



Competition Management

User Guide for the Basketball Network

2016 version 1.3

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Configuration

Passport

Passport is a single sign in account that links you to all the things you do in Basketball Network.

It is important that Passport user credentials are not shared between administrators. By using individualized logons we are able to track the individual sign on that made a database change.

Access via User Management

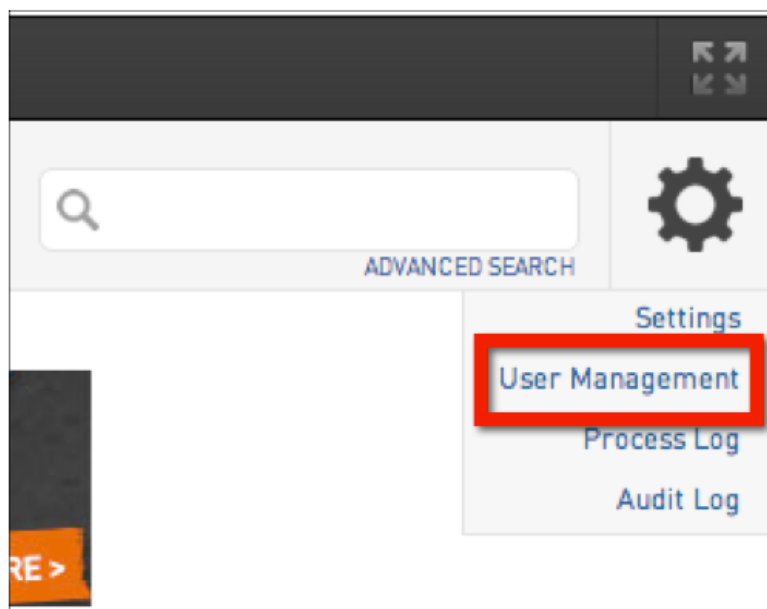
Existing Membership administrators can authorise other users at their level of the database and below. There is no limit to the number of administrators that can be granted access to a database.

Firstly, login to the Basketball Network via Passport - If you don't have your login details please contact your State Governing Body or Association.


Authorise an Association Level Administrator

To authorise an association-level administrator for your Membership database:

1. Sign in to the Basketball Network at the Association level.
2. Click on the Configuration icon in the top right corner and from the drop-down menu select User Management.



3. Under 'Grant a user access', enter the new user's Passport email address (this must be the email address connected to their Passport account) and click on Add.



Grant a user access

To grant access to a user they must hold a confirmed SP Passport.

Email Address:

Restricted Access ☐

Add

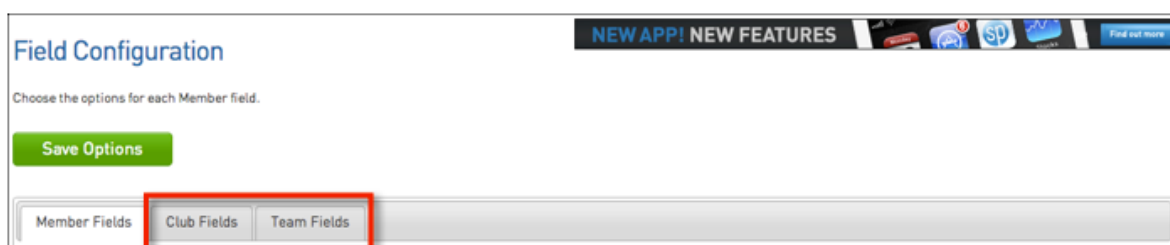
The user added to the database will then see a link via Membership Database when they log into their Passport account allowing them to log directly into the database.

Club and Team Field Settings

The steps for configuring your Club and Team Fields is outlined below. The fields selected determine the information you see when viewing, adding or editing a club or team's record in the database.

To set your Club or Team Fields:

1. From the Association level of the database, click on the Configuration icon in the top right hand corner and select Settings
2. Click on Field Configuration
3. Click on the Club Fields or Team Fields tab to show the fields available
4. Configure the fields as required



Field Configuration

Choose the options for each Member field.

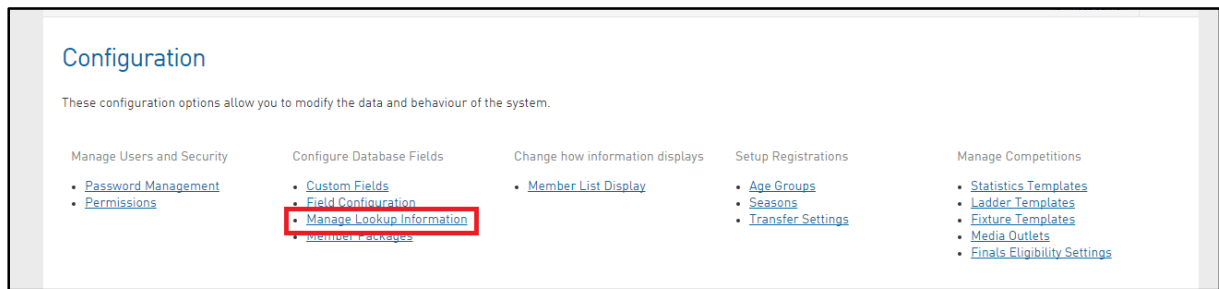
Save Options

Member Fields **Club Fields** Team Fields

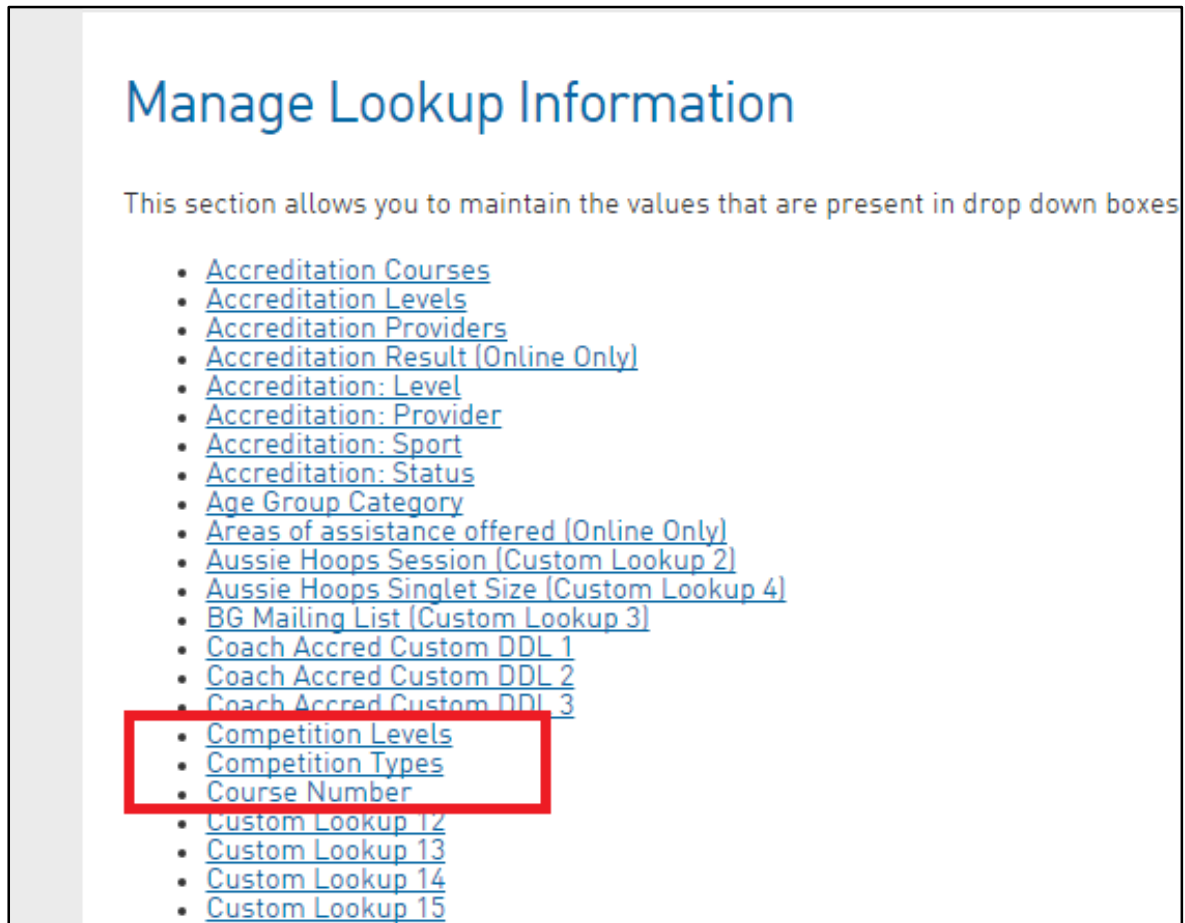
Manage Competition Types and Division

To review Competition Types

1. From the Association level of the Basketball Network, click on the Configuration icon and select Settings.
2. Under 'Configure Database Fields', click on Manage Lookup Information



3. A list of fields will appear. Select Competition Types



4. A list of available Competition Types will appear. To add an additional Competition Type click Add a New Option

Manage Lookup Information - Competition Types

Choose a value from the list below to edit. Some options may be locked by your national/international

Reorder the options by dragging them to position. The new order is saved automatically.

