



USER GUIDE

Your guide for how to set up stress free netball trial games

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Easy Netball Trials, Tryla User Guide, Version 4.0

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TRYLA™ NETBALL TRIALS SCHEDULER – USER GUIDE

INTRODUCTION

Tryla™ Netball Trials Scheduler is designed to help community clubs run fair, efficient, and stress-free player trials. This guide explains how to set up your workbook, enter players, and generate balanced trial games.

Tryla is designed for people who like to prepare the trial games ahead of time and have the printed games ready to go on the day of selections.

Some users may prefer to generate the trial games at the time of the trials on a laptop once attendance at trials has been confirmed.

You could also regenerate your trial games on your laptop if you have lots of players who are missing from your trial list on the day - this way you can quickly work out which players can replace the absentees. Marking a player as no longer Active ("No" in the Active column of the Players tab) will result in that player's name being removed from the court boards, schedule and game tally. You can add replacements manually, or generate the games again.

NB: Generating or Regenerating Court Boards will overwrite any manual adjustments.

QUICK START (3 STEPS)

1. **ACTIVATE YOUR LICENCE**

NB: YOU MUST ENABLE MACROS UPON OPENING

When you first open the workbook, enter your Licence Key and Club Name in the prompts.

2. **ADD PLAYERS**

From the Dashboard, click **ENTER PLAYER DATA** button to open the Players tab and enter player data.

3. **GENERATE YOUR SCHEDULE**

On the Dashboard, select your number of rounds, courts, and other options. Click the **GENERATE** button to build your Court Boards, Schedule, and Game Tally automatically.

LICENCE ACTIVATION

When you first open Tryla, you'll be prompted to **enable content** and **enable macros**, make sure you select "Yes" to these, you will then be prompted to:

1. Enter your Licence Key (from your purchase email)
2. Enter your Club Name

Once entered:

- Your licence details will update and you will be taken to the Dashboard.
- Your licence unlocks full editing on the Players sheet and allows schedule generation.
- Licence options include 6-month, 12-month, and 5-year plans

If your licence is invalid or expired, Tryla will:

- Prompt you to enter a new key.
- Keep the workbook visible so you can still view or print existing schedules.
- Lock the Players sheet (no new entries until a valid licence is entered).

To renew or purchase a new licence (6-month, 12-month, or 5-year), visit www.easynetballtrials.com.au and follow the on-screen instructions. Once you've received your new key (this will be emailed within minutes of purchase), open your Tryla download template, paste the key when prompted.

SCHEDULING RULES & PARAMETERS

- ▶ Maximum 200 players*
- ▶ Up to 20 rounds
- ▶ Supports 1–2 courts
- ▶ Seeding (optional) prevents strongest vs weakest mismatches: 1 can play 1 or 2; 2 can play 1, 2 or 3; 3 can play 2 or 3. A seeding mismatch occurs when 1 v 3 is allocated.
- ▶ Every player is allocated to at least 3 games, with at least one game in preferred positions 1 and 2 (providing sufficient rounds have been selected)
- ▶ Players are only placed in their preferred positions
- ▶ No duplicate allocations within a round
- ▶ Players are spread fairly across courts
- ▶ Tryla aims to keep game counts as even as possible.

HOW TRYLA ALLOCATES PLAYERS

When you click **Generate**, Tryla works through the following priorities in order:

1. Fair Game Time Comes First

Tryla first attempts to ensure **every player receives at least three games**.

If there are not enough rounds or courts to achieve this, Tryla will still allocate games as fairly as possible and will warn you.

2. Preferred Positions Are Respected

Players are **never placed in positions they have not selected**.

Across the whole trial group, Tryla aims to distribute positions approximately as follows:

- ▶ ~45% Preferred Position 1
- ▶ ~40% Preferred Position 2
- ▶ ~15% Preferred Position 3

This ensures selectors see players mainly where they are strongest, while still allowing flexibility when numbers are tight.

3. Seeding Is Applied Where Possible (Tryla Full)

If seeding is enabled, Tryla attempts to avoid large skill mismatches.

If avoiding a mismatch would prevent fair game allocation or position coverage, Tryla may still allocate the game and **clearly highlight the mismatch in blue** so selectors are aware.

4. Courts Are Balanced

When two courts are selected, players are spread as evenly as possible so no one is consistently placed on the same court.

Why Not Every Goal Can Be Perfectly Met

In real-world trials, some goals naturally conflict. For example:

- ▶ Giving everyone exactly the same number of games may limit preferred positions
- ▶ Avoiding all seeding mismatches may reduce total games for some players
- ▶ Filling every position perfectly may require uneven game counts

When this happens, Tryla makes the **best overall compromise**, prioritising fairness first and clearly flagging any unavoidable issues for review. You can check for repeated matchups (as these are sometimes unavoidable) and make manual adjustments if required.

If you have ever had to prepare a schedule yourself, you would know that this mirrors the decisions you would make — Tryla does all the hard work for you - fast, consistently, and without bias.

Large trials note:

You can schedule up to 200 players, but generation time increases with larger numbers. For very large trials (consistently above **120–150 active players**), consider splitting players across multiple trial sessions, as the number of games per player will be reduced.

HOW TO USE TRYLA

DASHBOARD

Step 1 - Enter your player data – First Name, Last Name, Active, Number, First Preferred Position, Second Preferred Position, Third Preferred Positions and Seed (optional).

Step 2 - Set your preferences:

- ▶ Number of Rounds (max 20)
- ▶ Number of Courts (max 2)
- ▶ Do you want Seeding number to show on the court boards?
- ▶ Do you want position preferences to show on the court boards?
- ▶ Do you want auto player numbering?
- ▶ Do you want bib colours to show on the Court Boards?

Step 3 - Generate your trial games (court boards).

Step 4 - Review the Court Boards, Schedule and Game Tally to ensure you have the outcomes you want. You may need to adjust number of rounds if players are not getting enough games, or if they are getting too many.

Step 5 – SaveAs the file under a relevant file name (as an xlsx file if you want to be able to make changes later). This ensures your template stays clean and reusable for the length of your licence.

TIP - Hover your mouse over the red triangles on the Dashboard or column headings for additional information.

