



GAMEDAY

Using Passport in areas with poor internet coverage

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Overview

GameDay has a wealth of experience of working with sports played indoors such as basketball and netball, so working in areas and venues where there may be poor internet coverage is something GameDay has encountered many times previously. The platform is designed to provide solutions to support your scorers, match officials and other users that are nervous about access without Wi-Fi or mobile internet availability.

If you believe your internet coverage will be poor or unavailable during the match, our advice is to log into your match results portal prior to the match on the device you will be using, in a location where you have a strong internet connection. Once you are logged into Passport or Courtside for match results entry, you will remain logged in so long as you are not idle for too long, as this can cause a session timeout.

You can then use Passport as they would normally with the platform effectively running as an offline module. GameDay's software solutions will be robust enough to manage your Pre Game, At Game and Post Game requirements in-platform to manage your fixture. Then when the fixture is completed, you can remain logged into Passport or Courtside on your device until internet connection becomes available again, at which point confirming/saving your match will save the results and statistics to the system.

For more information on match results entry functionality such as Passport Match Results or Courtside, please see the **Related Articles** section
