchange with each other. AFL uses four lines:

Line	Positions on the ground	Spots (18 a side)
Backs	Back pocket, Full-back, Back pocket · Half-back flank, Centre half-back, Half-back flank	6
Centres	Wing, Centre, Wing	3
Followers	Ruck, Ruck rover, Rover	3
Forwards	Half-forward flank, Centre half-forward, Half-forward flank · Forward pocket, Full-forward, Forward pocket	6

The half-back line is part of the Backs, and the half-forward line is part of the Forwards. Players interchange within their line: a back comes off for a back, a follower for a follower.



The four rotation lines on the Squad page.

1. **Competition rules** — change players a side, interchange cap, quarter length or clock.
2. **Plays in** — which part of the ground a line plays in. The four standard lines are already set.

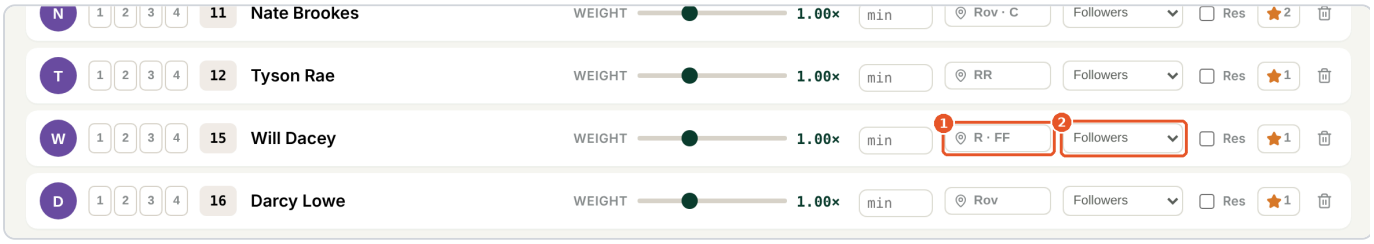
Each line card also has:

- **Slots on pitch simultaneously** — how many of the line are on at once. This follows your competition rules.

- **Stints and time on ground** aren't set per line in AFL — they come from each role type (see Game time targets, in the rotation plan chapter).
- **Alert if short-handed** — warn when the line can't fill its spots.

4 Players and roles

Add a player with their number and name, choose their line, then tap **Add player**. Each player has a row:



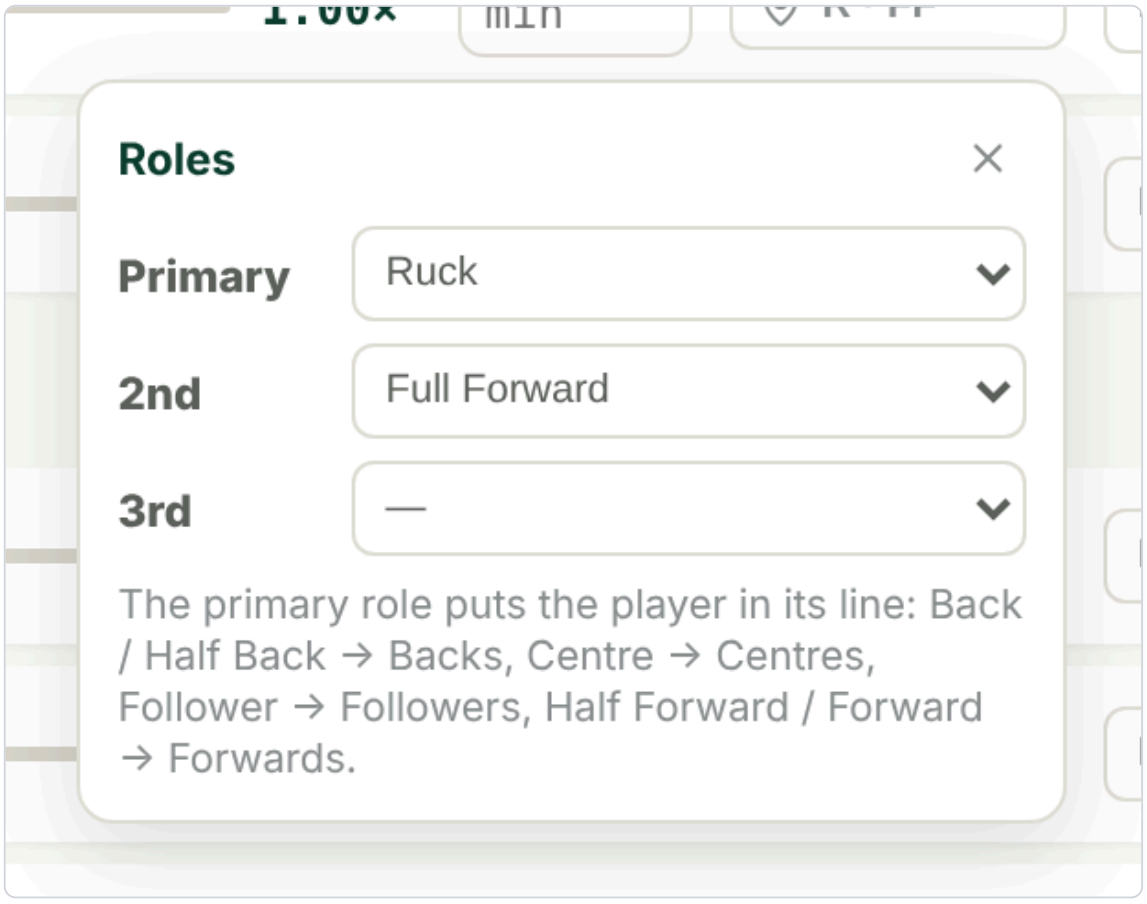
A player's row.

1. **Roles** — the player's primary, 2nd and 3rd roles (see below). The button shows them in short form, for example "R · FF" for Ruck, then Full-forward.
2. **Line** — the player's rotation line. Choosing a primary role sets this for you.

The row also has:

- **1 2 3 4** — tick the quarters this player should start. Leave them blank and the app staggers starters fairly.
- **Weight** — this player's share of game time relative to the rest of the line. 1.00 is an even share; 1.50 is half as much again. Range 0.5–2.0.
- **Minutes** — request exact game time for the match. This overrides the weight; the rest of the line share what's left.
- **Sel · EMG · Res** — the player's status: **Selected** (in the team and rotated), **Emergency** (named, not playing, first in line for a late change) or **Reserve** (on the list, not selected).
- **★ Skills** — the player's AFL skills, used by Coach Assist (see below).
- **Bin** — delete the player.

Roles



Choosing roles.

Each player can have up to three roles:

- **Primary** — where they normally play. The primary role puts the player in its line: **Back** or **Half Back** → Backs, **Centre** → Centres, **Follower** → Followers, **Half Forward** or **Forward** → Forwards.
- **2nd** and **3rd** — where else they can play. This is what makes a swing player: a ruck who can go forward, a half-back who can play on a wing.

Each list is grouped by zone. Choose an exact role (for example Centre Half Back), or **"— any"** for the zone (for example **Half Back — any**) if the player can play anywhere on that line.

Roles are used in three places:

- **Placement on the ground.** On the Live page, players take the spots that match their roles. A player listed as Ruck goes to the ruck spot; a key defender listed as Centre Half Back always takes centre half-back when on.
- **Coach Assist** ranks players for a spot by their roles: primary first, then 2nd, then 3rd.
- **Swings.** When you move a player to another line during the match, their 2nd and 3rd roles tell Coach Assist who fits.