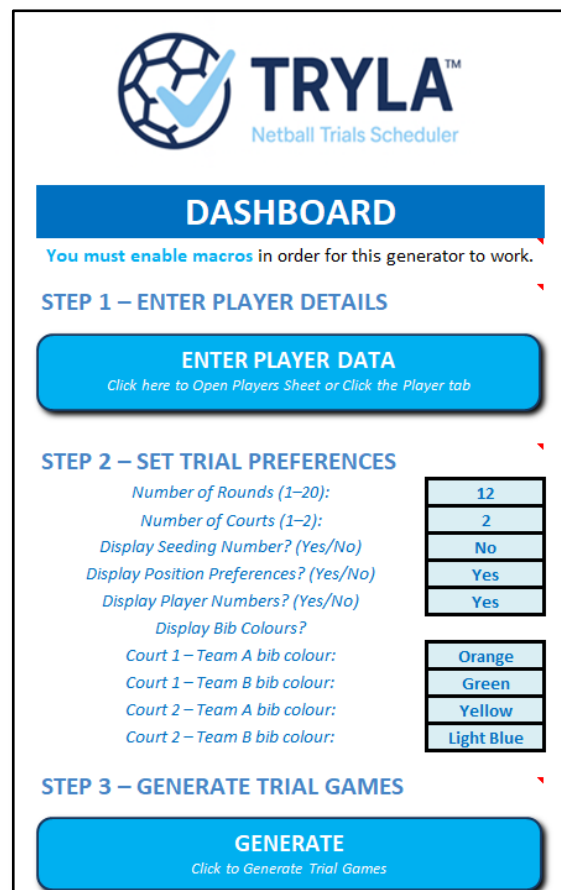


Figure 1 - Dashboard

WORKBOOK SHEETS OVERVIEW

Sheet	Description
<i>Club Information</i>	Stores your club details and licence key
<i>Dashboard</i>	Set preferences, run generation, and control options
<i>Players</i>	Enter and manage player data
<i>Schedule</i>	Full round-by-round player allocations
<i>CourtBoards</i>	Printable line-ups for selectors and volunteers (two formats available)
<i>GameTally</i>	Tracks total games played per player
<i>CourtBoardBlank</i>	Blank court boards so you can create your own games

STEP 1 - ENTER PLAYER DATA

From the Dashboard, click the button “Enter Player Data”, which will take you to the Players tab. This is where you fill in your players’ details – which can be cut and pasted from your current database of players (eg your PlayHQ download). Positions must be in the format of the initials, i.e. GK GD WD C WA GA GS (not “Goal Shooter”, no full stops between letters, no commas, or in any other format). Use the [Fix Position Format](#) button to tidy up your imported data to ensure that positions are correctly shown.

Note that name format will be autocorrected upon generation – all caps or no caps will revert to first letter uppercase, remaining letters lower case (eg myah becomes Myah, JOYCE become Joyce etc).

Column	Description
First Name / Last Name	<i>Player details.</i>
PreferredPos1–3	<i>Enter up to three preferred positions.</i>
Active	<i>Leave blank (default = attending). Type 'No' if unavailable.</i>
Seed	<i>Optional seeding (1=strongest, 3=developing).</i>
Number	<i>Auto-filled once schedule is generated (if you want numbers to be allocated in alphabetical order, ensure your player names are sorted alphabetically prior to generation).</i>
Player History	<i>Add known details of current club, team, grade – this is for the convenience of Selectors and can be left blank, it does not impact the Scheduler.</i>

SEEDING (OPTIONAL)

Use seeding when skill levels vary significantly.

- 1 – strongest
- 2 – moderate
- 3 – developing

Tryla’s seeding logic ensures 1s do not play 3s, 2s can play any seed, and 3s only play 2s or 3s. If a mismatch is unavoidable due to available positions and player number/rounds, Tryla highlights the mismatch in blue text on the Court Boards and shows a warning. If you don’t include a Seed Tryla will treat that player as a 2 seed.

PLAYER TAB

Enter data in these columns – you can cut and paste this information (eg from the csv that you have downloaded from PlayHQ).

- ▶ The **Active** column is used to mark players as absent, this can be left blank unless you know a player is *not* attending, then just select “No” from the drop down box
- ▶ If you want **player numbering** you can add your own here, otherwise Tryla will allocate numbers based on the order that you have pasted your players in – if you want numbering to be alphabetical, before generating, sort names alphabetically on the Players tab. NB: if you select No on the Dashboard before Generating player numbering will not be applied. If you think you might want this later, select yes to Player Numbering, Generate, then toggle the numbers off by selecting No on the Dashboard.
- ▶ You must have at least one **position preference** for each player, with up to 3 preferences available. Positions must be in the format “GS” or “GK”, etc, - no full stops, no full words. NB Tryla will not allocate a player to a position if it is not correct in the player tab eg G.S. will not be allocated, it must be GS. Use the [Fix Position Format](#) button to tidy up your imported data to ensure that positions are correctly shown and that all available players are allocated.
- ▶ If you want to apply **seeding** you will need to enter your own seeding value from 1 (highest ranked) to 3 (lowest ranked). If you do not include seeding for a player Tryla assumes a seeding of 2.
- ▶ **Player History** - Optional free-text fields to record information such as current team, grade, or notes for selectors. This field does not affect scheduling and is included for selector reference only.
- ▶ **Name formats** will be autocorrected on the Court Boards – eg MACEY becomes Macey, myah becomes Myah etc.

You can sort by any of the column headings, eg Last Name or PreferredPosition1 etc. by clicking on the relevant heading and selecting “Sort&Filter”.

Use the [Return to Dashboard](#) button or click the Dashboard tab for Step 2.