☰ Mens


☰ Mixed


☰ Womens


ADD A NEW OPTION


To review Divisions

1. Repeat step 1 and 2
2. A list of fields will appear. Select Division


MEMBERS

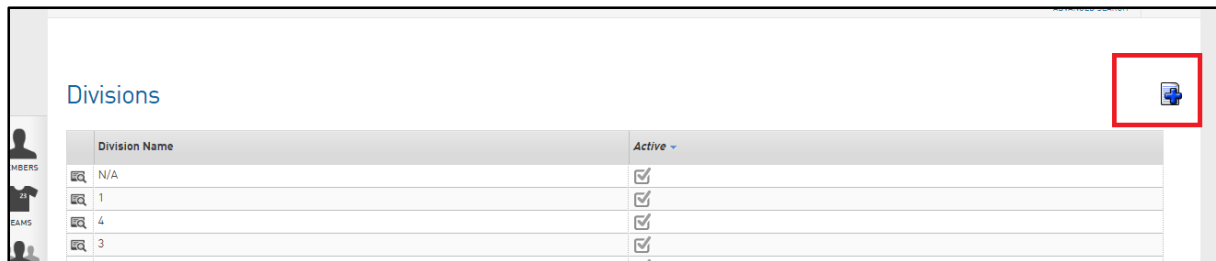

TEAMS


CLUBS


COMPS

- [Custom Lookup 25](#)
- [Custom Lookup Field 1 \(Custom Club Lookup 1\)](#)
- [Custom Lookup Field 1 \(Custom Lookup 1\)](#)
- [Custom Lookup Field 1 \(Custom Team Lookup 1\)](#)
- [Custom Lookup Field 10 \(Custom Club Lookup 10\)](#)
- [Custom Lookup Field 10 \(Custom Lookup 10\)](#)
- [Custom Lookup Field 10 \(Custom Team Lookup 10\)](#)
- [Custom Lookup Field 2 \(Custom Club Lookup 2\)](#)
- [Custom Lookup Field 2 \(Custom Lookup 2\)](#)
- [Custom Lookup Field 2 \(Custom Team Lookup 2\)](#)
- [Custom Lookup Field 3 \(Custom Club Lookup 3\)](#)
- [Custom Lookup Field 3 \(Custom Lookup 3\)](#)
- [Custom Lookup Field 3 \(Custom Team Lookup 3\)](#)
- [Custom Lookup Field 4 \(Custom Club Lookup 4\)](#)
- [Custom Lookup Field 4 \(Custom Lookup 4\)](#)
- [Custom Lookup Field 4 \(Custom Team Lookup 4\)](#)
- [Custom Lookup Field 5 \(Custom Club Lookup 5\)](#)
- [Custom Lookup Field 5 \(Custom Lookup 5\)](#)
- [Custom Lookup Field 5 \(Custom Team Lookup 5\)](#)
- [Custom Lookup Field 6 \(Custom Club Lookup 6\)](#)
- [Custom Lookup Field 6 \(Custom Lookup 6\)](#)
- [Custom Lookup Field 6 \(Custom Team Lookup 6\)](#)
- [Custom Lookup Field 7 \(Custom Club Lookup 7\)](#)
- [Custom Lookup Field 7 \(Custom Lookup 7\)](#)
- [Custom Lookup Field 7 \(Custom Team Lookup 7\)](#)
- [Custom Lookup Field 8 \(Custom Club Lookup 8\)](#)
- [Custom Lookup Field 8 \(Custom Lookup 8\)](#)
- [Custom Lookup Field 8 \(Custom Team Lookup 8\)](#)
- [Custom Lookup Field 9 \(Custom Club Lookup 9\)](#)
- [Custom Lookup Field 9 \(Custom Lookup 9\)](#)
- [Custom Lookup Field 9 \(Custom Team Lookup 9\)](#)
- [Division](#)
- [Ethnicity](#)
- [Eye Colours](#)
- [Hair Colours](#)
- [How did you find out - options \(Online Only\)](#)
- [ID Document Types](#)
- [Languages](#)

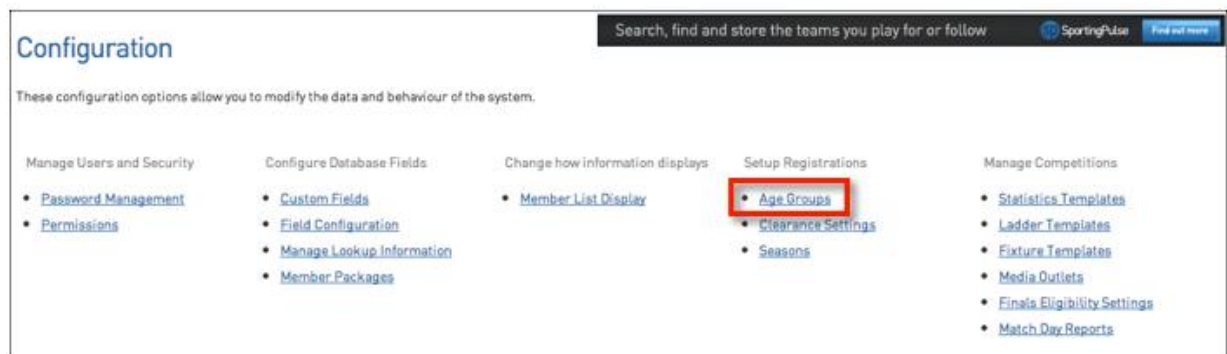
3. A list of available Divisions will appear. To add an additional Division click the plus



Add a New Age Group

To add a new Age Group:

1. From the Association level of The Basketball Network, click on the Configuration icon and select Settings.
2. Under 'Setup Registrations', click on Age Groups.

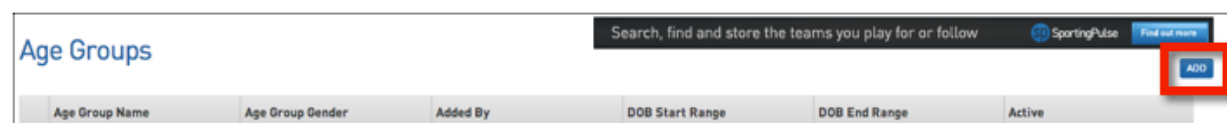


3. A list of existing Age Groups will appear. The 'Added By' column indicates whether the age group was created by the National Body or the Association.

The screenshot shows the 'Age Groups' table. It has columns for 'Age Group Name', 'Age Group Gender', 'Added By', 'DOB Start Range', 'DOB End Range', and 'Active'. A red box highlights the 'Added By' column, which shows 'National Body' for most groups and 'Association' for 'Open' and 'The very old' groups.

Age Group Name	Age Group Gender	Added By	DOB Start Range	DOB End Range	Active
Reserves		National Body	00/00/0000	00/00/0000	<input checked="" type="checkbox"/>
Seniors		National Body	00/00/0000	00/00/0000	<input checked="" type="checkbox"/>
Veterans Over 32s		National Body	00/00/0000	00/00/0000	<input checked="" type="checkbox"/>
Veterans Over 35s		National Body	00/00/0000	00/00/0000	<input checked="" type="checkbox"/>
Veterans Over 40s		National Body	00/00/0000	00/00/0000	<input checked="" type="checkbox"/>
Veterans Over 45s		National Body	00/00/0000	00/00/0000	<input checked="" type="checkbox"/>
Open		Association	01/01/1900	01/01/2011	<input checked="" type="checkbox"/>
The very old	Male	Association	01/01/1910	31/12/1910	<input checked="" type="checkbox"/>

4. To add a new Age Group, click on Add in the top right corner.




5. The 'Add New Age Group' screen will appear. Type the name of the Age Group in the 'Age Group Name' field.


6. Enter the Date of Birth (DOB) range for the age group.
7. Select a gender from the 'Gender' drop-down list (compulsory).


Add New Age Group


To modify this information change the information in the boxes below and when you



Note: All boxes marked with a  are compulsory and must be filled in.


Age Group Details

Age Group Name: 

Date of Birth Start Range: Day Month Year  Older end of Date

Date of Birth End Range.: Day Month Year  Younger end of Date

Gender:  

Category: 

Age Group Active: ☒

Update Age Group

8. Click on Update Age Group.

Update Age Group

9. A confirmation message will appear - 'Record Updated Successfully'. Click on the Click here link to return to the list of Age Groups.

