U16 REGIONAL CHALLENGE CUP

HANDBALL · SEASON 2026/27

STATISTICS CONSOLE — GUIDE

For host associations · Season 2026/27 · Console: console.rr-liga.com

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MATCHES	OPERATORS	BROWSER	DOCUMENTS	RESULTS

1 — WHAT THE CONSOLE IS

The statistics console is the tool in which the official statistics of every U16 Regional Challenge Cup match are kept live. One person operates it — the statistician appointed by the host association.

- Everything entered appears within seconds on u16.rr-liga.com: the score, the group standings and the match page.
- When the match is closed, the console produces two PDF documents — the match scoresheet and the statistics report — and publishes them on this website.
- The console runs in a web browser; nothing is installed. A laptop with Google Chrome is recommended.
- Tapping and typing work in any browser. Voice entry works only in Google Chrome.

2 — ACCOUNTS AND SIGN IN

Each host association receives one account from the competition office. That account sees only its own tournament — all three matches of the window it hosts, including the match between the two visiting teams on day two.

SIGNING IN

- Open console.rr-liga.com in Chrome.
- On the first screen choose “U16 Regional Challenge Cup”. The choice is remembered; to change it later, use “Change competition” above the sign-in form.
- Enter the email address and password you received from the competition office.
- Stay signed in for the whole match. If the session is lost, entries stop reaching the server (see section 10).

The account is tied to this competition only. It cannot open matches of other competitions run in the same console, and accounts of other competitions cannot open U16 matches.

3 — MATCHES AND SQUADS ARE ALREADY THERE

Nothing has to be created before the tournament. All 72 group-stage matches are entered in advance, with dates, venues and the correct teams, exactly as published in the calendar on this website.

- The match list shows the three matches of your tournament. Open a match by tapping it.
- Squads come from the entry lists submitted by the associations, with shirt numbers and positions where provided.
- A missing player, wrong shirt number or wrong position is corrected by the competition office, not in the console — write to U16@rr-liga.com.
- Should a throw-off time or venue change, the competition office updates it; the match itself stays the same.

4 — PRACTISE WITH A TEST MATCH

Any host association can run a full rehearsal before its tournament. A test match behaves exactly like a real one, but it is invisible to the public: it never appears on this website, never enters the standings and never produces published documents.

CREATING ONE

- Sign in and tap the green “+ New match” button above the match list.
- Pick your group, a home and an away team, and optionally a date, a venue and a round label.
- Tick “Test match”. The hint next to it reads “not shown publicly — for testing”.
- Tap “Create match”. It appears in your match list marked as a test, and you are set as its statistician, so you can open it straight away.

WHAT TO REHEARSE

- The whole setup: tick the players, mark the starting seven, set both goalkeepers.
- Twenty minutes of entry at match speed — goals, misses, saves, two-minute suspensions, time-outs, a goalkeeper change.
- Corrections: undo the last entry, and change the clock and the period by hand.
- Half-time and the second half, then close the match and look at the two PDF documents it produces.

A test match can be created and closed as many times as you like, with the same teams as your real tournament, and nothing from it reaches the public pages. Use the real squads so that the statistician works with the names and shirt numbers they will see on the day.

5 — BEFORE THE THROW-OFF

Allow 45 minutes before the match. The setup screen opens when you tap the match.

- Tick the players on the match report for each team and mark the starting seven. Simply un-tick anyone not playing.
- Set the goalkeeper for each team. Only players listed as goalkeepers appear in the menu.
- Enter the referees and the delegate if they are known.
- Tap “Start match”. The status changes to LIVE and the match appears on this website.

6 — THE LIVE SCREEN

The screen is built so that one person can follow the match without looking away for long.

- Top: score, period and clock, and the period selector (1 / 2 / ET1 / ET2).
- Under the score in the second half: the half-time score.
- Goalkeeper menus for both teams — who is in goal right now.
- Middle: both teams with their players, and the action buttons underneath.
- Right: team statistics, the best player of each team, the play-by-play list and the active suspensions with a countdown.

7 — ENTERING EVENTS

The principle is always the same: first tap the player, then tap the action. A save is credited to the goalkeeper automatically.

