

SportzSoft League Management and Scheduling enables league administrators to manage their leagues from start to finish. From reviewing teams and team rosters, to entering facility timeslots, to scheduling, to assigning referees, to presenting standings and statistics, to communicating with teams and contacts, the SportzSoft League Management module is an extremely comprehensive and powerful solution.

# **Team Management**

- Teams can be created at the league level, or roll up from member clubs.
- Players can register directly with the league or through individual club accounts that roll up information to the league account
- Teams are formed quickly and easily

# **Facility Management**

- Facility Management Facilities can be defined at the league level and shared with member clubs. Both the league and clubs can create their own facilities as well.
- Facilities are quickly setup and facility contract information recorded as time blocks and time slots
- Facilities can be sent a special web page so they can see the schedule for their facility and assign dressing rooms accordingly

# **Scheduling**

- Scheduling rules are set by division and can include home rinks, playing times and blocked dates
- Games and practices can be scheduled separately and at different home facilities
- Schedules can be setup in advance and published at a later date once schedule has been finalized
- Game scheduling can be done at the league level and practice scheduling done at the club level



# **Standings and Statistics**

- Game sheets can be sent to a central location and automatically associated with a game while game scores are recorded
- Scores can be updated 'live' or through a league administrator

### **Discipline System**

- Major penalties can be tracked, and the corresponding disciplinary actions followed up on
- System can be setup to automatically create an incident for any major penalty
- Incidents can be created for players and bench staff

#### **Referee Assignment System**

- Referees can be assigned to games or select their own
- Urgent game notifications automatically sent out
- Referees have own accounts to select and accept games, and keep track of payments
- System can create exports for Arbiter Referee Assigning system

# **League Communications**

- Communications for game or practice changes can be directed to age groups, divisions or teams
- Website widgets can present schedules, facility locations, team listings, player stats and other information dynamically from the database so that the information from the database is always current on the website

#### Live GameSheet

- A scoring APP that allows for the live entry of game rosters and game stats
- Live scoring and stats can be followed by the audience on their phones or tablets