Record added successfully

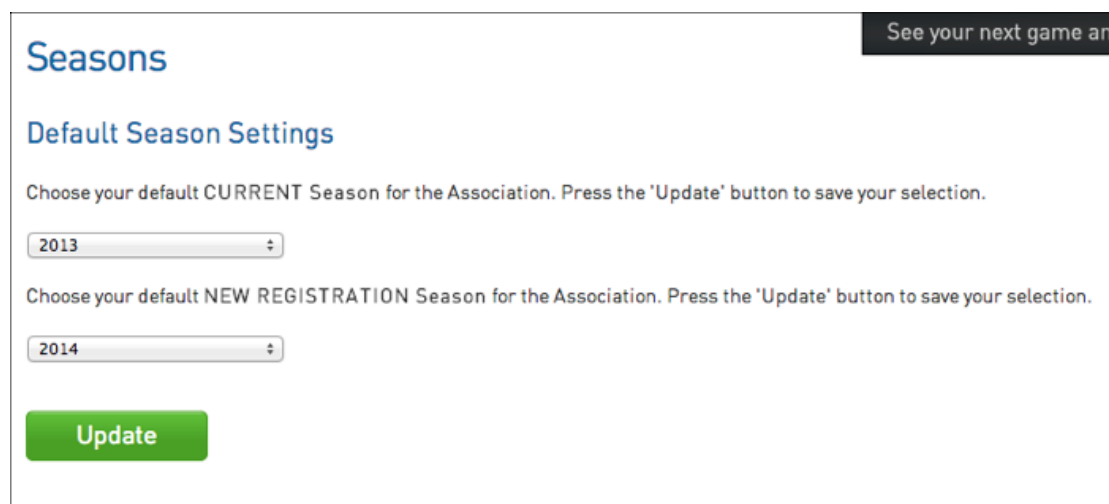
10. You will be returned to the list of Age Groups which will show the newly created Age Group.

Seasons

Seasons are an integral part of The Basketball Network. All member registrations and all competitions must be assigned to a season. As a result, setting up seasons needs to be one of the very first things you do in The Basketball Network before setting up your competitions and registering/importing members.

To configure seasons for your database:

1. Log into the Basketball Network at the Association level.
2. Click on the Settings icon and select Settings from the drop-down list.
3. Under 'Set up Registrations' click on Seasons.
4. At the top of the screen you have the option to set a 'Current Season' and 'New Registration Season'.



Seasons

Default Season Settings

Choose your default CURRENT Season for the Association. Press the 'Update' button to save your selection.

2013

Choose your default NEW REGISTRATION Season for the Association. Press the 'Update' button to save your selection.

2014

Update

Current Season: When viewing members, competitions, teams, etc. throughout the database all filters will be initially set to this default 'Current Season'. You can easily view data for other seasons by changing the filter.

New Registration Season: All new members added/registered to the system are automatically given a 'season record' for the New Registration Season. It is strongly recommended that you set a New Registration Season to assist in your member registration process.

1. Select a season from the drop down lists for the current season and/or the new registration season.
2. Click on **Update**.

Templates

Statistics Templates

Statistics Templates allow you to configure the particular statistics for your players and teams.

Standard Basketball Statistics Templates Setting

Statistics Profile	Basic Basketball	Stadium Scoring
Player Match Statistics	Personal Fouls Total Points	Two Pointers Made Three Pointers Made Free Throws Made Technical Fouls Personal Fouls Total Points
Player Round	Team Personal Fouls Match Points (Sort by 1)	Team Two Pointers Made Three Pointers Made Free Throws Made Personal Fouls Match Points (Sort by 1)
Player Competition	Team Games Played Qualified for Finals Total Personal Fouls Total Match Points (Sort by 1) Highest Score Highest Score Date Highest Score Opponent Average Points	Team Games Played Qualified for Finals Total Two Pointers Made Total Three Pointers Made Total Free Throws Made Total Technical Fouls Total Personal Fouls Total Match Points (Sort by 1) Highest Score Highest Score Date Highest Score Opponent Average Points
Player Career	Club Matches (Sort by 1) Points (Sort by 2)	Club Matches (Sort by 1) Points (Sort by 2)
Team Match	Halves First Period Second Period Fulltime Score	Halves First Period Second Period Fulltime Score
	Quarters First Period Second Period Third Period Fourth Period Fulltime Score	Quarters First Period Second Period Third Period Fourth Period Fulltime Score

Ladder Templates

Ladder Templates will allow you to configure how your ladders display in your database and on your website.

To configure your Ladder Templates:

1. Click on the Settings icon and click on Settings
2. Click on Ladder Templates
3. On the right hand side click on the Add button to add a new template
4. Fill out the details for the ladder including how many points for a win/loss/draw and once complete click Update Ladder Configuration
5. On the screen below, click and drag across the fields that you wish to display in your ladder into the Selected Fields box.

6. Set how you'd like the ladder to be sorted on the right hand side.
7. Click Update to complete the Ladder Template configuration

Fixture Templates

Fixture templates are used to determine the number of teams and number of rounds to be played within a competition.

To add new Fixture Templates:

1. Click on the **Settings** icon and click on **Settings**
2. Click on **Fixture Templates** and click on the **Add** button
3. Add in the formula and details for the template (as below for example) and click **Update Fixture Template** to save

Details

Name:

8 Team Fixture Template

Description:

Type:

Normal

Number of Teams:

8

Number of Rounds:

16

Split Days (Finals Template Only):

☐

Template

Template:

Round 1

4

1 1v8

2 2v7

3 3v6

4 4v5

Round 2

4

5 7v1

6 6v2

7 5v3

8 8v4

Round 3

4

9 1v6

10 2v5

11 3v4

12 7v8

Round 4

4

13 5v1

14 4v2

15 8v3

16 6v7

Round 5

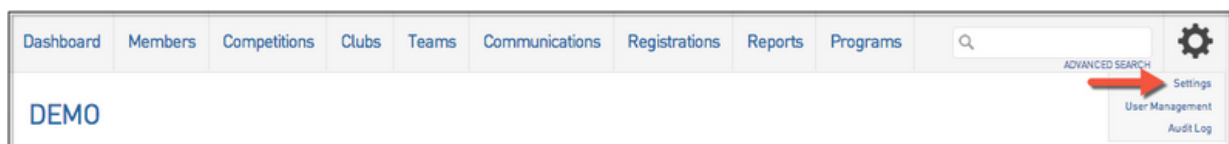
Tip: if you have fixture templates in your FIBA Organizer database that you would like to use Online, simply copy the formula (1v2, 3v4 etc.) and paste it in to the add template screen as above.

Finals eligibility

Please note: these settings are only available at league level. Finals Eligibility settings can be set at the league and competition level. If it's not set at the comp level then the comp inherits the league configuration, pretty simple.

To configure your Association Finals Eligibility settings:

1. Click the Configuration icon and then Settings.



2. Click Finals Eligibility Set

Configuration

These configuration options allow you to modify the data and behaviour of the system.

Manage Users and Security

- [Password Management](#)
- [Permissions](#)

Configure Database Fields

- [Custom Fields](#)
- [Field Configuration](#)
- [Manage Lookup Information](#)
- [Member Packages](#)

Change how information displays

- [Member List Display](#)

Setup Registrations

- [Age Groups](#)
- [Seasons](#)
- [Transfer Settings](#)
- [Opt-Ins](#)

Manage Competitions



















- [Statistics Templates](#)
- [Ladder Templates](#)
- [Fixture Templates](#)
- [Media Outlets](#)
- [Finals Eligibility Settings](#)

To configure your Competition Finals Eligibility settings:

1. Select the Competition.

Competitions in League

Showing - Season 2014 Winter Age Group --All Age Groups-- Active

Name	Competitio...	Abbreviat...	Season	Grouping	Age Group	Contact	Status	Upload
 08 Boys A - 2014 Winter	Home and ...	8B A	2014 Winter	08 Boys	U 8 M		<input checked="" type="checkbox"/>	
 08 Boys B - 2014 Winter	Home and ...	8B B	2014 Winter	08 Boys	U 8 M		<input checked="" type="checkbox"/>	
 08 Boys C - 2014 Winter	Home and ...	8B C	2014 Winter	08 Boys	U 8 M		<input checked="" type="checkbox"/>	
 08 Boys D - 2014 Winter	Home and ...	8B D	2014 Winter	08 Boys	U 8 M		<input checked="" type="checkbox"/>	
 08 Boys E - 2014 Winter	Home and ...	8B E	2014 Winter	08 Boys	U 8 M		<input checked="" type="checkbox"/>	
 08 Girls B - 2014 Winter	Home and ...	8G B	2014 Winter	08 Girls	U 8 F		<input checked="" type="checkbox"/>	
 08 Girls C - 2014 Winter	Home and ...	8G C	2014 Winter	08 Girls	U 8 F		<input checked="" type="checkbox"/>	
 08 Girls D - 2014 Winter	Home and ...	8G D	2014 Winter	08 Girls	U 8 F		<input checked="" type="checkbox"/>	
 08 Girls E - 2014 Winter	Home and ...	8G E	2014 Winter	08 Girls	U 8 F		<input checked="" type="checkbox"/>	
 10 Boys A - 2014 Winter	Home and ...	10B A	2014 Winter	10 Boys	U 10 M		<input checked="" type="checkbox"/>	
 10 Boys AR - 2014 Winter	Home and ...	10B AR	2014 Winter	10 Boys	U 10 M		<input checked="" type="checkbox"/>	
 10 Boys B - 2014 Winter	Home and ...	10B B	2014 Winter	10 Boys	U 10 M		<input checked="" type="checkbox"/>	
 10 Boys BR - 2014 Winter	Home and ...	10B BR	2014 Winter	10 Boys	U 10 M		<input checked="" type="checkbox"/>	
 10 Boys C - 2014 Winter	Home and ...	10B C	2014 Winter	10 Boys	U 10 M		<input checked="" type="checkbox"/>	
 10 Boys CR - 2014 Winter	Home and ...	10B CR	2014 Winter	10 Boys	U 10 M		<input checked="" type="checkbox"/>	
 10 Boys D - 2014 Winter	Home and ...	10B D	2014 Winter	10 Boys	U 10 M		<input checked="" type="checkbox"/>	
 10 Boys DR - 2014 Winter	Home and ...	10B DR	2014 Winter	10 Boys	U 10 M		<input checked="" type="checkbox"/>	
 10 Boys E - 2014 Winter	Home and ...	10B E	2014 Winter	10 Boys	U 10 M		<input checked="" type="checkbox"/>	


2. Once you have chosen your competition - click the Configuration icon and then Finals Eligibility Settings.

Dashboard Fixtures Teams Ladder Match Results Statistics Reports

Monday Men A/AR Winter 2015

Competition Configuration [Edit](#) Upcoming Matches

ADVANCED SEARCH

 Finals Eligibility Settings Audit Log

Venue Management

Creating Venues

To add your Venues to your database:

1. Hover over the Competitions menu and click on Venues
2. On the right hand side click on the Add button to add a new venue.

Note: The Online system doesn't contain 'sub-venues', so all courts, i.e. venues will need to be added individually.

Tip: When adding your Venues be sure to use the Google mapping tool to pin point the exact location of your venue(s). This will make sure that the location of the venue can be viewed on your website by members/players etc.

Venue Start Time

To configure Venue Start Times:

1. Hover over the Competitions menu and click on Venues
2. In the Start Times column click on View for the venue you wish to configure
3. In the Day of Week and Time fields simply enter in the time slots for that venue (i.e. If matches run at 1pm, 3pm, 5pm on Saturdays, enter in each one of those time slots).

Manage Venue Start Times

Venue Name: Field 10
Suburb: test

Start Times

Monday	12:00	
Monday	14:00	
Monday	16:00	
Monday	18:00	
Thursday	15:00	
Thursday	18:00	

Add new start times

To add new start times, fill in the fields below and then press 'Add New Start Times' button.

Day of Week	<input type="text"/>	Time (Hour/Minute)	<input type="text"/>	<input type="text"/>
Day of Week	<input type="text"/>	Time (Hour/Minute)	<input type="text"/>	<input type="text"/>
Day of Week	<input type="text"/>	Time (Hour/Minute)	<input type="text"/>	<input type="text"/>
Day of Week	<input type="text"/>	Time (Hour/Minute)	<input type="text"/>	<input type="text"/>

Once you've entered this in they will then display under the Start Times on that page (as above).

Setting up Competitions

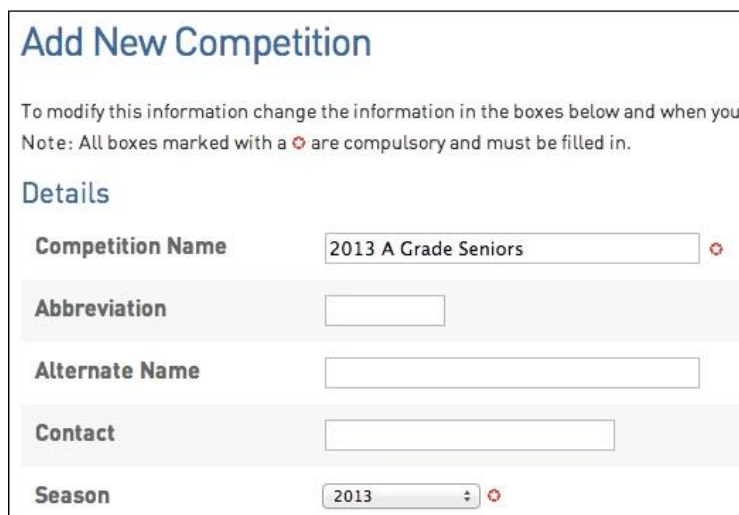
Creating Competitions

To add your competitions to your database:

1. Hover over the Competitions menu and click on List Competitions
2. On the right hand side click on New to add a new competition
3. Choose the competition type Home & Away, Venue Allocation or Pool

You will then come to a screen with a number of configurations. Below are the explanations for the key fields:

Details



Add New Competition

To modify this information change the information in the boxes below and when you
Note: All boxes marked with a ⚙️ are compulsory and must be filled in.

Details

Competition Name	<input type="text" value="2013 A Grade Seniors"/> ⚙️
Abbreviation	<input type="text"/>
Alternate Name	<input type="text"/>
Contact	<input type="text"/>
Season	<input type="text" value="2013"/> ⚙️

Competition Name – this will be the name that displays throughout your database and on the website

Season – the season that the competition will be assigned to. It should be the season currently set to 'new registration season'

Tip – It is important to establish naming protocols for competition and season to ensure consistency for report and display purposes.

Previous Seasons

Competition	Season	M	FGM-A	2PM-A	3PM-A	FTM-A	PFS	Pts	PTS
Division 1 Men (S10)	Default	15	---	---	---	---	22	185	12.3
S14 GBL D1M	2014 Summer (S14)	16	45 --	24 --	21 --	16 --	10	134	8.4
W13 GBL D1M	2013 Winter (W13)	20	153 --	88 --	71 --	45 --	23	434	21.7
S13 GBL D1M	2013 Summer (S13)	18	53 --	33 --	20 --	19 --	22	183	10.2
GBL D1M	2012 Winter (W12)	17	---	---	---	---	11	314	20.9
Division 1 Men S12.	2012 Summer (S12)	15	61 --	34 --	27 --	6 --	9	200	13.3
Division 1 Men W11	2011 Winter (W11)	16	---	---	---	---	17	305	20.3
Division 1 Men S11	2011	13	---	---	---	---	16	145	12.1
Division 1 Men (W10)	2010	19	---	---	---	---	22	403	21.2

Type/Gender/Age/Order

Type/Gender/Age/Order

Competition Type

Gender

Division

Default Age Group

From (Maximum Age) DOB

To (Minimum Age) DOB

Sort Order

Competition Type/Gender/Division/Default Age Group – these are default fields required to be filled out for fixturing purposes. The options are able to be edited if need be through the **Manage Lookup Information /Age Group** menu which can be found in the **Settings** menu.

Tip - It is recommended for Age Groups that you set up each of your relevant age groups differentiating by age and gender, for example U12 Girls.

Maximum/Minimum Age DOB – this sets the player age range for the competition. As an example, to restrict a competition to only allow Under 18's, the configuration below will only allow players born in 1995 to be assigned to the competition.

Default Age Group			Choose Age Group
From (Maximum Age) DOB	01	Jan	1995
To (Minimum Age) DOB	31	Dec	1995
Sort Order			

Sort Order – this will be the order (numerical) that the competitions display up on your website. So if you enter in '1' that competition will display at the top of your competitions list on your website.

Fixturing

Fixturing	
Start Date	01 Jun 2013
Default Game Start Time	17 : 00 24 hour time
Match Duration (mins)	50
Time Venue Required For (mins)	60
% of Venue Required	100
Max. Number of Teams	8
Number of Rounds	7
Days Between Rounds	7
Matches for Finals Eligibility	<input type="checkbox"/>

Start Date – this is the date of the first match for the competition.








Default Game Start Time – this will be the default time that will be assigned to all matches. Note: specific time allocation for matches can be setup.

Match Duration – this is the duration for the playing time of the match

Time Venue Require for – this is the time the venue is required for, factoring in half time breaks, warm ups etc.