BUTTON	WHAT IT RECORDS
GOAL	Goal from open play
Save	Shot saved — credited to the goalkeeper in goal
Miss	Shot wide or over
Post	Shot off the post or crossbar
Block	Shot blocked by a defender
7m GOAL / Save / Miss	Penalty — scored, saved or missed
Assist	Assist for the selected player
Steal	Ball won from the opponent
Drew 7m	Penalty drawn by the selected player
Drew 2′	Suspension drawn on the opponent
Turnover	Lost ball or technical fault
2′ / Yellow / Red	Suspension and cards, for players and for team officials on the bench
Timeout	Team timeout — stops the clock

THREE THINGS WORTH KNOWING

- A save is entered from the shooter's side: tap the player who shot, then "Save". If you tap the goalkeeper and then "Save", the console understands it the same way and records the save for that goalkeeper.
- A technical fault of the team, for example passive play, is entered with the team button, without a player.
- Substitutions: every player has a small circle. Green means on court, empty means on the bench; tapping it moves the player.

8 — CLOCK, PERIODS, CORRECTIONS

The clock is continuous: the second half runs from 30:00 to 60:00 and stops by itself at the end of each period.

- The time button starts and pauses the clock; a timeout pauses it automatically.
- The clock and the period are remembered. If the page is reloaded, nothing is lost.
- "Undo" deletes the last event entered. The play-by-play list on the right is the quickest way to confirm that an entry was recorded.

9 — VOICE ENTRY (OPTIONAL)

Events can also be recorded by speaking, which helps at a fast pace. This works only in Google Chrome, and speech recognition currently covers Montenegrin, Serbian, Croatian, Bosnian and Macedonian.

- Hold the “Hold to talk” button or the space bar, say the command, then release. The bar shows what was recognised.
- The form of a command is: number and outcome, for example “sedam gol” — number 7, goal. The team is the one last selected.
- Associations whose statisticians do not speak these languages simply enter everything by tapping; the result is identical.

10 — CONNECTION AND UNSAVED ENTRIES

Every event is sent to the server immediately. If the connection or the session drops, a red banner appears saying how many events have not been saved.

- Tap “Try again”, or simply keep entering — the console keeps retrying on its own.
- If the banner says the session expired, sign out and sign in again.
- Never clear the browser data and never close the laptop abruptly during a match. Unsaved events wait on the device and are sent as soon as the connection returns.
- The console works without internet: entries are kept locally and synchronised later. The website simply shows the score with a delay.

11 — CLOSING THE MATCH AND THE DOCUMENTS

When the referees end the match, tap “Finish match”. The result becomes official, the group standings are recalculated and both documents are published.

- Match scoresheet — the official record: players, goals, penalties, suspensions, cards, timeouts, team officials, referees and delegate.
- Statistics report — score by period, team comparison, player and goalkeeper statistics, the flow of the match and the chronology.
- Both documents appear on the match page of this website and in the documents of the competition, in PDF.
- If something is corrected afterwards, the documents are republished by the competition office.

12 — IF SOMETHING GOES WRONG

SITUATION	WHAT TO DO
The sign-in screen shows the wrong competition	Tap “Change competition” above the form and choose the U16 Regional Challenge Cup.
The match is not in the list	Check that you are signed in with the account of the host association; only your tournament is shown.
A player is missing from the squad	Write to U16@rr-liga.com; the squad is corrected centrally and appears in the console immediately.
A goalkeeper cannot be selected	The player is not listed as a goalkeeper in the entry list — the competition office corrects it.
Red banner about unsaved events	Tap “Try again”. If the session expired, sign in again; nothing is lost in the meantime.
Microphone blocked	In Chrome tap the icon left of the address bar, allow the microphone and reload the page.
The console looks different than described	Reload the page. The console updates itself, and the newest version is always the one in this guide.

13 — CONTACT

Competition office: U16@rr-liga.com. For anything that affects the result or the official record — a wrong entry noticed after the match, a squad correction, a change of throw-off time — contact the office rather than correcting it in the console after the match has been closed.