First Name	Last Name	PreferredPos1	PreferredPos2	PreferredPos3	Active	Seed	Number	Player History	FIX POSITION FORMAT	RETURN TO DASHBOARD
Gloreen	Matthews	WA	WD	GK				71 Test Netball Club 7		
Bianca	Mauboy	GS	GA	WA		1		72 Test Netball Club 1		
Tamara	McMahon	GS	GA	WA		3		73 Test Netball Club 9		
Kayla	Michaels	GA	WA	GS				74 Test Netball Club 5		
Holly	Miles	GA	GS	WA				75 DNP prev B4		
Jessica	Miller	C	WD	WA				76 Test Netball Club 4		
Samara	Miller	GD	GK	WD		3		77 Test Netball Club 8		
Chloe	Mills	WD	GA	GS		1		78 Test Netball Club 2		
Isabella	Mills	C	WA	WD				79 Test Netball Club 3		
Christine	Oliver	WA	C	WD		1		80 Test Netball Club 3		
Lucy	Phillips	GK	GD	WD				81 Test Netball Club 6		
Anna	Pierson	C	WA	WD		1		82 DNP A1 prev		
Mya	Porter	WD	C	WA				83 Test Netball Club 7		
Lizzie	Prettejohn	C	WD	WA				84 Test Netball Club 6		
Rachel	Price	WA	C	WD				85 Test Netball Club 7		
Hannah	Quinn	GA	WA	C				86 Test Netball Club 7		
Brianna	Rowe	GA	GS	WA	No	1		87 Test Netball Club 1		
Caitlin	Rowe	WD	GD	C		1		88 Test Netball Club 2		
Grace	Ryan	GK	GS	WD				89 Test Netball Club 7		
Stacey	Sampson	GD	GK	WD		3		90 Test Netball Club 8		
Molly	Scott	GD	GK	WD				91 Test Netball Club 7		
Chontelle	Shepherd	WD	GD	GD		1		92 Test Netball Club 2		
Joslyn	Simpson	GA	GS	WA				93 Test Netball Club 5		
Caitlyn	Smith	WD	GD	C		1		94 Test Netball Club 2		
Claire	Smith	GA	WA	GS		1		95 Test Netball Club 3		
Milli	South	GK	GD	WD				96 Test Netball Club 6		
Brianna	Start	GA	GS	WA		1		97 Test Netball Club 1		
Rachel	Swift	GK	WD	GD		3		98 Test Netball Club 8		
Charlotte	Todd	GA	GS	WA		1		99 Test Netball Club 2		

Figure 2 - Player tab

STEP 2 – SET TRIAL PREFERENCES

Options are available to select on the dashboard – use the dropdown boxes to make your selections.

Option	Description
<i>Number of Rounds?</i>	1–20
<i>Number of Courts?</i>	1–2
<i>Display Seeding Number?</i>	<i>Displays seeding of player 'Jane Doe 2 (GA, GS, WA)'</i>
<i>Display Position Preferences?</i>	<i>Displays players as 'Jane Doe (GA, GS, WA)'</i>
<i>Display Player Numbers?</i>	<i>Assigns numbers alphabetically by last name and shows the player number on the court board</i>
<i>Display Bib Colours?</i>	<i>Select colours for visual clarity (printed and shaded)</i>

If Tryla detects that there aren't enough players to satisfy the minimum '3 games per player' rule, a capacity warning will appear. You can adjust your parameters (e.g. add more rounds) and re-generate. When you generate, the workbook updates CourtBoards, Schedule, and GameTally automatically.

SETTING PREFERENCES

- ▶ Including the **seeding** on the court boards allows selectors to immediately see if a low seeded player is playing a high seeded player.
- ▶ Including the **player position preferences** on the court boards can be very helpful to selectors as they can see if a player is on court in their first, second or third preference. It is also useful if after the court boards have been generated a player becomes unavailable and you have to swap them out, as selectors can easily identify who else plays in that position.
- ▶ **Allocating player numbers** is used by some clubs to assist in identifying the players on court – very useful when running trials for large numbers of unfamiliar players
- ▶ Including the **bib colours** on the court boards makes it much easier for selectors to identify which player they are looking at.

STEP 3 – GENERATE YOUR TRIAL GAMES SCHEDULE (COURT BOARD)

In the screenshot the user has set up their preferences for the court boards.

All of these settings will autosync, **except** changes to the number of rounds or number of courts. If you change the number of rounds or number of courts you will need to Generate your schedule again.

STEP 2 – SET TRIAL PREFERENCES

<i>Number of Rounds (1–20):</i>	12
<i>Number of Courts (1–2):</i>	2
<i>Display Seeding Number? (Yes/No)</i>	No
<i>Display Position Preferences? (Yes/No)</i>	Yes
<i>Display Player Numbers? (Yes/No)</i>	Yes
<i>Display Bib Colours?</i>	
<i>Court 1 – Team A bib colour:</i>	Orange
<i>Court 1 – Team B bib colour:</i>	Green
<i>Court 2 – Team A bib colour:</i>	Yellow
<i>Court 2 – Team B bib colour:</i>	Light Blue

Figure 3 - Preferences can be set on the Dashboard, any changes to displays selected are auto-synced to the court boards.

SEEDING

When you have generated your Schedule you may receive a warning that Tryla has allocated players seeded 1 against players seeded 3 - a seeding mismatch. This occurs because Tryla first of all attempts to allocate all players at least 3 games, and then to allocate all players to their first and second positions. Depending upon your preference settings and the number of players in each seed and position, seeding mismatches may be inevitable. You can manually adjust these on the court boards using the drop down boxes, or try changing the number of rounds.

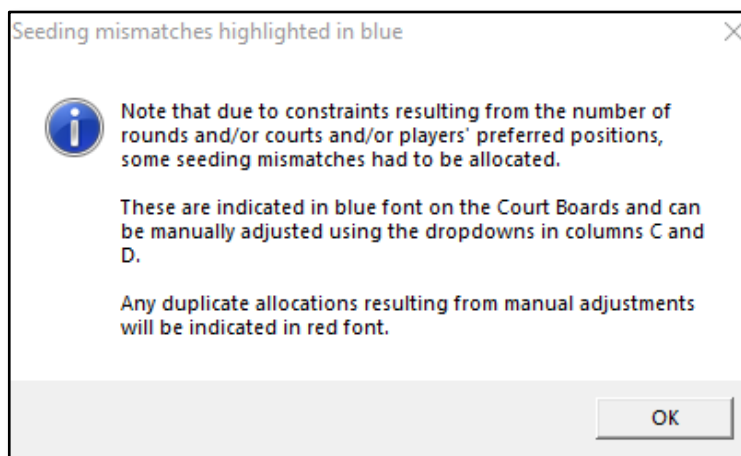


Figure 4 - Warning about player seeding mismatch

HOW TO MAKE ADJUSTMENTS TO THE COURT BOARDS

You can manually adjust the game allocations on the **Court Board**, using the drop down boxes - just click on the player's name then select a replacement player from the list, noting that doing so may result in an imbalance of total games allocated. To check how many games each player has been allocated to, check the Game Tally tab. To check for repeated matchups generate the Repeated Matchups Report using the button at the top of the Court Boards.