Skills

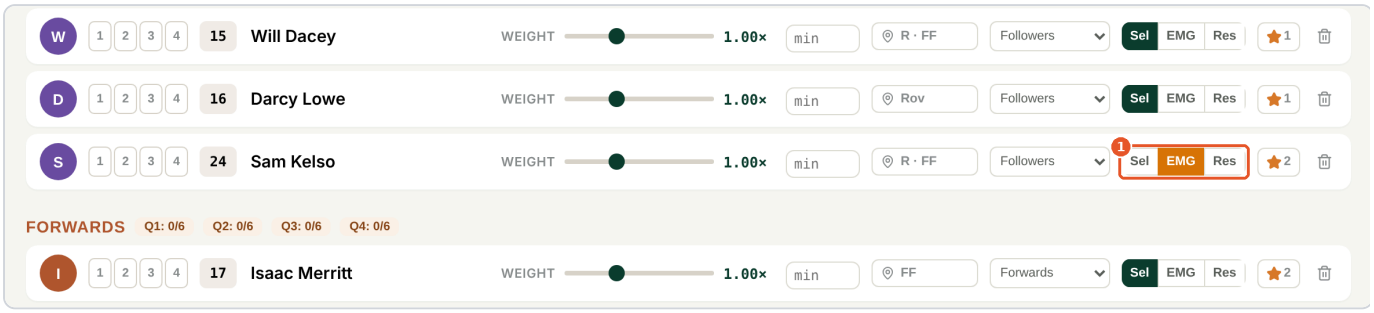
Tap ★ to give a player skills, grouped as Aerial, Defensive, Contested, Outside & Ball Use, Ruck, Kicking and Game Sense. Kicking includes Penetrating (Long) Kick, Goal Kicker, Field Kick Expert and

Lace Out. Skills don't change the rotation; Coach Assist uses them when you ask for a player with a particular skill.

5 Emergencies and team balance

Emergencies

AFL teams name emergencies: players from the extended squad who can come in if a selected player becomes unavailable before the match. Set a player's status to **EMG** on their row.



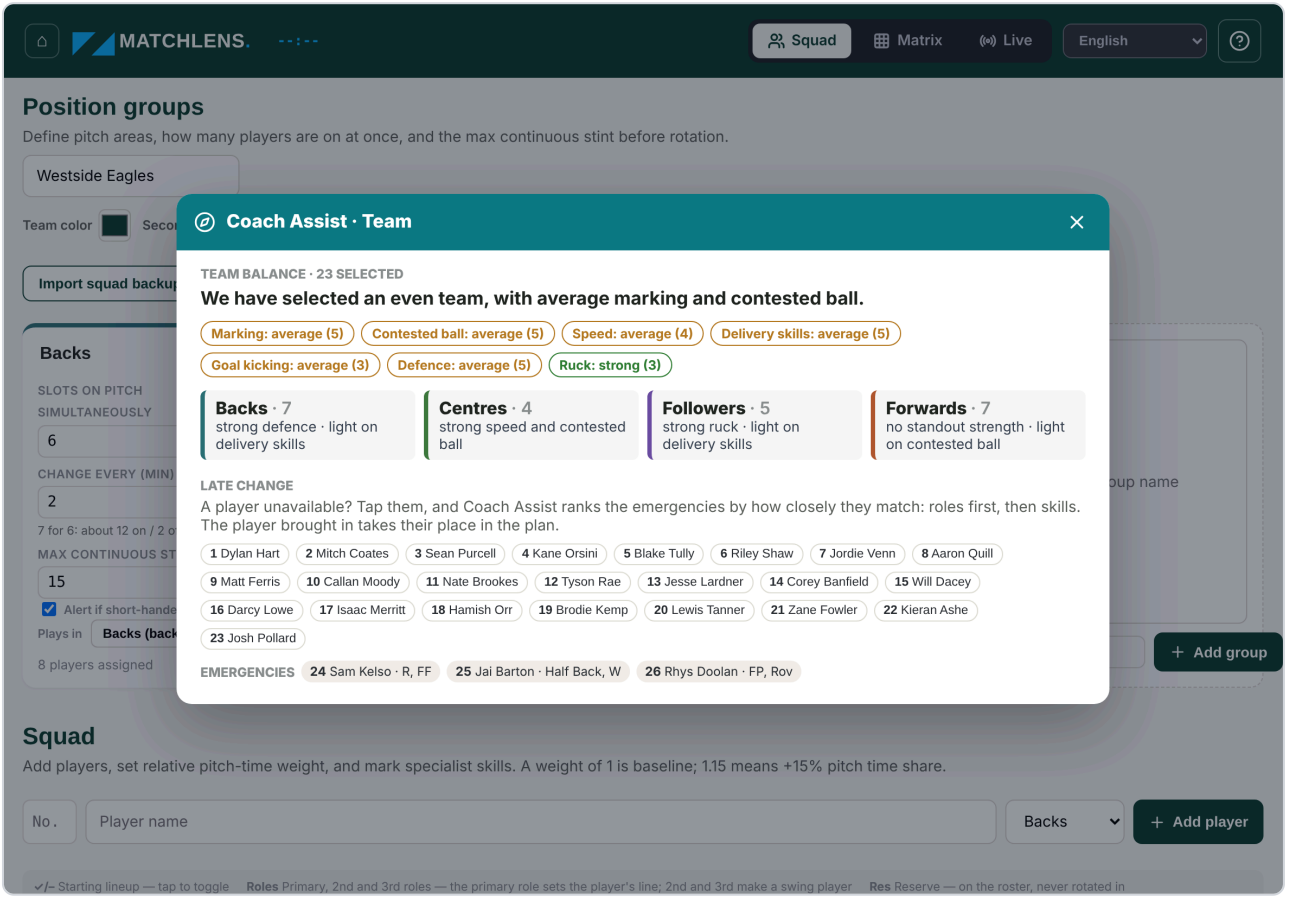
Setting a player's status: Selected, Emergency or Reserve.

1 **Sel · EMG · Res** — tap to change. Emergencies are shown in orange.

Emergencies aren't rotated and don't appear in the plan until they're brought in.

Coach Assist · Team

Open it from the **Coach Assist · Team balance & late changes** button on the Squad page, or the **Coach Assist** button on the Live page before the first bounce.



Team balance.

Team balance reads the skills of the selected team and sums it up in a sentence, for example *"We have selected a high-marking, inside/hard-ball team with little speed and average delivery skills."* Below it:

- **Qualities** — marking, contested ball, speed, delivery skills, goal kicking, defence and ruck, each rated **strong**, **average** or **little**, with the number of selected players who carry it.
- **Each line** — what it's strong in and what it's light on, judged on what that line needs: Backs on defence, marking and delivery; Centres on speed, delivery and contested ball; Followers on ruck, contested ball and delivery; Forwards on marking, goal kicking and contested ball.

