

BE Online League Tool- Guide for Club Admin

Welcome to the BE Online club tool for your running your badminton league.

This user guide shows clubs what tasks they may be asked to complete by their league organizer, including:

- Add your club to a league
- Adding teams to your club
- Adding team members (optional)
- Editing fixtures and results
- Adding Venues
- Entering a result
- Match Status
- Editing a submitted result
- Permissions adding new club administrators

Note that throughout the club tool, you may see these buttons ? which will give you useful information or tips.

All players will be able to view the league online, through a Badminton England web page or embedded into your league's website. During the pilot, your league organizer will provide the relevant links.









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Add your club to a league

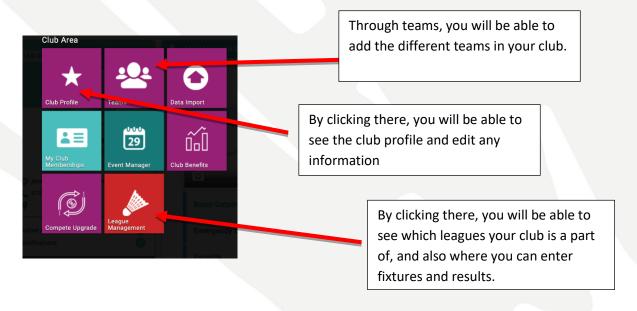
Note- In order to enter a league, clubs need to have a membership through Badminton England. If your club is not a member, you will need to register: https://www.badmintonengland.co.uk/join/club-affiliation/.

If you have club membership queries please contact membership@badmintonengland.co.uk

Once your club is register, contact the league organizer who will link your club to the league. You will have to provide the league organizer with the names of your teams and venue. It will be entered in registration form and returned to BE.

Once you are linked to a league using the online league tool, as a club administrator you will be able to manage the league through your club area (see below).

Club Area



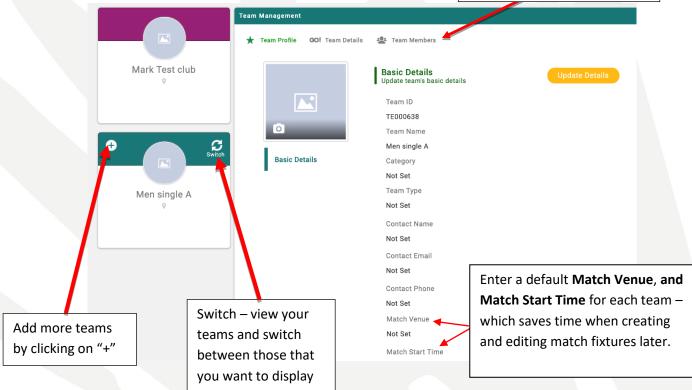


Adding teams to your club

View and edit your teams under the 'Teams' button.



Add players through "Team members" (adding team members is optional)



Useful notes:

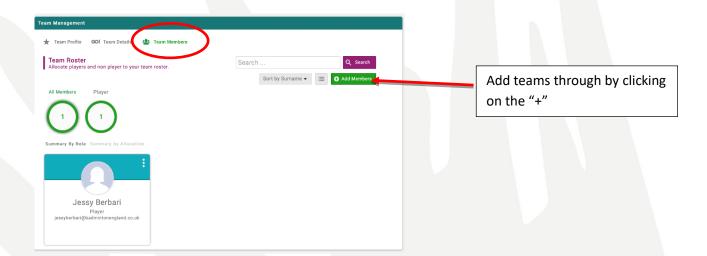
- It is not required for the clubs to add players to each team, players can be selected for matches from across the whole club (providing they have active membership).
- If a team changes their name, default match venue or start time this will not change in any existing league or fixtures. The new details will only be used when a team is added into a new league (or deleted and re-added in an existing league). This is done in order that any historic or current correct information is not overwritten, and the league is preserved as it was set-up. If any of your fixture have changed after the setup of the league, you will a veto change the information manually for every match.