A	B	C	D	E	F
Court Boards		Click to print alternative Court Boards (GS:GK both teams)	Click to check for unallocated positions	Click to check for repeat match ups	
Round 5 - Court 2 (Line-up)					
Notes	Pos	Team A - Blue	Team B - Pink	Pos	Notes
	GS	Teagan Trainer 3 (GA, GS, WA) 100	Paige Chandler 2 (GD, GK, WD) 25	GK	
	GA	Holly Harford 2 (GA, GS, WA) 49	Clair Fryer 1 (GK, GD, WD) 43	GD	
	WA	Annabel Boscoe 1 (C, WA, WD) 13	Courtney Hand 1 (WA, WD, GD) 48	D	
	C	Racheal Brown 2 (WA, C, WD) 18	Courtney Hand 1 (WA, WD, GD) 48		
	WD	Kourtney Bleasdale 1 (WA, WD, GD)	Ella Collingwood 2 (C, WD, GD) 28	A	
	GD	Andrea Blake 1 (GK, GD, WD) 10	Ellie Wright 2 (C, WD, GD) 116	A	
	GK	Ashley Claus 1 (GD, GK, WD) 27	Emilee White 2 (GA, GS, WA) 112	S	
			Emleigh George 2 (WA, C, WD) 45		
			Emily Adams 2 (GA, GS, WA) 1		
			Emma De Costa 2 (C, C, WD) 34		
			Georgina Masone 2 (GK, WD, GD) 70		
Round 6 - Court 1 (Line-up)					
Notes	Pos	Team A - Yellow	Team B - Green	Pos	Notes
	GS	Brianna Start 1 (GA, GS, WA) 97	Tyler Cox 3 (GD, GK, WD) 30	GK	
	GA	Jasmine Goldstone 2 (GA, GS, WA) 46	Caitlyn Smith 1 (WD, GD, C) 94	GD	
	WA	Aleisha Johnstone 1 (C, WA, WD) 61	Jessica Miller 2 (C, WD, WA) 76	WD	
	C	Louise Westinghouse 2 (C, WA, WD) 111	Christine Oliver 1 (WA, C, WD) 80	C	
	WD	Gloreen Matthews 2 (WA, WD, GK) 71	Louisa Begg 2 (C, WA, WD) 7	WA	
	GD	Chontelle Shepherd 1 (WD, GD, GD) 92	Jackie Groom 2 (GA, GS, WA) 47	GA	
	GK	Jodie Turner 2 (GD, GK, WD) 102	Charlotte Todd 1 (GA, GS, WA) 99	GS	

⌂ Troubleshooting Club Information Dashboard Players CourtBoards Schedule Game⏮

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Figure 5 - Court board showing drop down lists of players

Please note:

- ▶ Tryla attempts to ensure that all players have a similar number of games allocated to them, within the parameters of the players available in each position.
- ▶ Players will only be allocated to the positions listed as their preferred positions. If there are insufficient players to cover all positions in any round, Tryla will leave positions unallocated rather than placing players in non-preferred positions.
- ▶ Tryla will never duplicate a player allocation, this will only occur when you make manual adjustments (duplicates will be shown in red on the court boards).
- ▶ Tryla will attempt to place players into Preferred Positions 1 and 2 at least once. This may not be possible if you have insufficient rounds, and also depends upon how many players there are for each position.

Please note that it may take a little while for the court boards to generate, especially if you have a large number of players or rounds. While Tryla is working you will see a friendly message and a progress indicator in Excel's status bar at the bottom of the window (for example, "Generating schedule... 40% complete"). This is normal – just wait until the "Schedule generated" message appears, then click OK to go directly to the new Court Boards.

You can use the manual adjustment function if you want to ensure particular player match-ups, or if after reviewing the Repeated Matchups Report, you wish to make changes.

STEP 4 – REVIEW YOUR COURT BOARDS, SCHEDULE AND GAME TALLY

Check each tab to see if the outcome of the Generated **Court Board** gives you the result you want, and make any manual adjustments using the drop down boxes on the court boards – just click in the player name to change it. You may use this if there are particular match ups you would like to see. The court board is generated in “match up” order so that you can easily see which players will be playing against each other.

When making a manual adjustment, if you allocate a player who is already assigned to that round the player’s name will be shown in red bold font in both games where the allocation has been duplicated. If the manual adjustment you have made results in a seeding mismatch the names of the mismatched players will be shown in blue bold font.

Court Boards

[Click to print alternative Court Boards \(GS:GK both teams\)](#)

[Click to check for unallocated positions](#)

[Click to check for repeat match ups](#)

Round 5 - Court 2 (Line-up)

Notes	Pos	Team A - Blue	Team B - Pink	Pos	Notes
	GS	Teagan Trainer 3 (GA, GS, WA) 100	Paige Chandler 2 (GD, GK, WD) 25	GK	
	GA	Holly Harford 2 (GA, GS, WA) 49	Clair Fryer 1 (GK, GD, WD) 43	GD	
	WA	Annabel Boscoe 1 (C, WA, WD) 13	Courtney Hand 1 (WA, WD, GD) 48	WD	
	C	Racheal Brown 2 (WA, C, WD) 18	Gracie Collins 2 (WD, C, WA) 29	C	
	WD	Kourtney Bleasdale 1 (WA, WD, GD) 11	Ashleigh Brittan 1 (C, WA, WD) 16	WA	
	GD	Andrea Blake 1 (GK, GD, WD) 10	Jane Lance 2 (GA, GS, GS) 64	GA	
	GK	Ashley Claus 1 (GD, GK, WD) 27	Emily Adams 2 (GA, GS, WA) 1	GS	

Round 6 - Court 1 (Line-up)

Notes	Pos	Team A - Yellow	Team B - Green	Pos	Notes
	GS	Brianna Start 1 (GA, GS, WA) 97	Tyler Cox 3 (GD, GK, WD) 30	GK	
	GA	Jasmine Goldstone 2 (GA, GS, WA) 46	Caitlyn Smith 1 (WD, GD, C) 94	GD	
	WA	Aleisha Johnstone 1 (C, WA, WD) 61	Jessica Miller 2 (C, WD, WA) 76	WD	
	C	Jessica Waugh 2 (GD, GK, WD) 109	Christine Oliver 1 (WA, C, WD) 80	C	
	WD	Gloreen Matthews 2 (WA, WD, GK) 71	Louisa Begg 2 (C, WA, WD) 7	WA	
	GD	Chontelle Shepherd 1 (WD, GD, GD) 92	Jackie Groom 2 (GA, GS, WA) 47	GA	
	GK	Jodie Turner 2 (GD, GK, WD) 102	Charlotte Todd 1 (GA, GS, WA) 99	GS	

Round 6 - Court 2 (Line-up)

