LTA COMPETITION MANAGEMENT SYSTEM

BOX LEAGUE MANAGER TOOL USER MANUAL

Environment: Version: Published: Production 2023 July 2023



CONTENTS



INTRODUCTION

The LTA's first Box League Manager Tool is available to all Organisers and Officials through the LTA Competition Management System.

As part of the LTA's vision to open tennis up, we are committed to making finding and entering competitions easier and more accessible for everyone. This includes supporting Organisers and Officials in carrying out all their tasks quickly and efficiently using the same platform.

The LTA Competitions Team, in partnership with Visual Reality, have developed a Results Manager tool, to create a smooth user journey for Organisers, Officials and Coaches to record results when running internal competitions.

Using the new mobile friendly Box League Manager Tool, Organisers can create and run Box Leagues through the Competition Management System which results will immediately appear on all Players' profiles within the system.

We hope this user guide will provide guidance to new and existing tournament organisers in setting up and managing their internal Box Leagues.

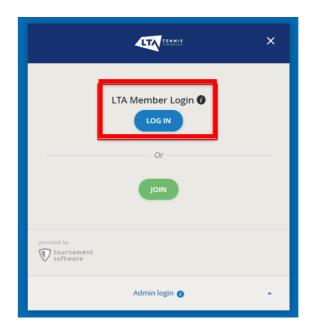


ACCESSING THE BOX LEAGUE MANAGER

Log into the Competition Management System (https://competitions.lta.org.uk/) using the Log in option on the top right-hand side of the screen.



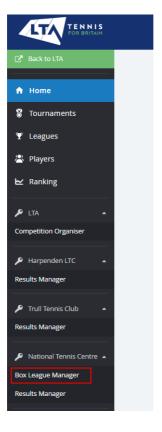
Access the page through the LTA Member Log in option.



The Box League Manager tool is available automatically to everyone with Results Manager access through an LTA Registered Venue.

The Tool will be available on the left-hand side bar of the Home Page.

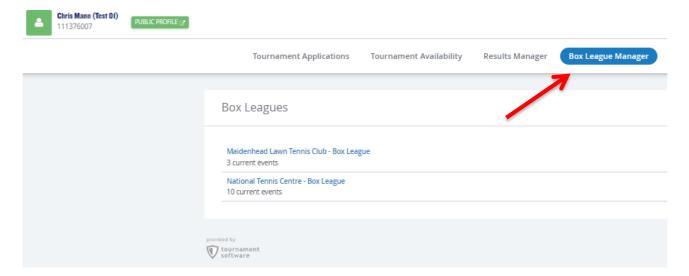
If you haven't used Results Manager before, please use the Application Form $\underline{\text{here}}$ to request access.



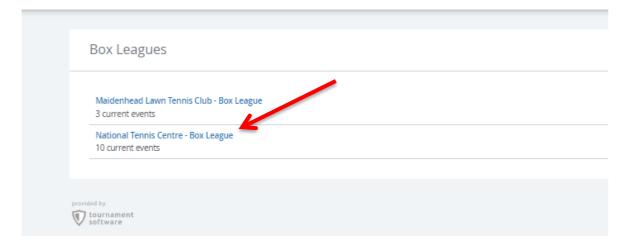


CREATING AND SETTING UP A NEW BOX LEAGUE

Select the **Box League Manager** tab to open the application.



Select the relevant Venue.

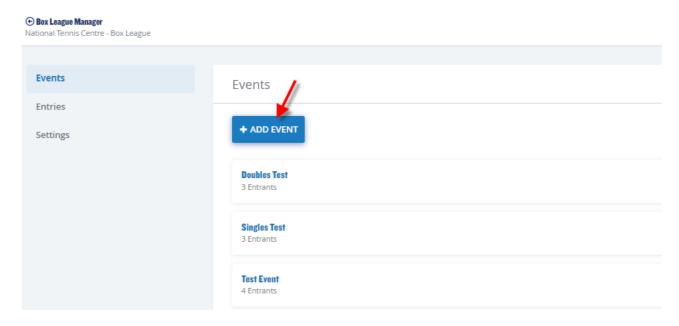


Several tabs are available on the left and will open in the main body of the page.

- Events: All Box Leagues that the given venue has organised or will run.
- Entries: All new entries that haven't been assigned to a box these entries can be accepted or declined as shown within this guide.
- **Settings**: The default Scoring Format(s), Organiser contact details and Terms & Conditions.

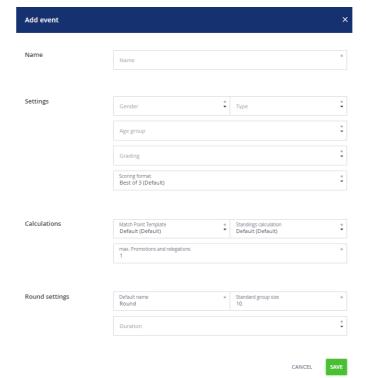


Select the Add Event option to create a new Box League.



