

League & Tournament Management

CSI Software's League & Tournament Management module for Spectrum NG is designed for facilities who want to register individuals or teams into tournaments and/or leagues and want to keep track of the games. It fully integrates with all of the other CSI modules, allowing you to schedule games into your existing resources, see the games you have scheduled in your master facility schedule, and collect team or individual fees through the Point of Sale screen.



The League & Tournament Management module allows you to create Leagues (containing a season of games) or Tournaments (just a bracket) for a variety of user-defined Sports. You can further separate the sports into user-defined Divisions and Classes. For tournaments, you can use either single- or double-elimination brackets, with round-robin, ladders, and triple-elimination brackets to be added in the future. You may also specify employees to act as officials for each game, along with their gross pay for working that game.

League & Tournament Setup

General Setup includes options that apply to all Leagues/Tournaments, including the ability to specify if players can play on multiple teams,

defining a waiver that is displayed for online enrollment, and default online access permissions for Team Captains, Team Managers, and Team Members.

Sport Setup allows you to specify which sports you offer for league/tournament play at your facility.

Division Setup allows you to specify various divisions that are offered within each sport. This allows you to specify gender requirements for various leagues.

Class Setup allows you to create a variety of classes. You can use this to specify age or grade level requirements for various leagues, or skill levels.

Add/Edit League is where you create the leagues themselves. Here you will specify whether it is a Singles, Doubles, or Team Sport, how many players can be on the roster, whether or not there will be a playoff tournament at the end, the bracket type, the number of teams in the league, the officials necessary, and more.

Enrolling a Team

Enrolling a team is an easy process. You start in **League & Tournament Management**, choose your league/tournament, then click Enroll. Then you enter the Team Name and add the members on the team. If this team

has already participated in another league or tournament, you can easily import them into the current league. You also have the ability to allow your teams to enroll for the various leagues and tournaments and take payment online.

Fees

You have the ability to charge Team and/or Individual Fees for each League. All you do in the setup is specify an item code and price for each,

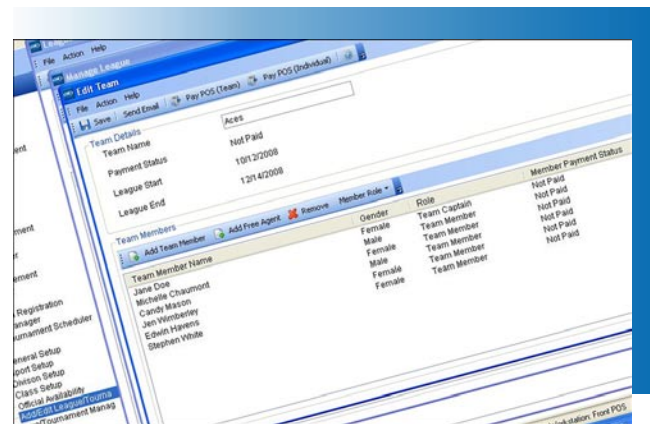
and you can even specify different pricing for the various membership types you offer. When a participant pays, they choose whether to pay the Team Fee or Individual Fee. If the Team Fee is paid, then the team is marked as Paid in Full and all team members are marked as having paid – even the ones you add to the roster after payment. If the Individual Fee is paid, then each member on the team is required to pay their own Individual Fee, and the team is not marked as Paid in Full until all members have paid.

Creating the Schedule

Creating a League schedule is a three-step process. You start by manually scheduling the games for the first week of games. Then you tell the system to clone the games for the desired number of weeks. The last step is to click Assign Competitors, which will insert the teams in to the different games in a round-robin format.

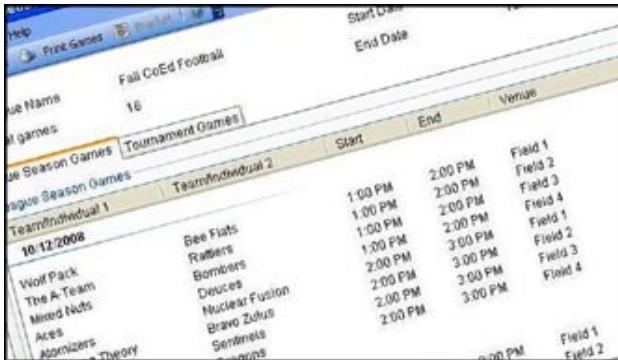
Recording Games

You can double-click on any game in the schedule to pull up the game details. From there, you can enter the scores, specify whether a team defaulted or forfeited, and specify which players participated in the game. As each game's details are entered, the standings are automatically updated with the wins, losses, and scores.



Brackets

Creating a bracket is a simple, two-step process. Once your teams are enrolled, you go to the bracket screen and tell the system to generate the bracket. This will create either a single- or double-elimination bracket, based on your setup. Then you click on Assign Competitors. This will assign the teams to the bracket games based on their league standings (playoff tournament) or the order they were entered (pickup tournament). You can click on each bracket game to specify when & where the game is played, assign the officials, and enter the scores and players who participated in the game. The winner of each game is automatically moved to the next spot in the bracket and if it is a double-elimination bracket, the loser will be moved to the lower bracket.



Start	End	Venue
1:00 PM	2:00 PM	Field 1
1:00 PM	2:00 PM	Field 2
1:00 PM	2:00 PM	Field 3
1:00 PM	2:00 PM	Field 4
2:00 PM	3:00 PM	Field 1
2:00 PM	3:00 PM	Field 2
2:00 PM	3:00 PM	Field 3
2:00 PM	3:00 PM	Field 4

On-Line Services

The League & Tournament Manager integrates with Spectrum NG's On-Line Services to allow participants to go online to enroll teams, manage rosters, check schedules, and more!

With all of these features, you can see how the League & Tournament Management module integrates with the rest of Spectrum NG to make it a true single-source management solution for your facility.

Summary of Features Sidebar

- User-defined Sports, Divisions, and Classes
- Scheduling of games and teams can be automatic or manual
- Tracks employee payroll
- Single- or Double-elimination brackets
- Singles, Doubles, or Team Play
- Tracks individual user participation
- Can have Team Fees, Individual Fees, or both
- Integrates with On-Line Services for home access
- Integrates with the other Facility Management modules to prevent double-booking of resources