Notes	Pos	Team A - Blue	Team B - Pink	Pos	Notes
	GS	Brianna Rowe 1 (GA, GS, WA) 87	Jessica Waugh 2 (GD, GK, WD) 109	GK	
	GA	Joslyn Wood 2 (GA, GS, WA) 115	Chantelle Wilkie 1 (WD, GD, GD) 113	GD	
	WA	Anna Pierson 1 (C, WA, WD) 82	Ella Collingwood 2 (C, WD, GD) 28	WD	
	C	Emileigh George 2 (WA, C, WD) 45	Lauren Heinrich 2 (WA, C, WD) 54	C	
	WD	Lana Campbell 2 (WA, WD, GA) 22	Claire Smith 1 (GA, WA, GS) 95	WA	
	GD	Caitlin Rowe 1 (WD, GD, C) 88	Rose Black 3 (GA, GS, C) 9	GA	
	GK	Molly Scott 2 (GD, GK, WD) 91	Keira Field 2 (GA, GS, WA) 39	GS	

Troubleshooting

Club Information

Dashboard

Players

CourtBoards

Schedule

Figure 6 - Example of Court Boards with Seeding, Player Preferences, Player Number and Bib Colours, red font indicates a manual adjustment has resulted in a duplicated player assignment in that round. The blue font indicates a seeding mismatch (1 v 3) – this can occur upon generation or manual adjustment.

The **Schedule** shows you round by round who is playing. You can sort by name if you want to see when each player has been allocated to play.

The **Game Tally** shows how many games each player has been allocated, and to which positions. Also see notes below.

LIVE AUTO-SYNC

If you update bib colours these will be auto-synced to the court boards and blank court boards. If you change other display preferences (eg positions, seed or number) these are also automatically synced to Court Boards. You will need to Add Drop Downs again on the blank court boards for the display options to update on the dropdowns.

Any edits you make to the Court Boards will automatically sync to the Schedule and Game Tally instantly. **This means you should only make manual changes to player allocations on Court Boards** - Tryla updates the rest. **NB If you update the Schedule or Game Tally manually the change will NOT be reflected in the Court Boards.**

After generation if you update a player's availability to No on the **Players** tab, that player will be removed from the Court Boards, Schedule and Game Tally automatically. You can use the drop down boxes on the Court Boards to add a replacement player, or you can Generate the Court Board again, noting that any manual adjustments you may have made will be lost, as the Generating results in the Court Board, Schedule and Game Tally being rebuilt from scratch. Use the find "click to find blank allocations" button to find the allocations that require manual update after a player has been marked as no longer available.

NOTES RE PLAYER ALLOCATIONS

You can check how many games each player has been allocated using the **Game Tally** tab.

Tryla does its best to allocate all players a similar number of games, whilst avoiding mismatches due to seeding. This can result in some players not being allocated to their second or third preference (they will always get at least one game in their first preferred position).

You can try:

- changing the seeding - either removing it completely or tweaking the seeded players so there are less 1 and 3 seeds, giving Tryla more options for matchups, and/or
- increasing or reducing the number of rounds to see if you get a different result, and/or
- adjusting the allocations of players manually.

Due to the constraints that Tryla operates within, with regard to number of players, number of rounds and courts, and player position preferences, the generated court board may contain unavoidable mismatches in seeding (shown in blue font). Tryla will warn you if seeding mismatches have been allocated.

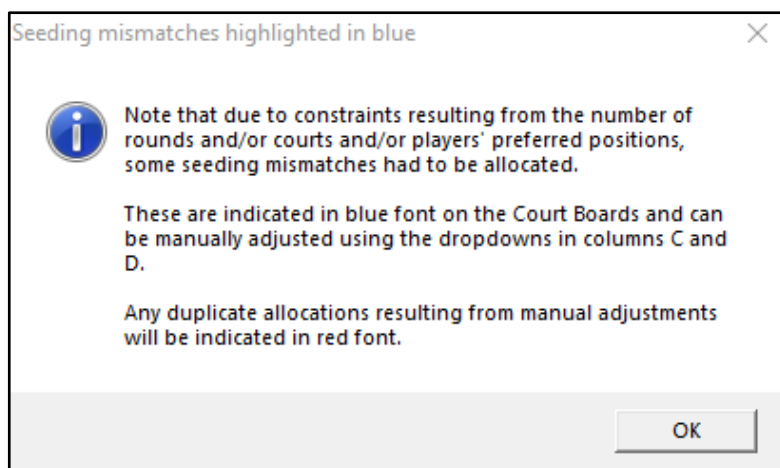


Figure 7 - you will receive a warning if seeding mismatches have occurred

The mismatches will be shown in blue bold font on the Court Boards. You should review these mismatches and make manual changes if you feel it is necessary, noting that this will impact the total number of games for some players. If you do not adjust the mismatches, keeping the seeding mismatches on the printed version in blue font also lets the selectors know about the potential disparity in skill level.

Manual adjustments will be synced to the Schedule and Game Tally automatically as you make adjustments, so you can review the impact of your changes on the total games for each player as you go.

NB: Changes made manually to Game Tally and Schedule WILL NOT BE REFLECTED on Court Boards – ONLY MAKE MANUAL CHANGES TO PLAYER ALLOCATIONS ON THE COURT BOARDS.

If your manual adjustments result in a duplicated player allocation in that round, the font will change to red and bold.

REPEATED OPPONENTS REPORT

Tryla includes a *Repeated Opponents Report* to help selectors review how often players are matched against the same opponents across rounds.

This report highlights:

- ▶ Players who face the same opponent more than once
- ▶ The total number of repeated matchups
- ▶ Patterns that may be worth reviewing in larger trial groups

Once generated, the Repeated Opponents Report updates automatically to reflect changes made on court boards. Any of your manual changes will also be reflected on the Schedule and Game Tally.