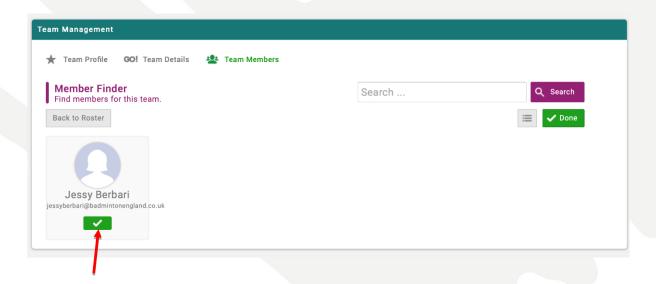
Tip: The club name or abbreviation should be included within each Team Name so that in the league table it is clear which club-team they are. Eg. 'Milton Keynes Mens A'. Your league administrator may ask you to set up the team names in a specific way for the league.



Adding team members (optional)

You may wish to add players into Teams to help with your nominations.





By clicking on the green check, you are adding the participants to the team.



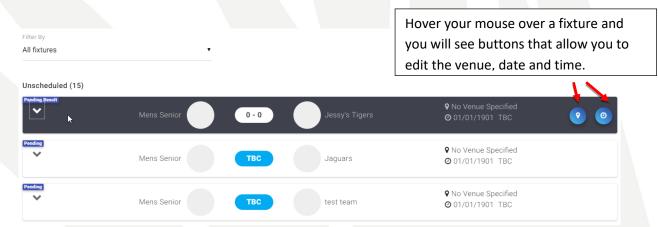
Editing Fixtures & Results

View your fixtures and results under the 'League Management' button.



The league organizer can enable/disable the functionality to allow teams to edit fixtures and/or results.

Fixtures (if enabled)



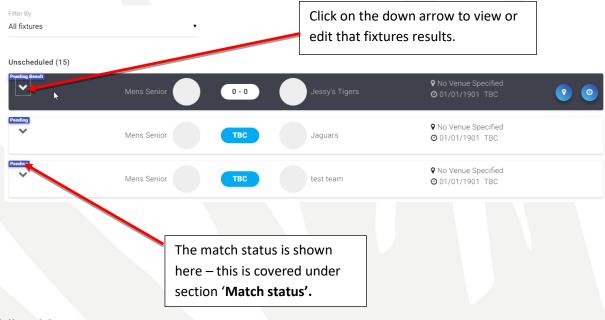
Useful notes:

- These will be defaulted to your venue and time if in your team properties (see section 'Adding teams to your club').
- If you change a fixture, then let the league organizer and opposition team know. If you play at a venue that is not currently listed, see section 'Adding Venues'.

Results (if enabled)

The club will be able to enter the results and send a request for the results to be approved by the opposition team.



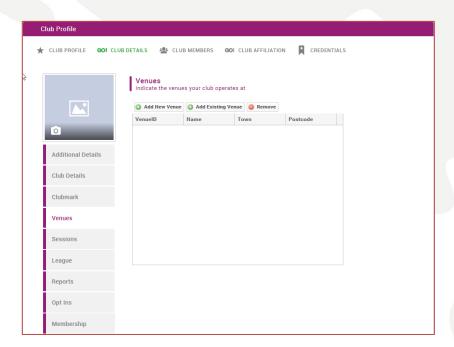


Adding Venues

It is mandatory for clubs to add a venue while filling the club details.

The match venue can be selected for a fixture form the full venue database. However, if the venue is not available Clubs can add a new venue into the database:

Go to Club Area > Club Profile > Club Details. Select Venues, then 'Add New Venue' completing all relevant information.



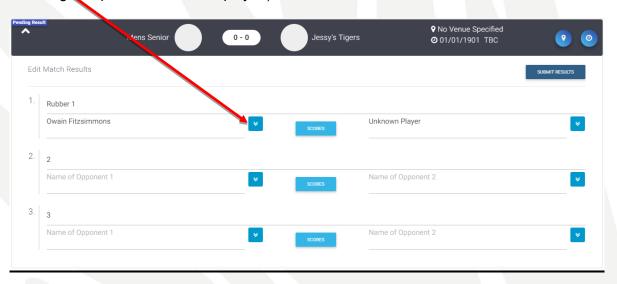


Entering a result

The result can be entered either by the home team, away team or winning team. This depends on your league rules.

The number of rubbers and name of each rubber is determined by your league and league organizer.

1. Add player names (drop down menu provides a list of all affiliated players in that club, including an option for 'unknown player').



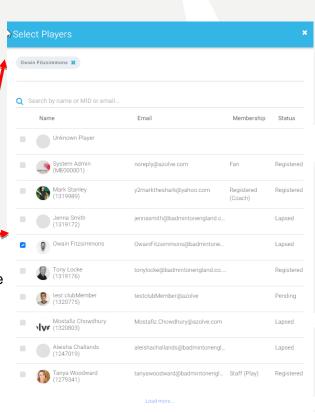
You will be provided with a list of all players in the club.