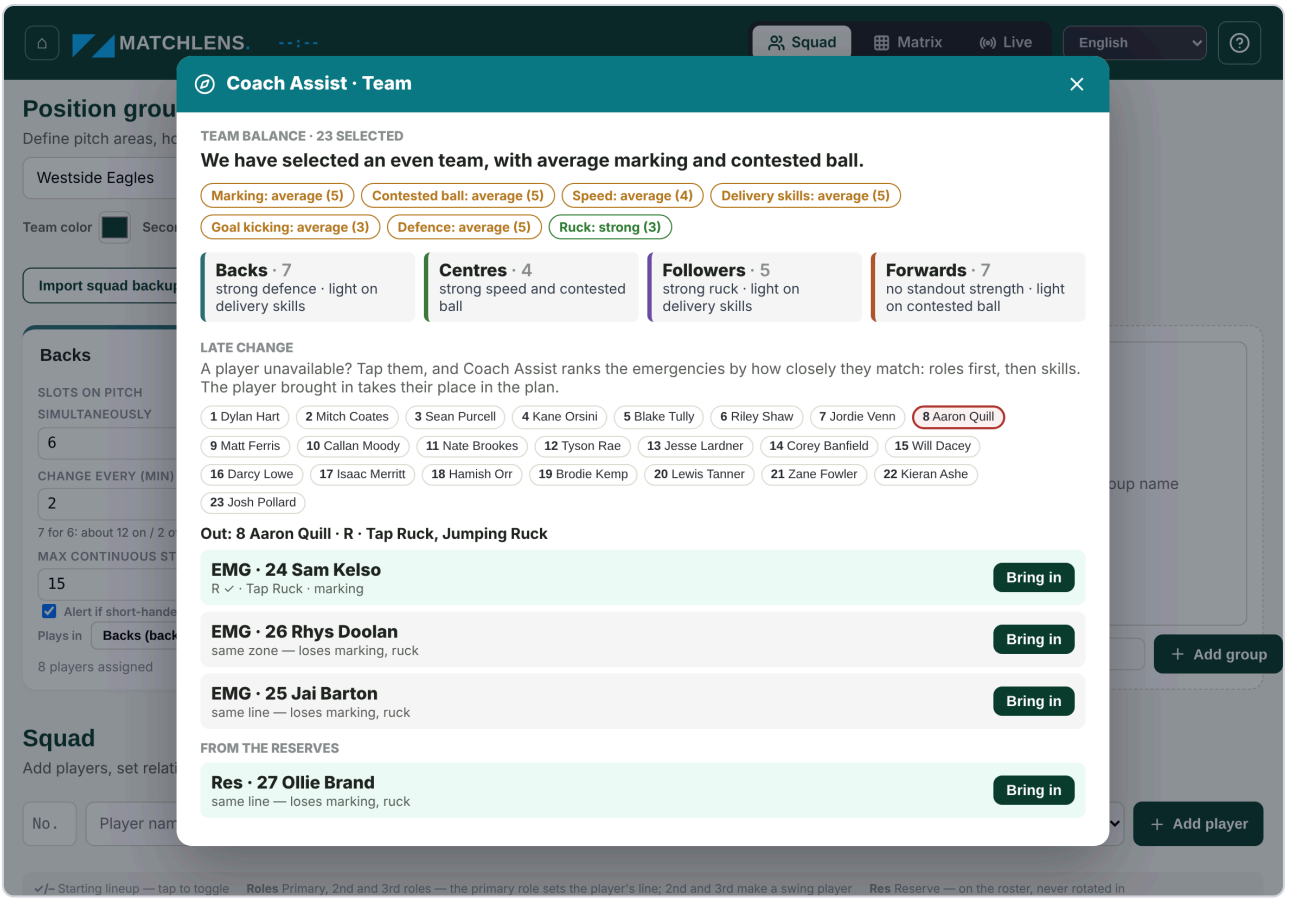
The qualities come from the players' skills:

Quality	Skills that count
Marking	High Marking Forward, Strong Overhead, Leading Forward, Marking Defender, Jumping Ruck
Contested ball	Ground Ball, Hard Ball, Inside and Under, Tackling Machine, Wrestling Ruck
Speed	Outside Speed, QBM - Quick Ball Mover, Two Sided
Delivery skills	Penetrating (Long) Kick, Field Kick Expert, Lace Out, Quick Hands, QBM - Quick Ball Mover
Goal kicking	Goal Kicker, Leading Forward, High Marking Forward
Defence	Marking Defender, Spoiling Defender, 1v1 Defender, Extra Man / Free Defender, Strong Overhead
Ruck	Tap Ruck, Jumping Ruck, Wrestling Ruck

> **Tip** The assessment is only as good as the skills you enter. Give every player their main skills on the Squad page.

Late changes

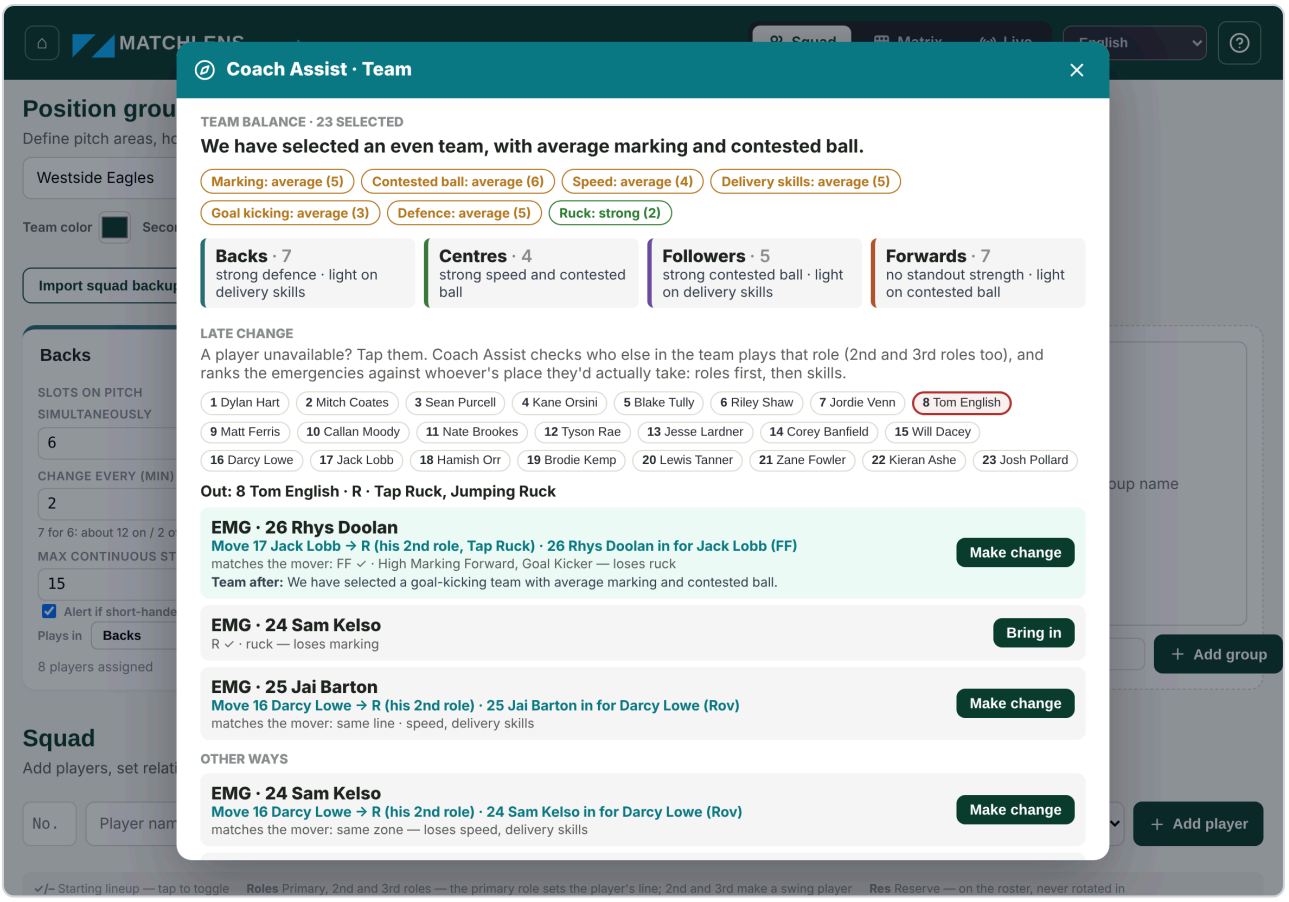
A player pulls out in the warm-up? In **Late change**, tap the player who is out.