% of Venue Required – generally set to 100% which means that the entire venue is required. If set to 50% for example, the system will P

Website Display

Website Display	
Display Results	<input checked="" type="checkbox"/>
Display Ladder	<input checked="" type="checkbox"/>
Display Competition on public website ?	<input checked="" type="checkbox"/>
Website Grouping	Seniors
Templates	
Fixture Template	7-8 Team Normal Fixture (Reid) 
Publish to Web as	Normal 
Ladder Template	Ladder Temp
Finals Template	4 Team 3 Week Finals Fixture 
Player Comp Stats Template	Player Comp Template 
Player Round Stats Template	Test Player Round 
Team Match Stats Template	Test Team Match 
Player Match Stats Template	Test Player Match 

Display Results - this will set whether the results are displayed on your website

Display Ladder – this will set whether the ladder is displayed on your website

Display Competition on public website – this will set whether the competition itself is uploaded to your website

Website grouping – this dictates how the competitions are grouped together on your website. For example above, all competitions with ‘Seniors’ will be grouped together on the website.

Templates – this sets the fixture, ladder, finals and stats templates that will be applied to the competition. Additional ones can be added in the **Settings** menu.

Days Competition Run

Days Competition Run

Monday?	<input type="checkbox"/>
Tuesday?	<input type="checkbox"/>
Wednesday?	<input type="checkbox"/>
Thursday?	<input type="checkbox"/>
Friday?	<input type="checkbox"/>
Saturday?	<input checked="" type="checkbox"/>
Sunday?	<input type="checkbox"/>

Results Entry

Allow Clubs/Teams to enter results?	<input checked="" type="checkbox"/>
Match Day Reports	<input type="text" value="S"/>

Match Locking

To enable Automatic match locking, you must tick the Allow Match Locking ?

Allow Match Locking ?	<input checked="" type="checkbox"/>
Lock all previously played matches on MIDNIGHT of	<input type="text" value="Monday"/>

* MIDNIGHT refers to AEST time.

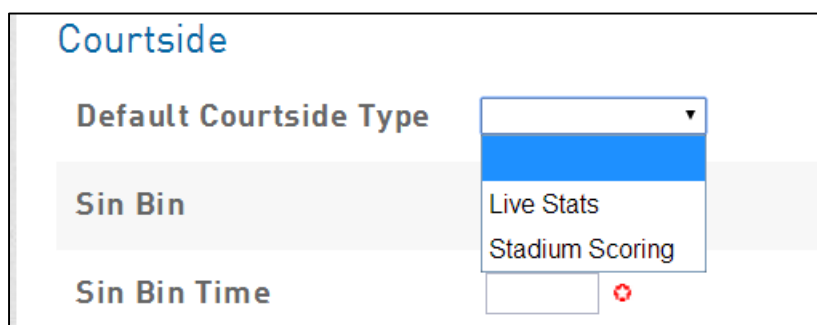
Days Competition Run – this is required if you wish to set up your fixtures using the Venue Time Allocation function. Simply select one or multiple days that the competition will run on.

Allow Clubs/Teams to enter results – should you wish to allow clubs and/or teams to enter results for games, tick this box.

Match Locking – this will allow you to lock matches in Online Results for clubs/teams after a particular night. For example, if matches are played on a Saturday and you don't wish to have clubs/teams to be able to edit matches after a Tuesday, tick the box and select Tuesday.

Courtside


These settings must reflect your Association's timing regulations. If your association is using either Stadium Scoring or Live Stats for this competition it must be selected here.



Courtside

Default Courtside Type

Sin Bin

Sin Bin Time 

Tip – Remember to change settings from round games to finals, especially for Overtime.

[For further information on how to assign teams to a competition search Fox Sport Pulse Support: Competitions: Move Teams into a new Season's Competition]

Team Management

Creating Teams Manually

To add Teams to your database

1. Click on Teams across the top menu
2. On the right hand side click on the Add button to add a new team

Note: if there are no fields displaying you will need to configure the Team Fields in the Field Configuration menu (this can be found in the Settings menu > Field Configuration > Team Fields)

Tip: If you'd like to edit what information is captured for your clubs, follow the steps above to edit the Field Configuration

Fixturing

Competition Exception Dates

Exception Dates are dates where there is no competition games scheduled during the season. This may be for School Holidays, Public Holidays, Representative or Special Event games and the season skips over these dates and recommences on the next date in the sequence.

To add in an exception date:

1. Hover over the Competitions menu and click on Competition Exception Dates
2. Click on Add Exception Date in the top right hand corner
3. Add in a reason, select the particular date(s), select which competitions (or all) the exception applies to and click Add Exception Date

The system will then automatically not fixture any matches on at that date/time.

Venue Time Allocation

The Venue Time Allocation function will allow you to automate the how venues and times are allocated to matches within your competitions.

1. Hover over the Competitions menu and click on Venue Time Allocation
2. Select the appropriate Season and Day of the Week

The system will recognise how many games per round are to be played in your competition and will list them in the Unallocated section on the left hand side (as below).

Venue Time Allocation Search, find and store the teams you play for or to

Drag unallocated matches into available slots. Changes are saved automatically.

[Sunday](#) | [Monday](#) | [Tuesday](#) | [Wednesday](#) | [Thursday](#) | [Friday](#) | [Saturday](#)

Venue Allocation for Monday

Unallocated	Times	Field 1	Field 10	Field 2
	12:00		Women's League#1 Match 1	
	13:00	Women's League#1 Match 2		
	14:00		Example Competition 2013 Match 1	
COPY COMP TEST Match 1	15:00	Women's League#1 Match 3		
COPY COMP TEST Match 2	16:00			
	17:00	Women's League#1 Match 4		
	18:00		Example Competition 2013 Match 2	
	19:00	Women's League#1 Match 5		

The above example shows two matches that are unallocated. To allocate a time and a venue for these matches, simply click and drag the match into the correct time slot

3. Click and drag across the match in to the correct time slot

Tip – if the time slot you need doesn't appear on the grid above, make sure the Venue Start Times are configured correctly as above.

Fixturing

Once you've added all your venues, competitions are set up, teams are assigned to competitions and competition configuration is set up correctly you are ready to go ahead and create your fixtures.

To fixture your competitions using the default settings:

1. Hover over the **Competitions** menu and click on **List Competitions**
2. Click on the symbol on the left hand side to get into the competition you wish to create a fixture for
3. Across the top menu hover over **Fixtures** and click on **Regular Season**
4. Click **Generate Competition Fixture** and the system will create default fixtures for your competition (i.e. times are default and no venues are assigned)

From there you'll then be able to manually edit any teams, dates, times on the screen below as required.

Match...	Date	Home Team	Away Team	Venue
Round: 1 Add Match Edit Round (2 matches)				
1	25/03/2013 14:00	Caboolture 14B	Chinchilla 14B	Field 10
2	25/03/2013 18:00	Coomera 12G	BMTA Red 10B	Field 10
Round: 2 Add Match Edit Round (2 matches)				
3	01/04/2013 14:00	Caboolture 14B	Coomera 12G	Field 10
4	01/04/2013 18:00	Chinchilla 14B	BMTA Red 10B	Field 10
Round: 3 Add Match Edit Round (2 matches)				
5	08/04/2013 14:00	Caboolture 14B	BMTA Red 10B	Field 10

Fixture Grid

The Fixture Grid functionality allows an administrator to graphically display matches that are due to be played between certain dates and times at specific venues.

It also allows matches to be moved into new time, date and venue slots manually using drag and drop technology.

To access and use the fixture grid:

1. Hover over the Competitions menu and click on Fixture Grid

The fixture grid will display as below. Across the top of the grid you are able to filter out the matches that are displaying by entering a start date, the number of days to display and the particular venues you wish to display.

Fixture Grid

Drag and Drop matches to change the venue and time. Changes are saved automatically. Clashes are displayed in red.

Match details can be changed in bulk by using the [Bulk Match Change](#) functionality.

Start Date Number of Days to display ☒ Venues in Use ☐ All Venues ☐ Selected Venues (see below grid) [REFRESH](#)

Unallocated	Date/Time	Field 1	Field 3
Women's League#1 Palm Beach 14B vs Bundaberg 14B Round 5 Original Date: 00/00/0000	12:00 AM		APRIL COMPETITION 2013 Caboolture 14B vs Chinchilla 14B
Monday, 13 May 2013			
Competition Rounds Test BMTA Red 10B vs Caboolture 14B Round n4 Original Date: 00/00/0000	1:00 PM	Women's League BMTA 14B vs Coomera 14G	
	3:00 PM	Women's League BMTA Blue 10G vs Childers 10B	
ML Hervey Bay 10B vs Toowoomba 12G Round 11 Original Date: 13/05/2013			
ML Gympie 12G vs Team 1a Round 11 Original Date: 13/05/2013	7:00 PM	Women's League Caboolture 18G vs Gold Coast 18G	
ML SEP Team 2 vs Noosa 12G Round 11 Original Date: 13/05/2013			

Unallocated matches for the date range will display on the left hand side. To allocate them to a timeslot and a venue simply click and drag and drop it into the time slot.