This tool is designed to support transparency and informed decision-making. In real-world trials, some repeated matchups may be unavoidable due to:

Player A	Player B	Times Matched	Where (Rounds/Courts)
BRIANNA ROWE	JESSICA WAUGH	2	(Round 6 Court 2; Round 10 Court 2)
CHONTELLE SHEPHERD	KOURTNEY BLEASDALE	2	(Round 10 Court 1; Round 14 Court 2)
CHRISTINE OLIVER	GRACIE COLLINS	2	(Round 11 Court 1; Round 15 Court 2)
CONNOR WALKER	GRACE ARBON	2	(Round 11 Court 1; Round 15 Court 2)
ELLIE WRIGHT	ISABELLA MILLS	2	(Round 4 Court 2; Round 5 Court 1)
HOLLY MILES	TAHLIA HARVEY	2	(Round 4 Court 1; Round 7 Court 2)
JESSICA MILLER	LIZZIE PRETTEJOHN	2	(Round 4 Court 2; Round 14 Court 1)
JODI FREEMAN	PAGE HARRIS	2	(Round 2 Court 1; Round 9 Court 2)
MYA PORTER	RACHEL PRICE	2	(Round 3 Court 2; Round 8 Court 2)
RACHEAL BROWN	SAMANTHA BOWER	2	(Round 11 Court 2; Round 15 Court 1)

Navigation bar: Schedule | GameTally | CourtBoards_Blank | **Repeat Opponents** | [Icons]

Figure 9 - you can run the Repeated Matchup Report by clicking the button on the Court Boards, you will be taken to the Repeat_Opponents tab automatically.

SCHEDULE

The Schedule tab provides a summary of all player allocations. This is a handy reference on the day, as players sometimes want to know when they will be on court – you can sort by name, round, court or position. Just click on the relevant heading and select “Sort&Filter” from the Excel standard menu.

Round	Court	Team	Position	Player	First Name	Last Name
1	1 A	GS		Chloe Lovett	Chloe	Lovett
1	1 A	GA		Emily Davies	Emily	Davies
1	1 A	WA		Renee Furness	Renee	Furness
1	1 A	C		Brianna Briscoe	Brianna	Briscoe
1	1 A	WD		Rachel Collins	Rachel	Collins
1	1 A	GD		Samarah Bussenschutt	Samarah	Bussenschutt
1	1 A	GK		Chontelle Anderson	Chontelle	Anderson
1	1 B	GS		Lucy Todd	Lucy	Todd
1	1 B	GA		Caitlin Duncan	Caitlin	Duncan
1	1 B	WA		Grace Heinrich	Grace	Heinrich
1	1 B	C		Lauren Harms	Lauren	Harms
1	1 B	WD		Grace Garden	Grace	Garden
1	1 B	GD		Courtney Facchini	Courtney	Facchini
1	1 B	GK		Jade Campbell	Jade	Campbell
1	2 A	GS		Paige Wiley	Paige	Wiley
1	2 A	GA		Georgia Field	Georgia	Field
1	2 A	WA		Zara Jenkins	Zara	Jenkins
1	2 A	C		Alicia James	Alicia	James
1	2 A	WD		Tealia Mashford	Tealia	Mashford
1	2 A	GD		Tahlia Freemason	Tahlia	Freemason
1	2 A	GK		Tyler Brokenshire	Tyler	Brokenshire
1	2 B	GS		Tegan Wright	Tegan	Wright
1	2 B	GA		Lauren Mason	Lauren	Mason
1	2 B	WA		Ashley Wilson	Ashley	Wilson
1	2 B	C		Samantha Manson	Samantha	Manson
1	2 B	WD		Charlize Shepherd	Charlize	Shepherd
1	2 B	GD		Hannah Pearce	Hannah	Pearce
1	2 B	GK		Olivia Freebairn	Olivia	Freebairn
2	1 A	GS		Joslyn Little	Joslyn	Little
2	1 A	GA		Louise Mills	Louise	Mills
2	1 A	WA		Stephanie Builder	Stephanie	Builder
2	1 A	C		Tamryn Quinn	Tamryn	Quinn
2	1 A	WD		Lana Souter	Lana	Souter
2	1 A	GD		Josie Rowe	Josie	Rowe
2	1 A	GK		Isabel Waugh	Isabel	Waugh
2	1 B	GS		Annabel Walker	Annabel	Walker

Figure 10 - the Schedule tab will show allocations by round. You can sort this manually. Changes to court board allocations will autosync to the Schedule.

GAME TALLY

This tab provides a summary of each player's game allocation, by position and total. If you have selected 2 courts it also provides a court count and ensures a balanced allocation across both courts.

Manual adjustments made in the Court Board will automatically be reflected in the Game Tally tab. These columns are sortable by Name, Positions etc. just click on the heading and select "Sort&Filter" from the Excel standard menu.

NB: Changes made manually to Game Tally and Schedule WILL NOT BE REFLECTED on Court Boards – ONLY MAKE MANUAL CHANGES TO PLAYER ALLOCATIONS ON THE COURT BOARDS.

First Name	Last Name	PreferredPos1	PreferredPos2	PreferredPos3	Court 1 Count	Court 2 Count	Games Played
Emily	Adams	2	2	0	2	2	4
Kate	Addison	3	2	0	2	3	5
Milly	Anderson	3	1	0	2	2	4
Louisa	Begg	3	2	0	2	3	5
Rose	Black	2	2	0	2	2	4
Andrea	Blake	4	1	0	3	2	5
Roselee	Bock	2	2	0	2	2	4
Samantha	Bower	3	1	0	2	2	4
Sarah	Brand	3	1	0	2	2	4
Ashleigh	Brittan	2	2	0	2	2	4
Arabella	Bussenschutt	3	1	0	2	2	4
Jody	Butcher	3	2	0	3	2	5
Lana	Campbell	3	1	0	2	2	4
Jade	Carlton	2	2	0	2	2	4
Jacqueline	Chase	2	2	0	2	2	4
Ashley	Claus	4	1	0	2	3	5
Ella	Collingwood	2	1	1	2	2	4
Tyler	Cox	3	2	0	3	2	5
Grace	Davidson	2	1	1	2	2	4
Emma	De Costa	4	0	0	2	2	4
Jade	Douglas	4	0	0	2	2	4
Georgia	Field	3	1	0	2	2	4
Keira	Field	2	2	0	2	2	4
Hanna	Fitzgibbon	2	2	0	2	2	4
Jodi	Freeman	5	0	0	2	3	5
Keilah	Frost	2	2	0	2	2	4
Clair	Fryer	3	2	0	2	3	5
Lauren	Furness	2	1	1	2	2	4
Emileigh	George	3	1	0	2	2	4
Jasmine	Goldstone	2	2	0	2	2	4
Jackie	Groom	2	2	0	2	2	4

Figure 11 - Game Tally – provides a summary of games and court allocations for each player