A late change: the emergencies ranked against the player who is out.

Coach Assist looks at the whole team before it suggests anyone:

1. **Who else plays the role?** It checks every selected player's 2nd and 3rd roles. If your ruck is out and a forward's 2nd role is Ruck, moving that forward into the ruck is an option.
2. **Who fills the gap that's actually left?** If a player moves, the emergency is matched to *that* player — their line, their other roles and their skills — not to the player who is out. A forward who rucks moves up; the emergency should be a forward like him.
3. **Ranking.** Every emergency is shown with their best option, direct or with a move: same primary role first, then other roles in the same zone or line, then shared skills and qualities. Moving a player counts slightly against an option, so a like-for-like replacement wins a tie. Each option shows what the team **loses** (for example "loses marking, ruck"), and the top option shows the **team balance after** the change.
4. **Other ways** lists the next-best alternatives, and the best three reserves are listed below.



Ruck Tom English out: forward Jack Lobb (2nd role Ruck) moves into the ruck, and emergency Rhys Doolan — a key forward like Lobb — comes in for him.

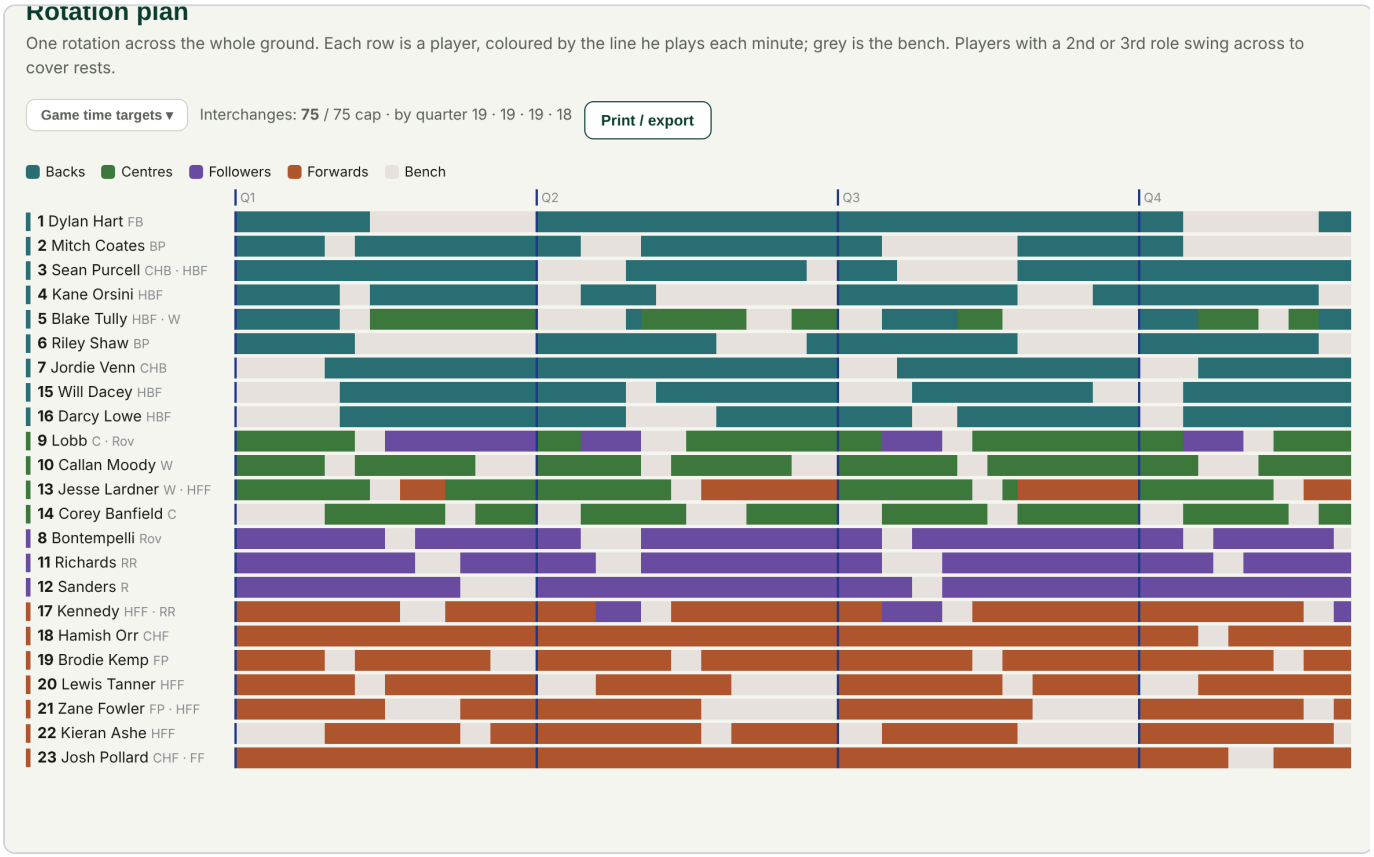
Tap **Bring in** (direct) or **Make change** (with a move):

- a player who moves takes the outgoing player's line, starting quarters, weight and minutes;
- the player coming in takes the place of whoever they replace — the outgoing player, or the player who moved;
- the player coming in becomes Selected, and the player who is out becomes a Reserve.

Late changes are made before the first bounce. Once the match has started, use the normal Coach Assist for positions.

6 The rotation plan (Matrix)

Football isn't linear: players swing between lines all game. MatchLens plans one rotation across the whole ground, not a separate rotation per line.



The rotation plan: one row per player, coloured by the line he plays each minute.

Each row is a player. The colour shows which line he is playing in each minute (the colours of your lines on the Squad page); grey is the bench. A forward whose 2nd role is Ruck Rover shows orange with short purple stints when he swings into the followers. Beside each row: minutes, time on ground (ToG), target, average stint and number of swings. The top line shows interchanges against your cap, by quarter.