Any matches that clash will come up highlighted in red. To resolve the clash simply drag the match to a new time slot/venue.

Match details can also be edited from this page. To edit the match time, date, teams etc. simply click on the paper and pencil symbol next to the match.

To add in any extra time slots for a venue you will need to add in Venue Start Times as detailed above.

Fixture Grid Print View

You can now print a fixture grid directly from the fixture grid view. To print a fixture grid;

2. Adjust filter options as required.
 - a. Start Date
 - b. Number of Days to display
 - c. Venues in Use / All Venues / Selected Venues
3. Click Refresh
4. Click Print View

Fixture Grid

Drag and Drop matches to change the venue and time. Changes are saved automatically. Clashes are displayed in red.

Match details can be changed in bulk by using the [Bulk Match Change](#) functionality.

Start Date Number of Days to display ☒ Venues in Use ☐ All Venues ☐ Selected Venues (see below grid)

Unallocated	Date/Time	Crt1Boon	Crt2Boon	Crt3Boon
	Monday, 6 Oct 2014			
	6:15 PM	BMM1514 Suns vs Regulators 1	BMM3514 Some Team vs Dragons	BMM4514 Big White & 7 Dwarfs vs Rhinos
	7:05 PM	BMM1514 Brendale Bobcats vs Integra Suns	BMM1514 Brawlers vs Blitz	BMM3514 Regulators 2 vs Shaqin
	7:55 PM	BMM2514 St Pats vs Vipers Mon	BMM1514 Aztecs vs New Team	BMM2514 French Lick vs Grasscutters
	8:45 PM	BMM2514 Hustias vs The Wookies	BMM1514 Team Dunk vs Victorious Angels	BMM4514 Tune Squad vs Wolfpack
	9:35 PM	BMM1514 Sith vs Huskies	BMM3514 Ruffriders vs Wavell Tropics	BMM4514 Big Ballers Mon vs Garden Gnomotrotters

Regrading

Regrading is the best way to move teams between competitions.

To regrade teams between competitions:

1. Hover over the Competitions menu and click on List Competitions
2. Click on the Regrading button to regrade teams
3. Select the competition the team is assigned to from the drop down list then select the competition you wish to move the team into from the other drop down list.

Regrading

NEW APP! NEW FEATURES

Select Competitions, then drag teams from one Competition to the other or into the unallocated teams grid.
Once finished click the "Preview and Save Changes" button.

If as a result of regrading the number of Teams in the Competition will change, you may need to also modify the "Max Number of Teams" and "Fixture Template" options from the Competition set-up screen before you commence regrading.

Competition 1: Competition 2:

Teams	Teams
Jets	
Sharks	
Knights	
Tigers	
Team 1	
Raiders	

1 selected row

Unallocated Teams
Teams
Cowboys
Dragons
Jets
Knights
Raiders

4. Simply click and drag teams between the competitions to regrade

Should you wish to move a team out of a competition completely, you can click and drag them into the Unallocated Teams box.

5. Click Preview and Save Changes to update the changes

Publication

Hide Competition Rounds/Dates

If you do not want to display all of the fixture rounds for a competition you can use the Hide Competition Rounds/Dates functionality. This will allow you to hide specific rounds or a date range of rounds from displaying on your website.

To hide competition rounds/dates from your website:

1. Hover over the Competitions menu and click on Hide Competition Rounds/Dates
2. Select the competition you wish to hide
3. Enter in the round number range or date range and click Update Hide Details

Details

Competition Title:	Bye Allocation Test
Season:	2013
Hide From Round Number (regular season only):	<input type="text"/>
Hide To Round Number (regular season only):	<input type="text"/>
Date to Hide Matches FROM (includes finals):	<input type="text"/> <input type="button" value="Month"/> <input type="text"/>
Date to Hide Matches TO (includes finals):	<input type="text"/> <input type="button" value="Month"/> <input type="text"/>
<input type="button" value="Update Hide Details"/>	

Your competition rounds will then be hidden from your website when you Publish to Web.

Tip - Make sure that when you wish to display them to return to the Hide Competitions page and delete the configuration.

Publish to Web

Publish to Web will allow you to send your competition data up to your website. The publish to web can be automated as well so you won't have to go into your database every time you wish to update the competition data on your website.

To perform a Publish to Web:

1. Hover over the Competitions menu and click on Publish to Web
2. Click the green Schedule Publish to Web Now button

To set up automated Publish to Website:

1. Hover over the Competitions menu and click on Publish to Web

2. Enter the day and time you would like a publish to web to be scheduled in and click Add to Publish Schedule

Results

To access Online Results:

1. Hover over the **Competitions** menu and click on **Match Results**

Match List Screen

Matches will be displayed on the Match List screen below and all match administration can be done through the Pre Game and Post Game buttons on the far right hand side.

The Match List can be filtered out by:

- Date Range
- Venue Name
- Competition Name
- Season
- Club

Below is the Match List Screen. This will be the first screen that comes up when entering the Online Results system from your Membership database.

Display Matches

Use the filters below to list the desired matches.

Show matches commencing on Season Venue Name

and concluding on Clubs Competition Name

[Click here to view a Match Officials Allocation list for below matches](#)

Result	Home Team	Away Team	Result	Competition	Match Date	Time	Venue	Lock ?			
	Banjo's			PTA Winter 2013 Test Men 1st	08/05/2013	06:45		<input type="checkbox"/>	<input type="button" value="PRE GAME"/>	<input type="button" value="AT GAME"/>	<input type="button" value="POST GAME"/>
	Chootza	P4L		PTA Winter 2013 Test Men 1st	08/05/2013	06:45		<input type="checkbox"/>	<input type="button" value="PRE GAME"/>	<input type="button" value="AT GAME"/>	<input type="button" value="POST GAME"/>
	ETC	RAW		PTA Winter 2013 Test Men 1st	08/05/2013	06:45		<input type="checkbox"/>	<input type="button" value="PRE GAME"/>	<input type="button" value="AT GAME"/>	<input type="button" value="POST GAME"/>
	TMW	Squids		PTA Winter 2013 Test Men 1st	08/05/2013	06:45		<input type="checkbox"/>	<input type="button" value="PRE GAME"/>	<input type="button" value="AT GAME"/>	<input type="button" value="POST GAME"/>
	Waebery	TRH		PTA Winter 2013 Test Men 1st	08/05/2013	06:45		<input type="checkbox"/>	<input type="button" value="PRE GAME"/>	<input type="button" value="AT GAME"/>	<input type="button" value="POST GAME"/>
	3rd Div Rep	Goods Guys		PTA Winter 2013 Test Mens Div 2	08/05/2013	19:30		<input type="checkbox"/>	<input type="button" value="PRE GAME"/>	<input type="button" value="AT GAME"/>	<input type="button" value="POST GAME"/>

Pre Game

The Pre-Game Screen (shown below) houses all the pre-game administration including team selections, assigning team officials and accessing team sheets.

The screenshot displays the 'Pre-Game' screen in the SpringPulse system. At the top, there are tabs for 'PRE GAME' and 'POST GAME'. The main content area is divided into several numbered sections:

- 1. Game Information:** Shows the match between Melbourne Knights vs Hume City, dated 25/03/12 at 18:00, for the Men's Victorian Premier League.
- 2. Pre-Game Dashboard:** A table showing selections for Melbourne Knights (Players: 0, Coaches/Officials: 0) and Hume City (Players: 1, Coaches/Officials: 0).
- 3. Team Tabs:** Two tabs for 'Melbourne Knights' and 'Hume City'.
- 4. Manage this Display List:** Checkboxes for filtering players: 'Show all Club players', 'Show Players registered to this team only', 'Show Players to this age group', and 'Show all Financial Club players for Competition Season'.
- 5. Autoselect Players:** Checkboxes for 'No Auto Select', 'Players who played last week', and 'Players registered to this team'.
- 6. Available Players:** A list of players with their names and IDs, each with a green checkmark indicating they are available. The list includes Aguirre, Caren (51012566), Almqvist, Shayan (51245231), Babic, Jamie (53183957), Babic, Sarah (74055294), Batta, Lucy (51080500), Belyard, Jessica (81885828), Bencic, Nikic, Toran (51103050), Bencic, Stefan (80802963), Bencic, Luke (51112274), Bencic, Anthony (51102226), and Bencic, Jake (74038944).
- 7. Selected Players:** An empty box for assigning players to the match, with a 'SAVE' button at the bottom.
- 8. Additional Options:** A dropdown menu for further configuration.
- 9. Team Sheet:** A button to view the team sheet.
- 10. Reset Match:** A red button to reset the match data.