POSITION TO POSITION VIEW – PRINT ONLY

Court Boards GS:GK / GS:GK					
Round 1 - Court 1 (Line-up)					
Notes	Pos	Team A - Light Blue	Team B - Purple	Pos	Notes
	GS	Olivia Kristoff, 1 (GS GA WA), 11	Joy Arnold, 2 (GS GA GK), 57	GS	
	GA	Taylor Beinke, 1 (GA WA GS), 14	Malie Anderson, 1 (WA GA C), 13	GA	
	WA	Alexa Bower, 1 (WA C WD), 16	Summer Bowden, 1 (C WA WD), 15	WA	
	C	Ellie Aldridge, 1 (GD C WD), 12	Maddison Bairstow, 2 (C GD GS), 39	C	
	WD	Page Fenton, 2 (WD GD GA), 5	Emma Jones, 2 (WD WD GD), 60	WD	
	GD	Isla Cowper, 1 (GD GK), 17	Natalie Finch, 2 (GD GA WA), 6	GD	
	GK	Barbara Adams, 2 (GK GD GK), 3	Darcie Court, 2 (GK C GD), 28	GK	
Round 1 - Court 2 (Line-up)					
Notes	Pos	Team A - Teal	Team B - Black	Pos	Notes
	GS	Layla Gartland, 2 (GS GA WA), 32	Emily Hendry, 2 (GS GA WD), 26	GS	
	GA	Jacinta Alexander, 2 (GA C WA), 4	Sandra Boberic, 2 (GA GS C), 41	GA	
	WA	Ella De Wit, 2 (WA WD GD), 25	Lexi Haldane, 2 (WA GA C), 7	WA	
	C	Ava Glass, 2 (C WA WD), 59	Hannah Jackson, 2 (C WA GA), 33	C	
	WD	Esther Raymond, 2 (WD WA GD), 20	Keidy Roach, 2 (WD GK C), 35	WD	
	GD	Indiana Forbes, 2 (GD GA C), 31	Georgina Kenny, 2 (GD GA WD), 18	GD	
	GK	Orla Creswell, 2 (GK GD WD), 30	Ivy Ho, 2 (GK GD WD), 43	GK	

Figure 13 - Court Boards showing Seeding, Positions Preferences and Player Numbers + Bib Colours - in GS:GK order both teams. NB this does not autosync to court boards, there if you regenerate your court boards you will need to delete this tab and generate it again using the button on the court boards to get the updated version.

COURT BOARDS BLANK

If you would like to print out blank Court Boards, these are available from the CourtBoards_Blank tab.

You can either print out blank sheets to write on by hand at a later date, or select your own player match ups using the dropdown boxes. If you want to add more games, just copy and paste the rows that are already on the sheet.

You can add drop down boxes so you can select players using the button “Add Drop Down Player Lists”. If you change your display options on the dashboard you will need to use the add drop down lists button again to update the display options and reselect your players.

Bib colours will autosync from your dashboard settings.

Court Boards Blank					
Notes	Pos	Team A - Purple	Team B - Pink	Pos	Notes
	GS			GK	
	GA			GD	
	WA			WD	
	C			C	
	WD			WA	
	GD			GA	
	GK			GS	
Notes	Pos	Team A - Light Blue	Team B - Yellow	Pos	Notes
	GS			GK	
	GA			GD	
	WA			WD	
	C			C	
	WD			WA	
	GD			GA	
	GK			GS	

Figure 14 - Print Blank Court Boards

If you only selected one court, the colours will only populate for court one. You can delete the second blank court board and copy and paste the coloured rows as many times as needed to create new blank court boards.

POST-SCHEDULING ADJUSTMENTS

You can manually change player allocations directly on CourtBoards using the dropdown lists. Changes automatically update both the Schedule and GameTally. However please note that this does not work the other way – i.e. **changing the Game Tally or Schedule manually WILL NOT UPDATE COURT BOARDS.**

Red text warns you if a player is already allocated in that round, blue text warns of seeding mismatches.

IMPORTANT - Whenever you Regenerate, any manual edits or manual formatting will be cleared—USE REGENERATION ONLY FOR MAJOR CHANGES.

NOTES & LIMITATIONS

Tryla allocates each player, within the limitations of the available players, position preferences and courts:

- ▶ At least one game in their first preferred and second preferred position
- ▶ Minimum of 3 total games
- ▶ Fair court and round distribution

If you receive warnings about insufficient players or unavoidable seeding mismatches, this means that you have too few or too many rounds/courts/players to meet this allocation parameter.

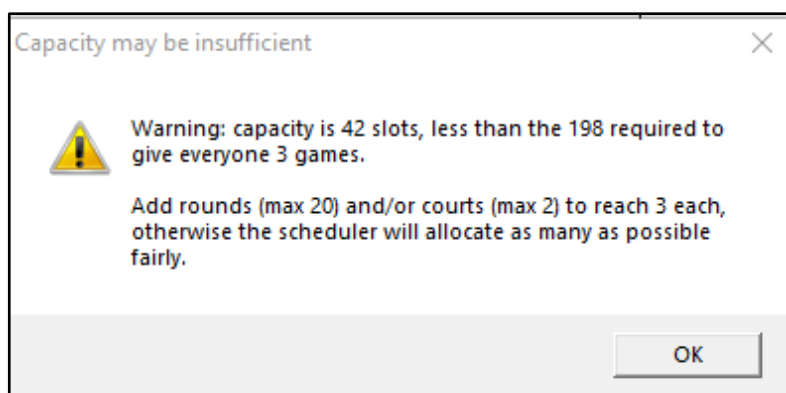


Figure 15 - you will receive a warning if you do not have enough rounds to allocate each player to 3 games

You can adjust your settings or make manual changes to the Court Boards using the dropdown boxes.

With large numbers of players and rounds, generation may take longer. Use the status bar progress indicator and “Schedule generated” message as your guide that Tryla is still working.

UPDATE PLAYER AVAILABILITY

Adding New Players After Generation (Late Registrations)

If a new player registers after you have already generated your Court Boards, you cannot simply add them into the dropdown lists, as they will not appear in any rounds unless the schedule is rebuilt.