How the plan is built

- **Every spot has a role type** with a target time on ground and a stint range — key defenders, general defenders, key forwards, general forwards, rucks, inside midfielders and wingmen.
- **A player's primary role sets his target.** Weights and minutes requests on the Squad page adjust individuals. Targets are fitted to the minutes each line has: a crowded line shares its minutes, and a short line's spare minutes go to the players who can cover it with a 2nd or 3rd role.
- **When a player is due a rest** (his stint reaches the role type's maximum, or he's ahead of his target), his spot is filled by:

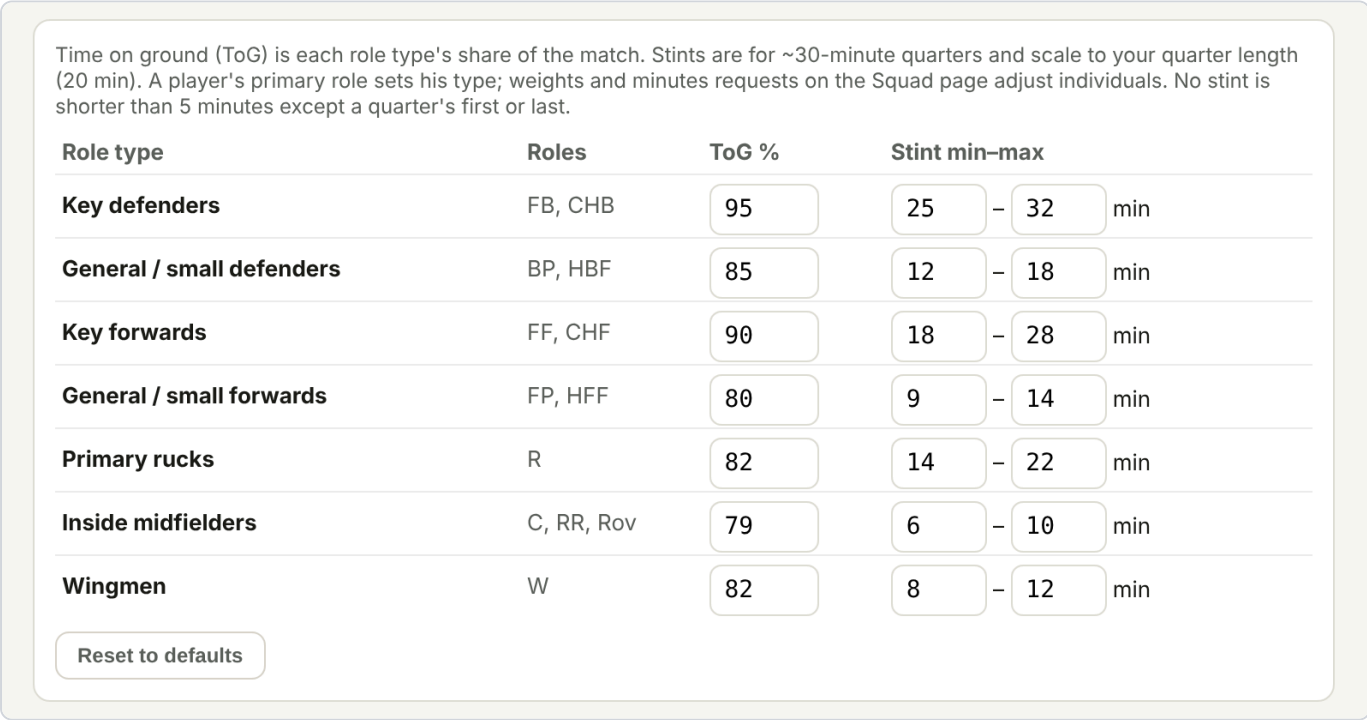
1. a rested bench player who fits the spot, or

2. a **swing**: a player on the ground whose 2nd or 3rd role fits the spot moves across, and a bench player takes his spot. Swings happen even when there's a follower on the bench, if they're the better fit.

- **No stint shorter than 5 minutes**, except a quarter's first or last stint. No changes in the last 2 minutes of a quarter.
- **Key players stay at their post**: a key defender or forward in his own position isn't pulled out to cover another line.
- **The interchange cap is hard.** With a cap, changes are spread across the quarters to fit it; if the budget runs out, players stay on rather than break it.
- **Starting lineups**: each quarter starts with the players furthest behind their target, in the spots that fit them best. Quarter starter ticks are honoured.

Game time targets

Tap **Game time targets** to set each role type's time on ground (%) and stint range.



Game time targets.

The defaults:

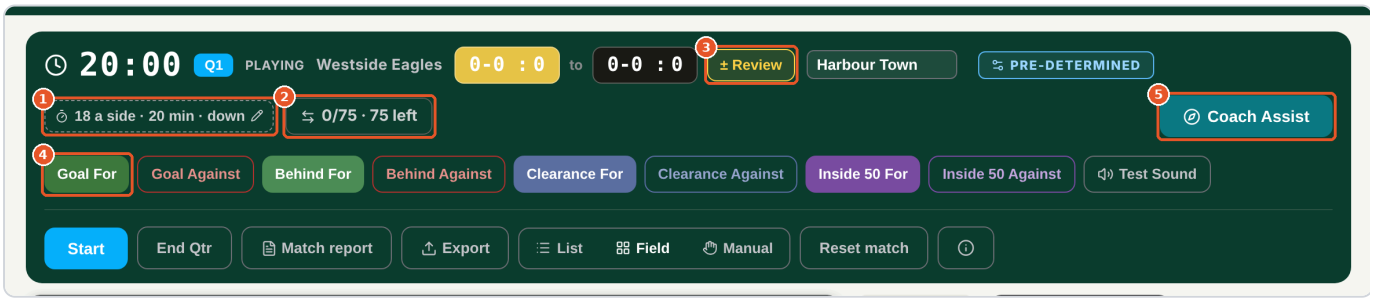
Role type	Roles	ToG	Stint
Key defenders	FB, CHB	95%	25–32 min
General / small defenders	BP, HBF	85%	12–18 min
Key forwards	FF, CHF	90%	18–28 min
General / small forwards	FP, HFF	80%	9–14 min
Primary rucks	R	82%	14–22 min
Inside midfielders	C, RR, Rov	79%	6–10 min
Wingmen	W	82%	8–12 min

Stint ranges are for ~30-minute quarters and scale to your quarter length (with 20-minute quarters, an inside midfielder's 10-minute maximum becomes about 7). **Reset to defaults** puts them back.

> **Tip** With no interchange cap the plan rotates as often as rest requires. If it's rotating more than you want, raise the stint maximums.

7 Running the match

The Live page has three views: **List**, **Field** and **Manual**. Most coaches use **Field** on the bench.



The live header, before the start.

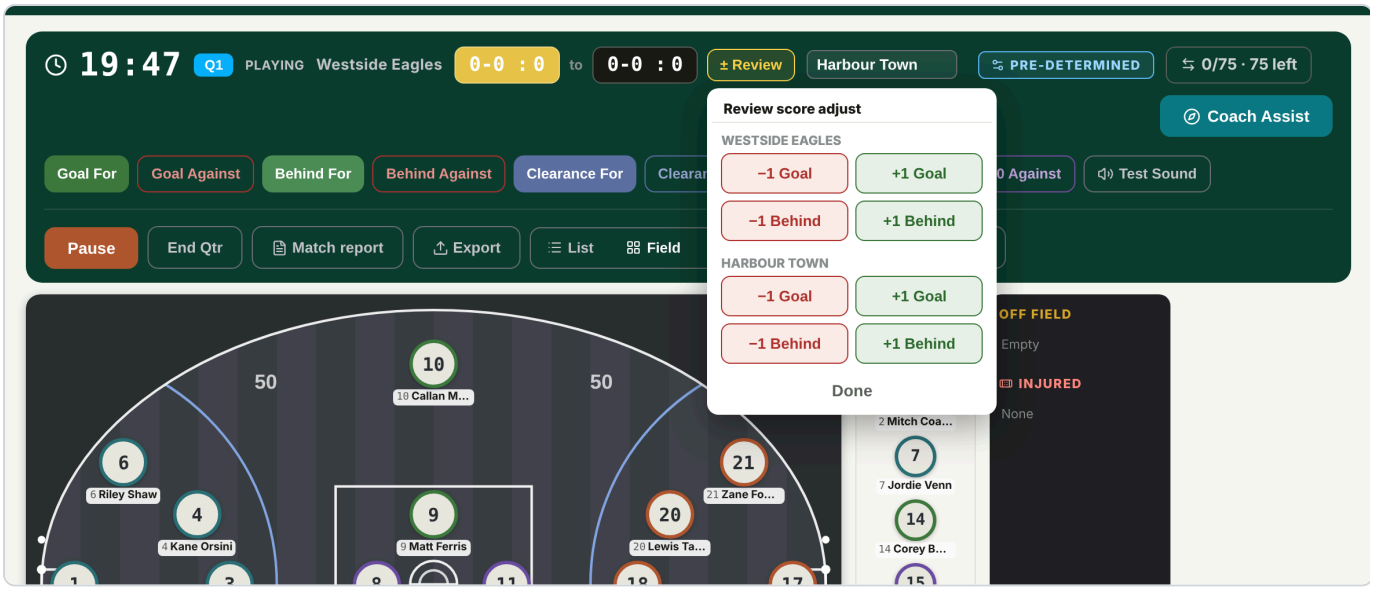
1. **Rules** — players a side, quarter length and clock. Tap to change them (before the match starts).
2. **Interchanges** — used and left. With no cap it shows the count only.
3. **± Review** — correct the score.
4. **Tags** — Goal, Behind, Clearance and Inside 50, for and against.
5. **Coach Assist.**