At the bottom, there are checkboxes for 'Autoselect Team Officials' (No Auto Select, Select all default team staff, Select all staff from last week) and a 'SAVE TEAM OFFICIALS' button.

Pre-Game Screen Options

- 1. Game Information** – This contains details of the match being edited.
- 2. Pre-Game Dashboard** – The dashboard will show the current number of players and coaches/officials selected for either team.
- 3. Team Tabs** – Two tabs across the top house the information for both teams.
- 4. Manage this Display List** – This will give you the option of filtering out members for team selection by 'All Club Players', 'Players registered to this team only', 'Players to this age group' or 'all Financial club players'.
- 5. Auto-select Players** – This will give you the option to Auto-Select your players by either players who played last week or players registered to the team.
- 6. Available Players** – This is the listing of all players available to be assigned to the match.
- 7. Selected Players** – All members you have assigned to the match will appear in the Selected Players box and player positions and numbers can be assigned from there.
- 8. Additional Options** – This is where you can edit additional information like Player Roles and Default Club Jumper Numbers.
- 9. Team Sheet** – The Team Sheet for either team can be accessed through the Team Sheet button
- 10. Reset Match** – This will reset ALL data currently entered in for the match.

Post Game

The Post-Game Screen (shown below) houses all the post-game administration including team statistics, results entry and individual player statistics.

The screenshot displays the 'Post Game' screen for a match between Melbourne Knights and Hume City. The interface includes a navigation bar with tabs for 'Final Match Scores', 'Melbourne Knights Player Scores', 'Hume City Player Scores', and 'Awards'. The 'Final Match Scores' tab is selected. The main area contains two columns of input fields for team statistics. For Melbourne Knights, the fields are: Half Time Score (0), Full Time Score (0), Yellow Cards (0), Red Cards (0), Shots on Goal (0), Fouls (0), Corner Kicks (0), Offsides (0), and Saves (0). For Hume City, the fields are: Half Time Score (1), Full Time Score (2), Yellow Cards (0), Red Cards (0), Shots on Goal (0), Fouls (0), Corner Kicks (0), Offsides (0), and Saves (0). Below these fields are 'Results' dropdown menus, with 'Lost' selected for Melbourne Knights and 'Won' selected for Hume City. Green 'UPDATE MATCH SCORES' buttons are located at the top right and bottom right of the form. A 'Match Summary' text area is at the bottom left.

Post Game Screen Options

Final Match Scores – All team match data will be entered in for both teams on this screen. To save the results from a match, click Update Match Scores. A value from each Results field (ie. Won and Lost or Draw and Draw) will be automatically updated.

Team Tabs (Player Scores) – All match information for specific players from each team can be entered in on the screen below. Each team has their own tab and all players selected for the match will appear for their respective teams.

Awards – If Awards have been set up by the Association or Club the votes for the awards can be entered in through the Awards tab.

Score Sheets

Score sheets can be accessed from the pre-game menu as outlined above or alternately can be accessed on bulk from the Match List screen. As shown below, the Bulk Team Sheet options will display across the top of the match list screen.

Display Matches
Use the filters below to list the desired matches.

Show matches commencing on (dd/mm/yyyy): Season: --Select a Season-- Venue Name:

and concluding on (dd/mm/yyyy): Clubs: --Select a Club-- Competition Name:

[SHOW MATCHES](#) [ENTER QUICK RESULTS](#) [BULK TEAM SHEETS - TEAM AND SCORE SHEET](#) [BULK TEAM SHEETS - SCORECARD](#) [BULK TEAM SHEETS - SIGN-ON TEAM SHEET](#)

[Click here to view a Match Officials Allocation list for below matches](#) [UPDATE LOCK STATUS](#)

Result	Home Team	Away Team	Result	Competition	Match Date	Time	Venue	Lock ?	
	Banjo's			PTA Winter 2013 Test Men 1st	08/05/2013	06:45		<input type="checkbox"/>	PRE GAME AT GAME POST GAME
	Chootza	P4L		PTA Winter 2013 Test Men 1st	08/05/2013	06:45		<input type="checkbox"/>	PRE GAME AT GAME POST GAME
	ETC	RAW		PTA Winter 2013 Test Men 1st	08/05/2013	06:45		<input type="checkbox"/>	PRE GAME AT GAME POST GAME

The score sheets will appear in bulk for all matches that are displaying on the match list screen.

Tip: To manage unregistered players Basketball Australia recommends using the field 'Registered Until Date' you can then have your Team Sheet configured to print a 'U' next to those players names when their 'Registered Until Date' is less than the date game played.

Ladder Adjustments

A ladder adjustment involves making a manual change to a ladder that the program cannot otherwise accommodate for. These are usually processed as a result of specific association rules or regulations.

To make a manual ladder adjustment:

1. Hover over the Competitions menu and click on Ladder Adjustments
2. Click on the Add button on the right hand side to add a new adjustment, then select the competition
3. Enter in the adjustment reason, the team and the round number, then remove the require points, score etc. as required.
4. Click Update Ladder Adjustment to save

Once saved the ladder for the competition should automatically reflect the changes made.

Reporting

All manner of reports can be run to retrieve data on the competitions in your database.

In the **Reports** menu, then **Competition**, you will be able to run a report to show all fixture and match information, player statistics reports, ladders and even reports to show which matches in the past 7 days haven't yet been assigned with a result.

Fixture Summary Report

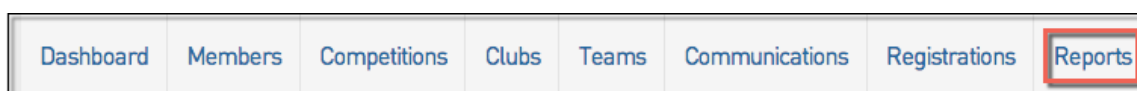
This report allows Associations to check the quality of their fixtures.

Specifically:

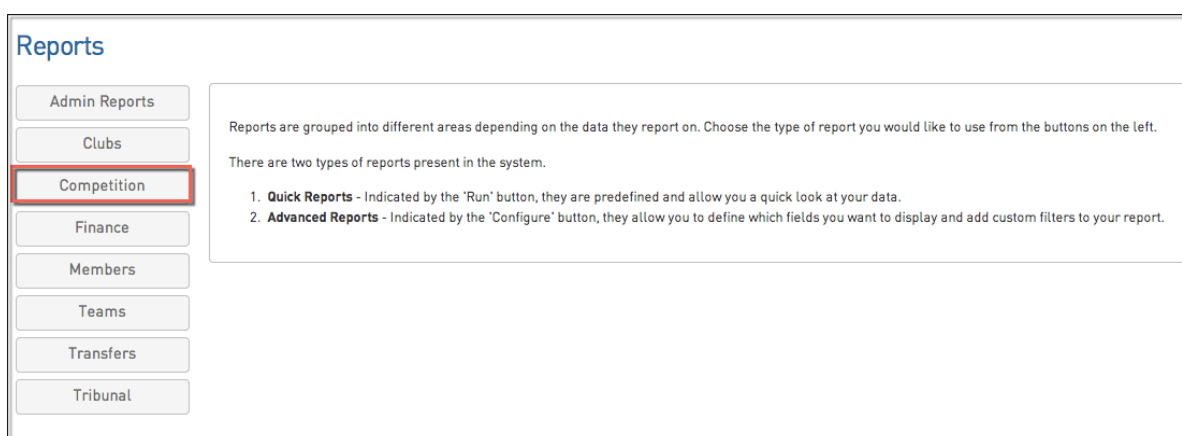
- The flow of time slots for a specific team across a fixture. This is designed to assist you with minimizing one team playing in the 10.00pm timeslot 3 weeks in a row.
- The number of times a team plays in the one timeslot. eg. 4 x 22:00 games.
- How many times does one team play another team over the course of a fixture.
- The total number of games a team is scheduled to play for the season for including number of byes.

Note: This report should be used for Venue Time Allocation and Home & away competitions only. This report is not suitable for Pools Competitions.

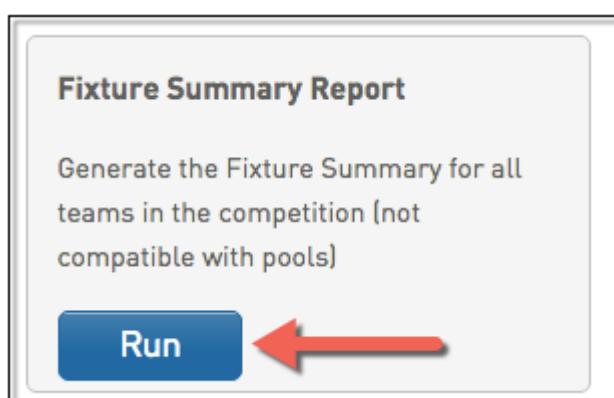
1. From the main dashboard, click '**Reports**' along the top menu bar.