You can only select active players into a rubber.

If you have a player who is not in the list or lapsed, you will need to select 'Unknown Player' and then report to your league organizer.

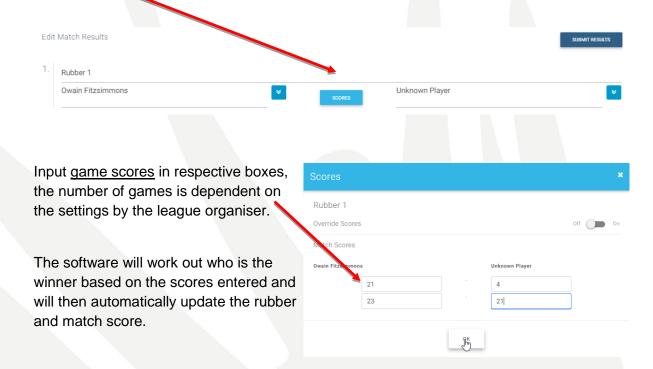
Select/deselect players by the tick next to their name.

Selected players are shown at the top where you can also deselect if required.





2. Add the game scores. These can only be added once players have been selected.

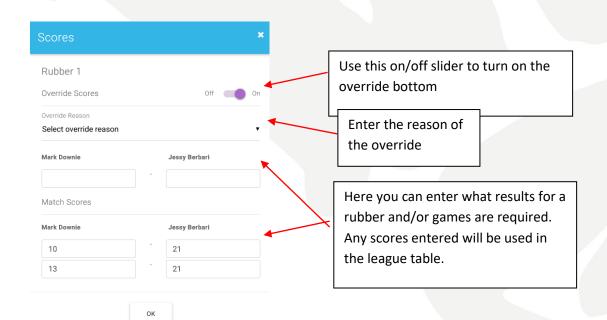


Note- If changing teams after a fixture has been made, you will also have to change the players to update the score.

Override a result

A result can be overwritten if required for the rubber result / game points. Three reasons can be selected: 'injured', 'not played' or 'not completed'.

How you override the results will depend on your league regulations.





3. Update the match status. Eg. Submit result



Match status

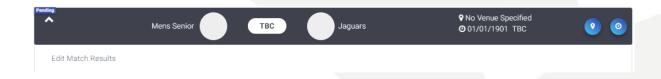
There are different <u>match status</u> and associated <u>actions</u> available depending on the match status.



Pending

The match status when a fixture is created.

There is no action for a club, once the fixture details are completed the league organizer will move the status to 'Pending Result'.



Pending Result

The match status is ready for a result. Depending on the league rules, it will be responsibility of one of the teams to enter and submit the results.





After entering the results, you will have the option to <u>submit results</u>. This will send the fixture to the opposition team and move the status to 'Awaiting opposition verification'.

• 'Awaiting opposition verification'

When a club submit the results, the 'Awaiting opposition verification' status will appear, and they will have no more actions.



The opposition team will now be given the action to either confirm result or dispute.

'Disputed Result'

If the opposition team dispute a result the match status moves to 'Disputed Result' and the league organizer should be made aware.



The clubs cannot amend any information, and it is required for league admin to resolve.



'Confirmed Result'

If the opposition confirm the result, the status will be results confirmed.



This submits the results into the league table automatically.

If there are bonus points that need to be allocated this can be done manually by the league organizer.

Once at this status, the clubs cannot amend any information. League Admin can undo the result or make amendments if necessary.

Editing a submitted result

If a match status is 'Confirmed Result' or Disputed, it can only be edited by league organiser.

The league organiser can edit any part of a match (player names, scores), or can remove all information and reset the status of the match to the initial Pending status.

Permissions – adding new club administrators

Clubs can give extend permission to their members to manage fixtures and results (if enabled by League).

Allocating the *'League Manager'* Role will provide that person with access to the club league management tile, club members tile and teams tile.

Allocating any of the following club roles will also give the above permissions (as well as other administrative access as required).



Main Contact, Secretary, Treasurer, Chairman, Administrator

Go to Club Area > Club Profile > Club Members. Select a member, then go to Club Role and 'Update roles':