Below the tags:

- **Start / Pause / Resume** — the quarter clock. AFL doesn't pause on tags; pause it yourself for time on if you count it.
- **End Qtr** — end the quarter and go to the break.
- **Match report** — the running record.
- **Export** — video timelines and match data.
- **List · Field · Manual** — the three views.
- **Reset match** — clear the match and start again (you are asked to confirm).
- ⓘ — what the symbols mean.

Score

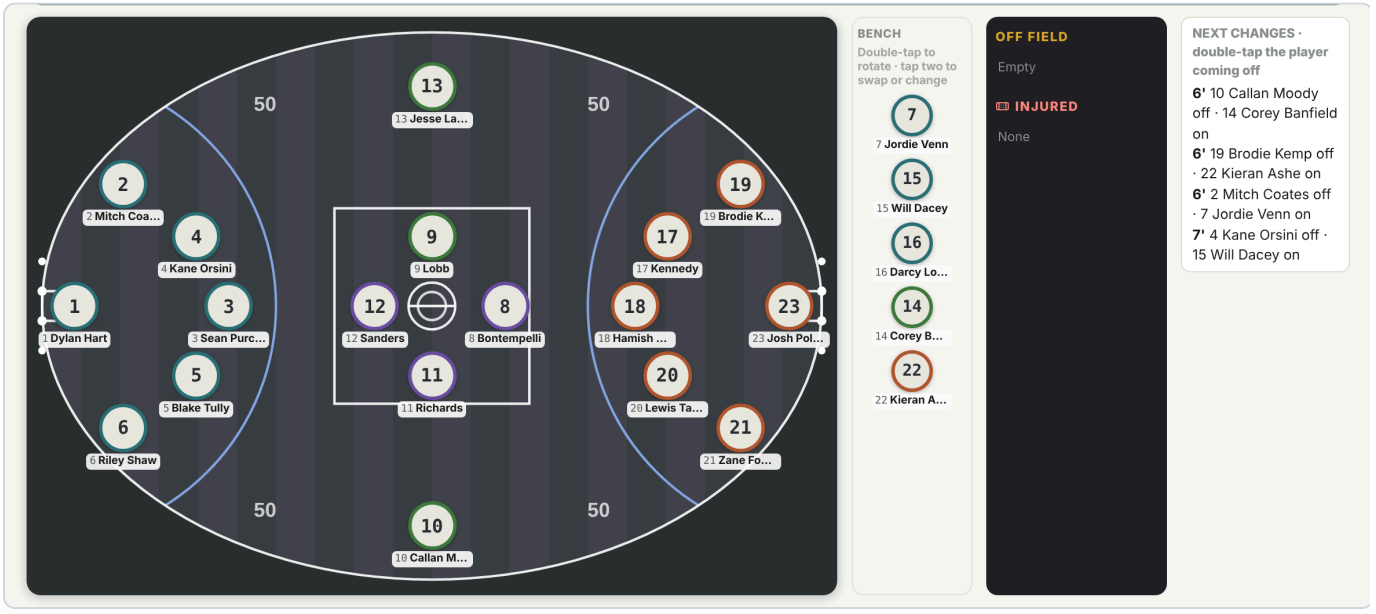
The score reads goals-behinds : points, for example 6-11 : 47. Tap **Goal For**, **Behind For** and so on as they happen. If you miss one or tap the wrong button, use **± Review** to add or remove a goal or behind for either team, at any time.



Correcting the score.

Rotation prompts

- **Next changes**, beside the ground, lists the plan's next few interchanges with the minute, for example *"12' 8 Bontempelli off · 17 Kennedy → RR · 22 Ashe on (HFF)"* — a swing.



Next changes beside the ground.

- **Double-tap the player coming off** and the plan's change is made in one go — including a swing: the mover crosses to the spot and the bench player takes his.
- If you do something different, the plan rebuilds from what's actually on the ground.
- An **orange dot** on a player on the ground means the plan has them due off. On a bench player it means they're due on.
- **20 seconds before** a planned interchange, the iPad beeps.
- If a player stays on past their planned stint, **"Player over time — interchange required"** appears.

8 The ground (Field view)



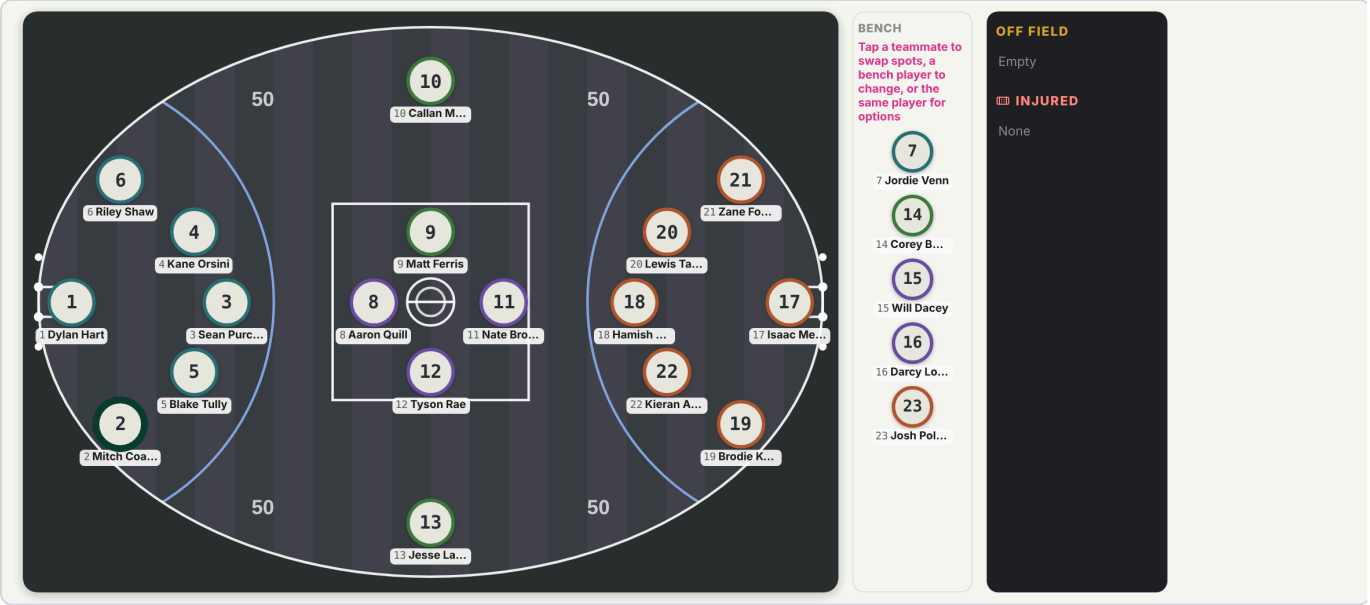
Field view.