Fill in the following information in the pop-up window:

- Event Name
- Gender
- Event Type
- Minimum and Maximum Ages
- Grading
- Scoring Format
- Calculations (all defaulted to calculations within Settings tab)
- Round Settings
 - o Default Group Name
 - o Default Group Size
 - Default Duration of Rounds



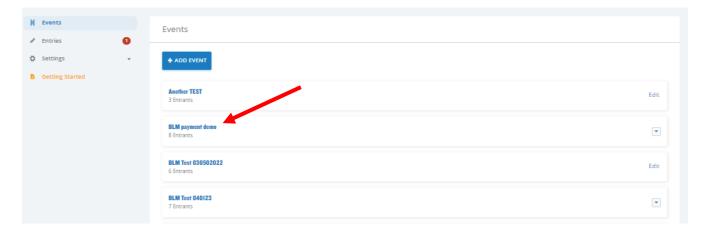


Event details can be edited by using the Edit option.

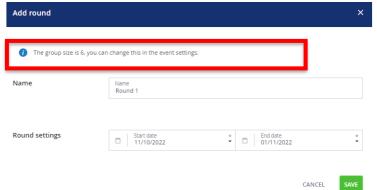


ADDING A ROUND

Now that you have created your Event and saved your Settings, select the relevant event by clicking on the name of the event.



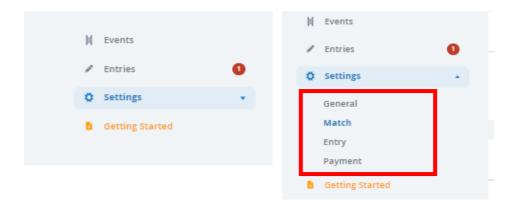
Select the Add Round button and enter the round name and dates of the round.



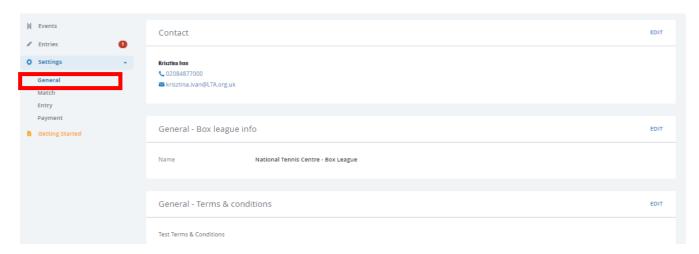
NB: The Group size will be determined based on the information provided in the Event Settings.



To view all settings for your box league, select the **Settings** dropdown menu and the following sections will appear.

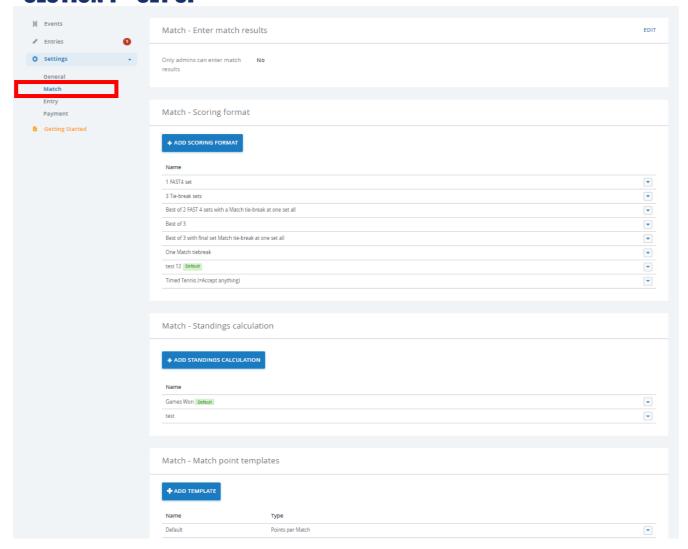


General – Box League organiser contact details, Box league name and terms and conditions.

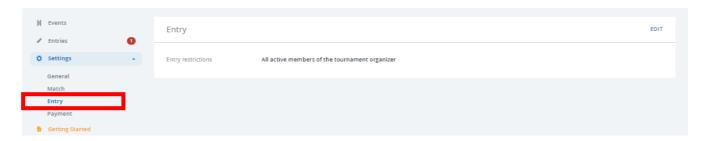


Match – Settings for match format, standing calculation and match point template.

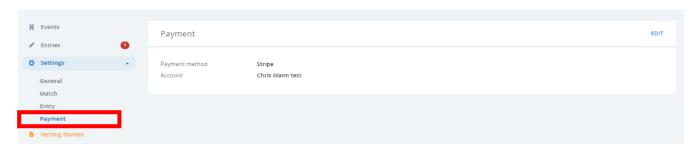




Entry – Setting for entry restrictions.



Payment - Settings for payment setup using Stripe connect.