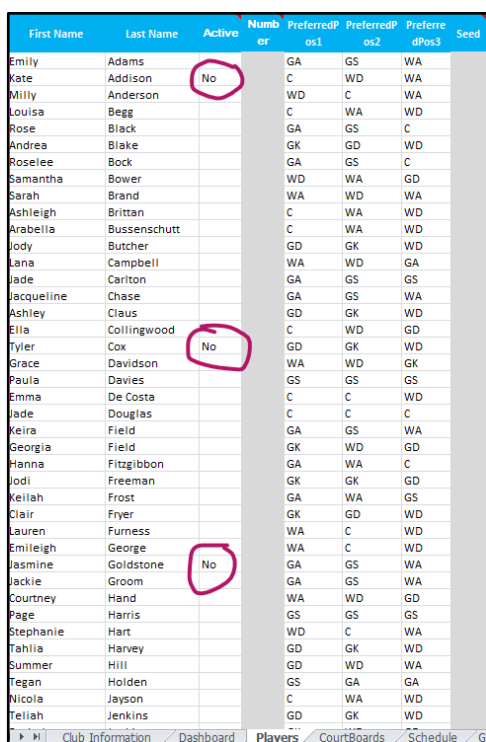
To include new players:

1. Add the player to the Players tab.
 2. Ensure they are marked Active (blank/Yes).
 3. Click Generate/Regenerate on the Dashboard.
- Regenerating will overwrite manual adjustments.

If, after schedule generation, players become unavailable, you can update their Active status to No in the Player tab, and the player will be removed from the Court Board, Schedule and Game Tally automatically. This may take a few seconds for larger schedules – during this time Excel may pause briefly while Tryla clears all of that player's existing allocations from Court Boards, Schedule and Game Tally.

You can manually replace that player using the drop down boxes (use the button to find all the blank spots). If there are a number of changes it may be easier to let Tryla do the hard work for you, and simply Generate a new set of court boards.

NB any manual changes you have made to formatting, player allocation, order of columns etc is re-set upon generation as Court Boards, Schedule and Game Tally are all completely redrawn upon Generation or Regeneration.



First Name	Last Name	Active	Numbr	PreferredP	PreferredP	PreferredP	Seed
				os1	os2	dPos3	
Emily	Adams	No		GA	GS	WA	
Kate	Addison			C	WD	WA	
Milly	Anderson			WD	C	WA	
Louisa	Begg			C	WA	WD	
Rose	Black			GA	GS	C	
Andrea	Blake			GK	GD	WD	
Roselee	Bock			GA	GS	C	
Samantha	Bower			WD	WA	GD	
Sarah	Brand			WA	WD	WA	
Ashleigh	Brittan			C	WA	WD	
Arabella	Bussenschutt			C	WA	WD	
Jody	Butcher			GD	GK	WD	
Lana	Campbell			WA	WD	GA	
Jade	Carlton			GA	GS	GS	
Jacqueline	Chase			GA	GS	WA	
Ashley	Claus			GD	GK	WD	
Ella	Collingwood	No		C	WD	GD	
Tyler	Cox			GD	GK	WD	
Grace	Davidson			WA	WD	GK	
Paula	Davies			GS	GS	GS	
Emma	De Costa			C	C	WD	
Jade	Douglas			C	C	C	
Keira	Field			GA	GS	WA	
Georgia	Field			GK	WD	GD	
Hanna	Fitzgibbon			GA	WA	C	
Jodi	Freeman			GK	GK	GD	
Kelliah	Frost			GA	WA	GS	
Clair	Fryer			GK	GD	WD	
Lauren	Furness			WA	C	WD	
Emileigh	George			WA	C	WD	
Jasmine	Goldstone	No		GA	GS	WA	
Jackie	Groom			GA	GS	WA	
Courtney	Hand			WA	WD	GD	
Page	Harris			GS	GS	GS	
Stephanie	Hart			WD	C	WA	
Tahlia	Harvey			GD	GK	WD	
Summer	Hill			GD	WD	WA	
Tegan	Holden			GS	GA	GA	
Nicola	Jayson			C	WA	WD	
Telliah	Jenkins			GD	GK	WD	

Figure 16 - Mark players as unavailable on Players tab, then regenerate if there too many changes to do manually

TROUBLESHOOTING

This section covers the most common issues you may encounter when using **Tryla Netball Trials Scheduler** and how to resolve them quickly.

WHAT YOU NOTICE	WHY THIS HAPPENS	WHAT TO DO
Some players have more games than others	Tryla prioritises fairness, but exact equality isn't always possible due to player numbers, position shortages, or seeding rules	A difference of one game is normal. Check the Game Tally to confirm fairness overall. If needed, adjust manually on the Court Boards or add another round
A player didn't get all of their preferred positions	Too many players prefer the same position, or there aren't enough rounds to rotate everyone	Increase the number of rounds, or accept that some players may only play Position 1 and 2. Manual swaps are also possible
Blue player names appear on the Court Boards	A seeding mismatch (Seed 1 vs Seed 3) was unavoidable given the constraints	Review the matchup. You may leave it as-is, manually adjust it, or try changing rounds or seeding
Red player names appear on the Court Boards	A player has been manually allocated twice in the same round	Edit one of the entries using the dropdown list. The red highlight will disappear once fixed
Games don't feel "balanced"	Tryla balances game count , positions , seeding , courts , and rounds simultaneously. These goals can conflict	Review the Scheduling Rules & Parameters section. Consider adjusting rounds, seeding, or making small manual tweaks
A player never appears on Court Boards	The player is marked No in the Active column	Change the Active status to blank or Yes, then regenerate
A late player doesn't appear in dropdowns	New players are not added to existing schedules automatically	Add the player on the Players tab, then Generate/Regenerate the schedule
Dropdown lists are empty on Blank Court Boards	Player lists haven't been applied yet	Click Add Drop Down Player Lists on the Blank Court Boards tab
The Game Tally doesn't match the Court Boards	Manual changes were made outside the Court Boards	Only make manual changes on Court Boards . If unsure, click Generate again
The screen flickers or looks frozen during generation	Excel is recalculating a large schedule	Watch the status bar. This is normal. Do not click until "Schedule generated" appears
Printing cuts off part of the Court Board	Excel retained an old print area	Reset the print area or use <i>Fit Sheet on One Page</i>

Why Didn't Tryla Do What I Expected?

Tryla works within real-world constraints such as limited courts, limited rounds, uneven position demand, and optional seeding rules.

When all goals cannot be met at once, Tryla makes the best overall compromise, prioritising fairness and transparency rather than forcing unrealistic outcomes. Any unavoidable issues are clearly highlighted so selectors can review or adjust if needed.

SUPPORT

If you need help, contact us at easynetballtrials@gmail.com or use the chat function on our website at www.easynetballtrials.com.au, you can also fill in the "Contact Us" form.

If you would like to arrange for a virtual training session, please let us know and we will be happy to organize a time to show you how to use the system. Although it is designed to be user friendly, we are happy to provide any extra assistance that you may need.