1 **Bench** — in order of who the plan brings on next, line by line.

The ground shows every player in their spot. Backs are in your defensive half (left), forwards in your forward half (right), and the centre line in the middle: Centres on the wings and in the centre, Followers around the centre square. Each player's ring is the colour of their line.

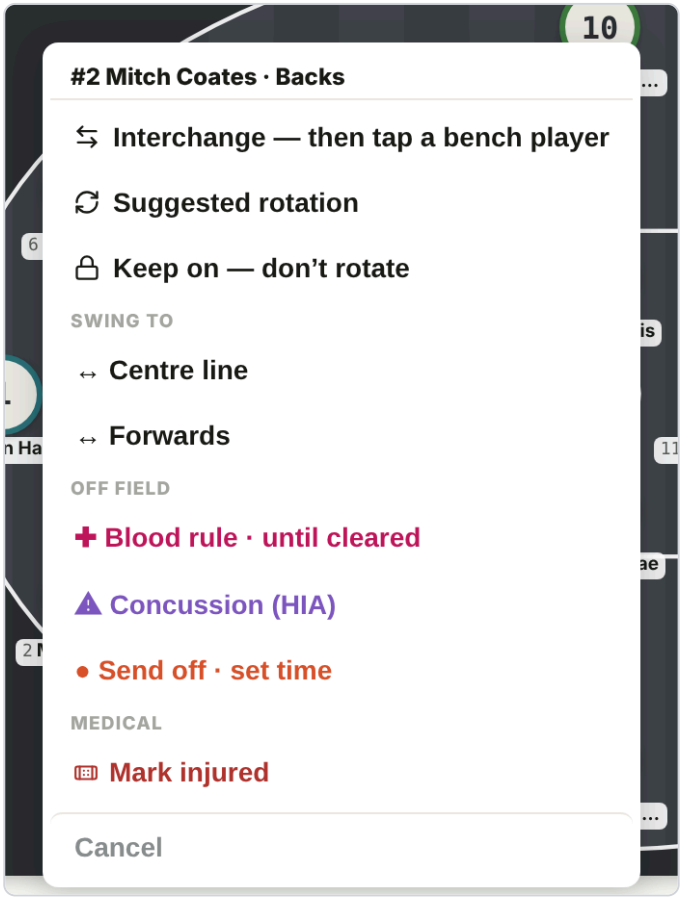
Taps

Tap	What happens
Double-tap a player on the ground	The plan's change for that player: a bench player into his spot, or a swing (a teammate moves across and a bench player takes his spot).
Tap a player, then a bench player	Interchange: the bench player comes on in that spot.
Tap a player, then another player on the ground	They swap spots. If they're in different lines, this is a swing.
Tap a player, then the same player again	The player's menu.



A player selected — the hint above the bench says what to tap next.

The player menu

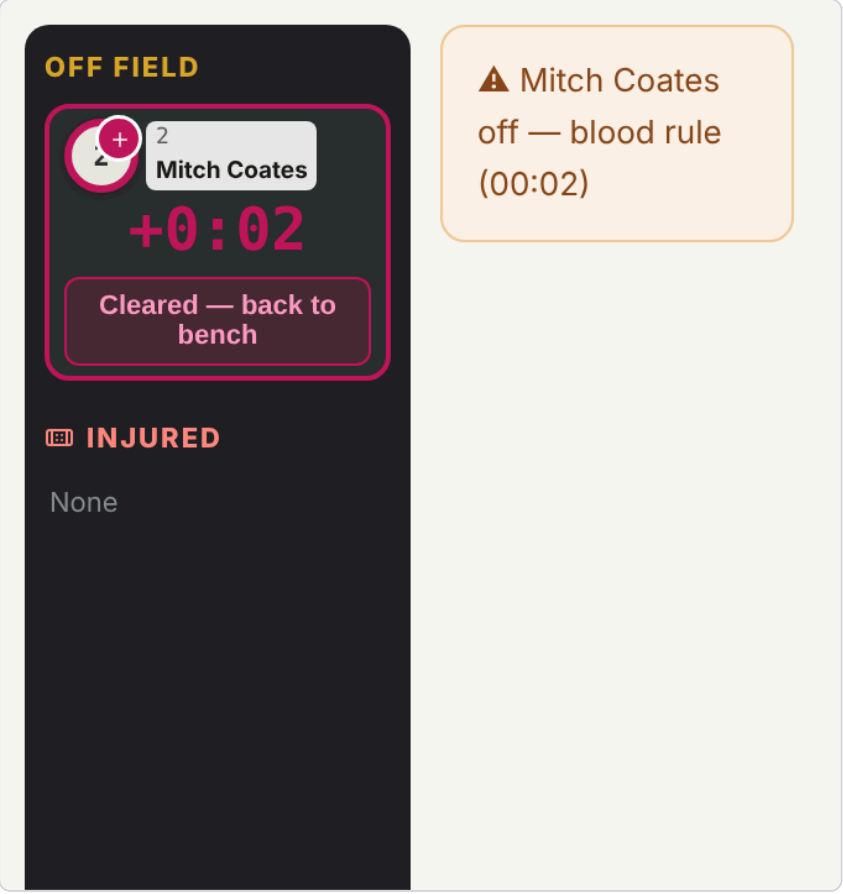


The player menu.

- **Interchange** — then tap the bench player who comes on.
- **Suggested rotation** — bring on the plan's next player for this line.
- **Keep on — don't rotate** — lock the player on. They won't be prompted off until you unlock them.
- **Swing to** — move the player to another line (for example a ruck resting forward). They stay in their own rotation line on paper.
- **Blood rule · until cleared** — the player goes off; their spot stays open.

- **Concussion (HIA)** — off for assessment; open-ended.
- **Send off · set time** — a timed send-off (1–30 minutes).
- **Mark injured** — the player is out of the match; the plan works around them.

Off field



A player off under the blood rule.

Players off under the blood rule, concussion or a send-off appear under **Off field** with how long they've been off.

- **Blood rule:** tap **Cleared — back to bench** when the player is cleared.
- **Concussion: Cleared — back to bench**, or **Ruled out — injured**.
- **Send-off:** the timer counts down; the player becomes available when it ends.

While a player is off, their spot shows **+**. Tap it, then a bench player, to fill it.

9 Quarter breaks

At **End Qtr**, the next quarter's starting lineup goes on the ground, as planned in the Matrix.