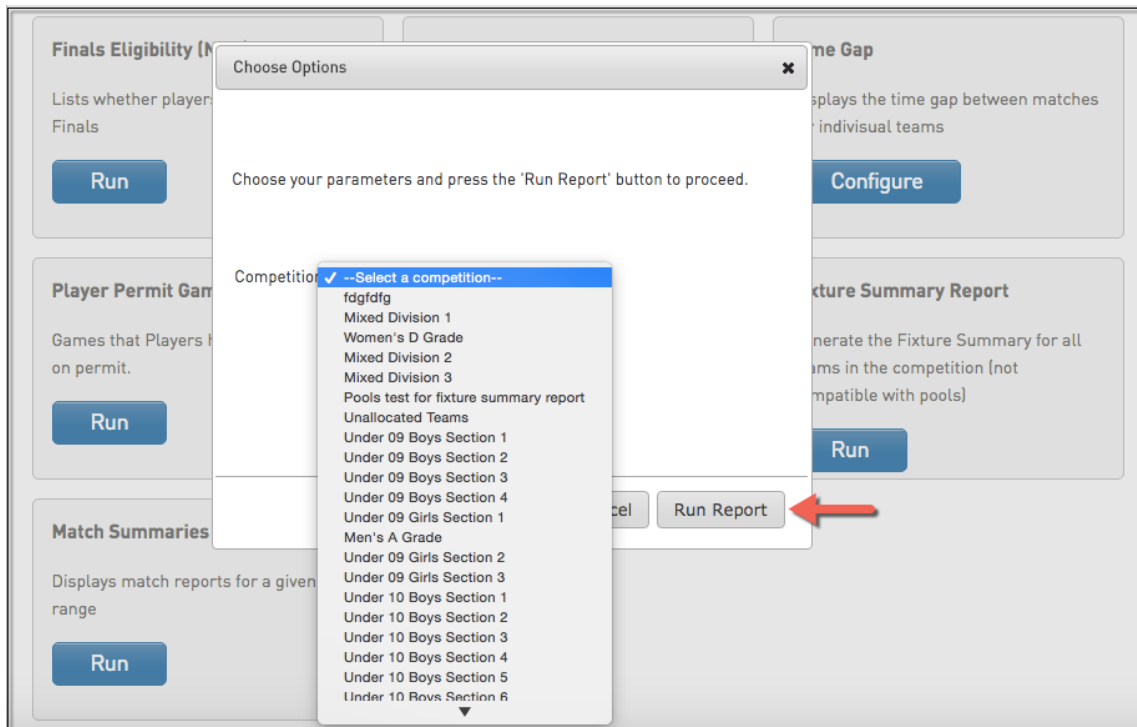
2. Once on the Reports page, click '**Competitions**' in the menu on the side.



3. Scroll down through the Reporting option and click '**Run**' under the heading of **Team Time Slot Summary**.



4. A box will allow you to choose the competition you wish to run the report for. Once chosen please click '**Run Report**'.



- Once 'Run Report' has been clicked, the report will open in a new window with all of the information that is needed.

Hawthorn Basketball Association

Under 09 Girls Section 2

Fixture Summary Report

	SA Pearls	SCBC Diamond Flames	KE Sparklers	Atoms Little Devils	Shooters McFarlane	Titans Tadpoles	Atoms Firebirds*	Maccabi Dream 9*	Breakers Rush 15*	Atoms Gogetters*	Atoms Hooper Doopers*	Breakers Splash 15*	Breakers Joeyes 15*	KE Dynamos*	Titans Tacklers - Delete*	Titans Dazzle*	Titans Tacklers*	Shooters Will*
1 18/04/2015	10:30 AM	Bye	12:45 PM	11:15 AM	10:30 AM	10:30 AM												
2 02/05/2015	11:15 AM	11:15 AM	10:30 AM	10:30 AM	10:30 AM	11:15 AM										11:15 AM	11:15 AM	
3 09/05/2015	12:00 PM	10:30 AM	12:00 PM	10:30 AM	10:30 AM	10:30 AM										11:15 AM	12:45 PM	
4 16/05/2015	10:30 AM	10:30 AM	11:15 AM	11:15 AM	11:15 AM	11:15 AM											Bye	
5 23/05/2015	10:30 AM	10:30 AM	11:15 AM	11:15 AM	11:15 AM	11:15 AM												
6 30/05/2015	12:00 PM	10:30 AM	10:30 AM	10:30 AM	10:30 AM	12:00 PM												
7 13/06/2015	10:30 AM	Bye	Bye	Bye	Bye	Bye												
8 20/06/2015	11:15 AM	11:15 AM	11:15 AM	10:30 AM	10:30 AM	10:30 AM												
9 18/07/2015	11:15 AM	10:30 AM	10:30 AM	11:15 AM	10:30 AM	10:30 AM												
10 25/07/2015	12:00 PM	11:15 AM	12:00 PM	11:15 AM	10:30 AM	10:30 AM												
11 01/08/2015	11:15 AM	11:15 AM	12:00 PM	11:15 AM	11:15 AM	12:00 PM												
12 08/08/2015	11:15 AM	12:00 PM	11:15 AM	11:15 AM	12:00 PM	11:15 AM												
13 15/08/2015	11:15 AM	10:30 AM	10:30 AM	11:15 AM	11:15 AM	11:15 AM												
14 22/08/2015	12:00 PM	10:30 AM	10:30 AM	12:00 PM	10:30 AM	10:30 AM												
15 29/08/2015	11:15 AM	11:15 AM	11:15 AM	11:15 AM	10:30 AM	10:30 AM												

Team timeslot summary

	10:30 AM	11:15 AM	12:00 PM	12:45 PM	Bye	Total
SA Pearls	3	5	3	0	1	12
SCBC Diamond Flames	6	5	2	0	2	15
KE Sparklers	5	5	2	2	15	
Atoms Little Devils	4	8	2	0	1	15
Shooters McFarlane	9	4	1	0	1	15
Titans Tadpoles	7	5	2	0	1	15
Atoms Firebirds*	0	0	0	0	0	0
Maccabi Dream 9*	0	0	0	0	0	0
Breakers Rush 15*	0	0	0	0	0	0
Atoms Gogetters*	0	0	0	0	0	0
Atoms Hooper Doopers*	0	0	0	0	0	0
Breakers Splash 15*	0	0	0	0	0	0
Breakers Joeyes 15*	0	0	0	0	0	0
KE Dynamos*	0	0	0	0	0	0
Titans Tacklers - Delete*	0	0	0	0	0	0
Titans Dazzle*	0	3	0	0	0	3
Titans Tacklers*	0	1	0	1	1	3
Shooters Will*	0	0	0	0	0	0
Total	34	36	12	2	9	93

Teams balance summary

	SA Pearls	SCBC Diamond Flames	KE Sparklers	Atoms Little Devils	Shooters McFarlane	Titans Tadpoles	Atoms Firebirds*	Maccabi Dream 9*	Breakers Rush 15*	Atoms Gogetters*	Atoms Hooper Doopers*	Breakers Splash 15*	Breakers Joeyes 15*	KE Dynamos*	Titans Tacklers - Delete*	Titans Dazzle*	Titans Tacklers*	Shooters Will*	Total
SA Pearls	0	0	2	3	2	2	2	0	0	0	0	0	0	0	0	0	0	0	11
SCBC Diamond Flames	2	0	2	4	2	2	2	0	0	0	0	0	0	0	0	0	0	0	13
KE Sparklers	3	2	0	2	2	3	0	0	0	0	0	0	0	0	0	0	1	0	13
Atoms Little Devils	2	4	2	0	2	2	0	0	0	0	0	0	0	0	0	0	1	0	14
Shooters McFarlane	2	2	2	3	3	0	4	0	0	0	0	0	0	0	0	0	1	0	14
Titans Tadpoles	2	2	3	2	4	0	0	0	0	0	0	0	0	0	0	1	0	0	14
Atoms Firebirds*	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
Maccabi Dream 9*	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
Breakers Rush 15*	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
Atoms Gogetters*	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
Atoms Hooper Doopers*	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
Breakers Splash 15*	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
Breakers Joeyes 15*	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
KE Dynamos*	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
Titans Tacklers - Delete*	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
Titans Dazzle*	0	1	0	1	0	1	0	0	0	0	0	0	0	0	0	0	0	0	3
Titans Tacklers*	0	0	1	0	0	1	0	0	0	0	0	0	0	0	0	0	0	0	2
Shooters Will*	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0