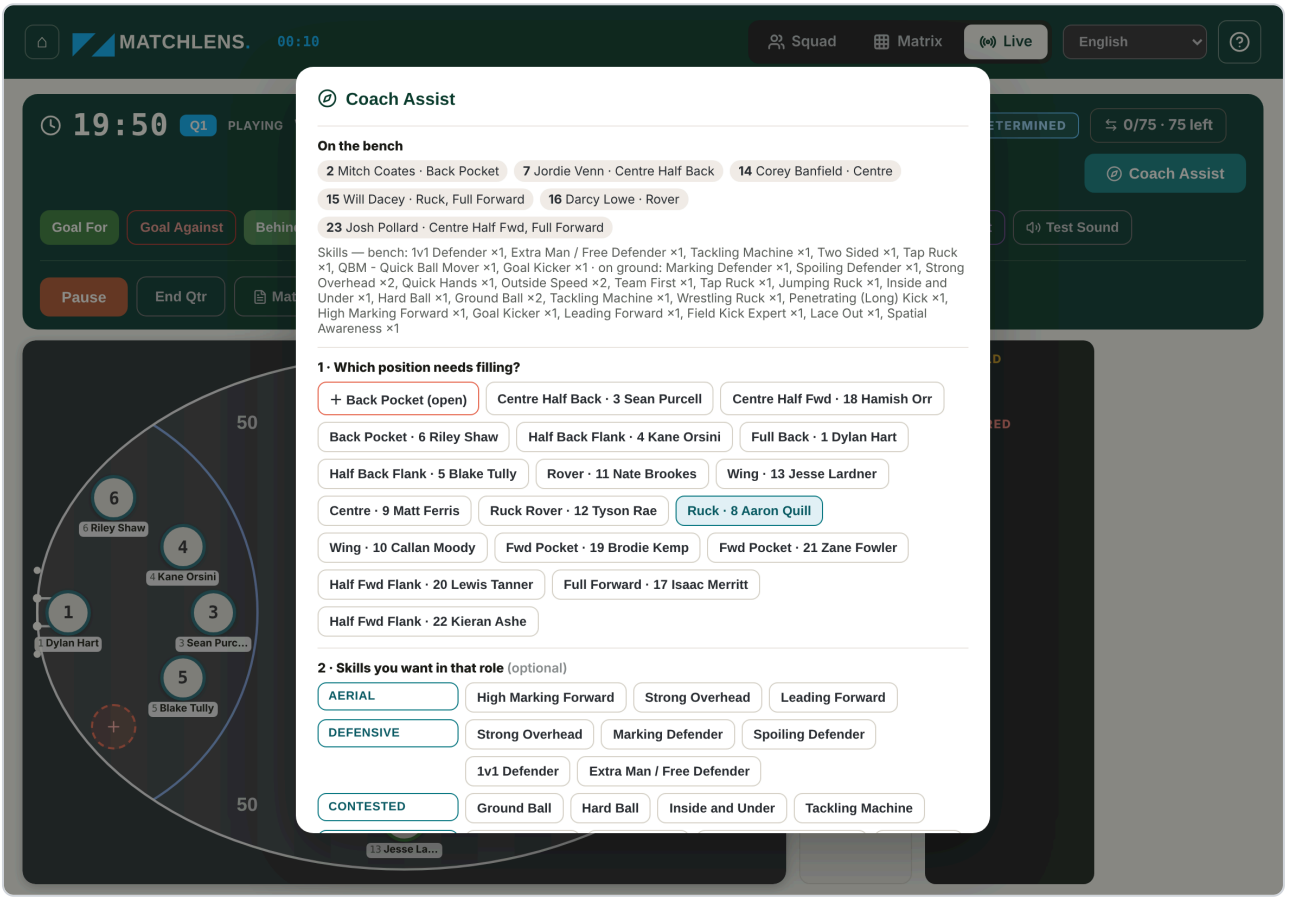


The break.

- Change the lineup before the next quarter with the same taps. There are no rest warnings during the break.
- Tap **Start Q2** (and so on) to begin the next quarter.

10 Coach Assist

Once the match is under way, Coach Assist helps you find the right player for a spot, in Field and Manual views. (Before the first bounce, the Coach Assist button opens **Coach Assist · Team** — see Emergencies and team balance.)



Coach Assist, looking for a ruck.

1. **On the bench** — who's available, with their roles.
2. **Which position needs filling?** — tap a spot. Open spots are listed first.
3. **Skills you want** (optional) — for example Tap Ruck, or Goal Kicker.
4. **Suggestions** — the best fits, ranked by role (primary first, then 2nd, then 3rd), skills and freshness. It includes shuffles: move a player on the ground into the spot and bring a bench player into theirs. Tap **Apply** to make the change.

11 List and Manual views

List view shows each line as rows of tiles: On ground, Bench, Reserve, Wildcard and Injured / Removed, with the line's plan underneath.

- Tap ⋯ on a player for their options: reassign, injured, blood rule, concussion, send off.
- Tap a bench tile to bring that player on; you'll be asked who they replace.
- **Wildcard (+)** — add a player who wasn't in the pre-match squad.
- Under each line, the strip shows planned time (pale), actual time (solid) and now (red line).

Manual view is for placing every player yourself, with no plan. The first time you open Manual in a match, everyone moves to the bench so you can place your own team. There are no rotation prompts, but the app still records everyone's time.

> **Tip** Decide on Manual before the match starts. If you switch to Manual and then back to Field, the ground stays empty until you put players on.

12 16 a side and custom grounds

With **16 a side**, the wings come off. The Centres line has one spot (the centre); everything else is the same.



16 a side — no wings.

With a **custom** ground, only the positions you ticked are shown, and each line's spots follow from them.

13 Exports and video

Tap **Export** on the Live page — during the match for a live snapshot, or after the final siren for the whole match.

- **MyVA** — a MyVA timeline (.json).
- **Sportscode** — a Hudl Sportscode timeline (.SCTimeline).
- **Timeline XML** — the classic Sportscode XML, which most other video tools can import.
- **Send to Reports** — save the match to Reporting on this iPad.
- **Match data file** — the match data as a file, to load into Reporting on another device.

Each tag becomes a clip. Set how many seconds before and after each tag on the **Squad** page under **Video clips** — if you tend to press late, raise "Before". The export also has rows for each quarter, the breaks, and one row per player showing when they were on the ground.

Times in the export run from the first **Start** press. In MyVA or Sportscode, line the timeline up with your video once, using the **Qtr 1 Start** row.

14 Reporting

Open **Reporting** from the home screen, choose the kind of analysis, then the match: the current match, a match saved with **Send to Reports**, or a match data file.

- **Team Analysis** — scores and tags for and against, by quarter; a match timeline; each player's game time and what happened while they were on; the pairs who spent most time on together; and game time against the fair share in each line.
- **Player Analysis** — one player in depth: game time per quarter, stints, and points for and against while on the ground.

15 Troubleshooting and FAQ

The app asks for competition rules again. It asks once per sport. If it asks again, the squad was reset or restored from an older backup. Set the rules and they'll stay.

A player is in the wrong line. Change their primary role (or their line on the Squad page). The primary role sets the line.

Two rucks are on at once. Check the Followers' roles: give your second ruck a primary role of Ruck Rover or Rover if they shouldn't take the ruck spot, or keep one ruck on with **Keep on**.

A player shows "over time" straight after coming on. The plan has them due off at that minute — check the Matrix for that line.

The interchange counter is red. 5 or fewer interchanges are left under your cap.

Game time is uneven. Check the starter ticks. The same starters every quarter makes time uneven.

Where is my data? On this iPad only. Use **Export squad backup** on the Squad page, and match data files, to move things to another device. A squad backup holds everything about the team: lines, players, roles and skills, team name, colours, logo, clip timing and competition rules.