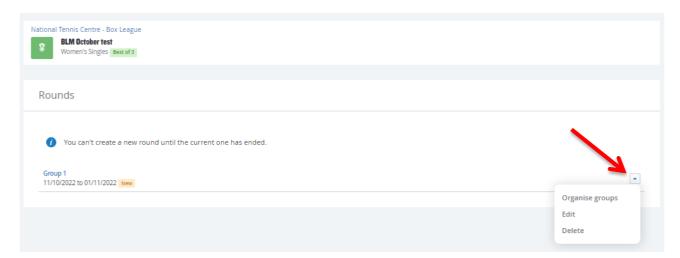




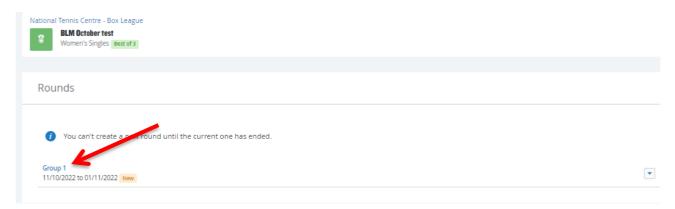
ORGANISE GROUPS

Once you have filled the **Round Name** and **Round settings** as on the above screen, the new group will be created, and you will have the following options in a drop-down menu:

- Organise groups
- Edit
- Delete

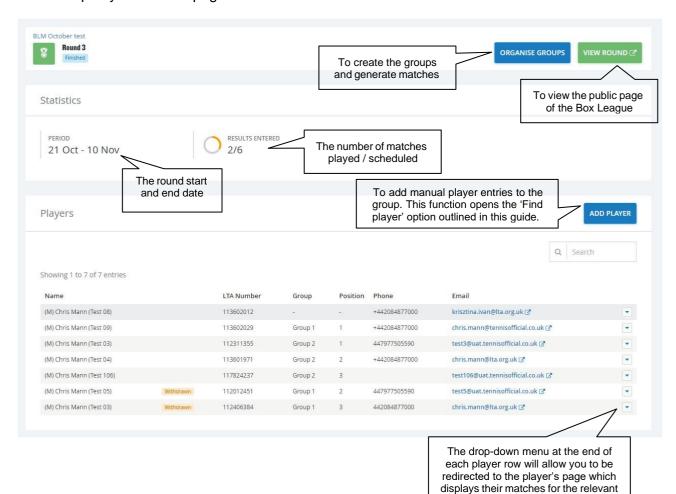


Click on the group name to proceed.



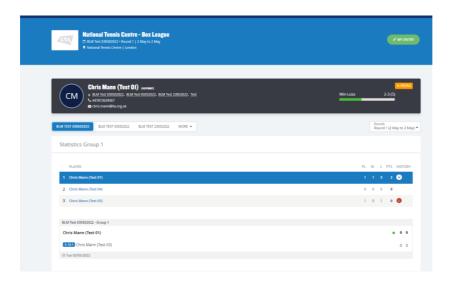


This will open your **Round** page with several sections visible as below.



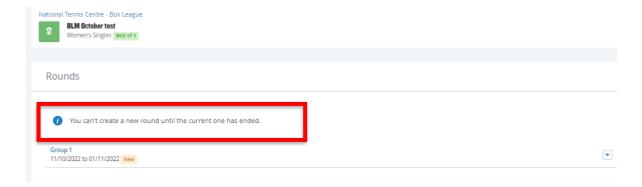
Player information displayed includes;

- Contact & membership details, ranking information
- Current Standings within the Group
- Completed matches / Results
- Upcoming / Planned Matches

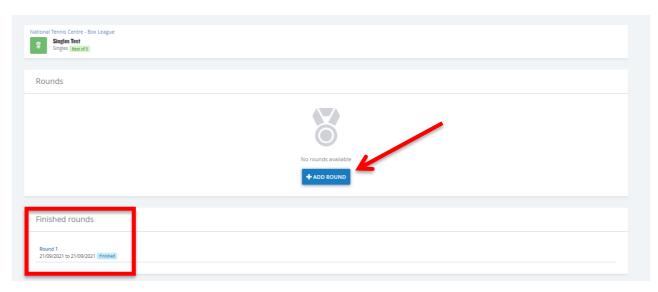


Box League or to withdraw the player.





Once the Round ends the Add Round option appears again.

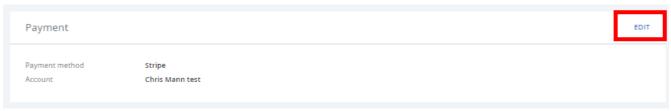


Payments – As a Box League Organiser

Organisers can set up payment (an entry fee) for players by linking their stripe account to the Box League. To do this, navigate to the **settings** section and click the drop-down menu to select **Payment.**



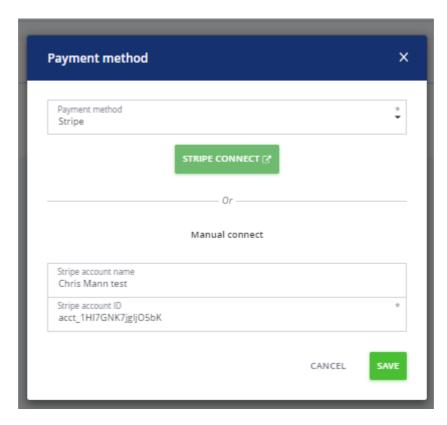
This will open the Payment settings, select edit.





Select **Stripe** as your payment method and link your Stripe account to the Box League, select **Stripe Connect.**

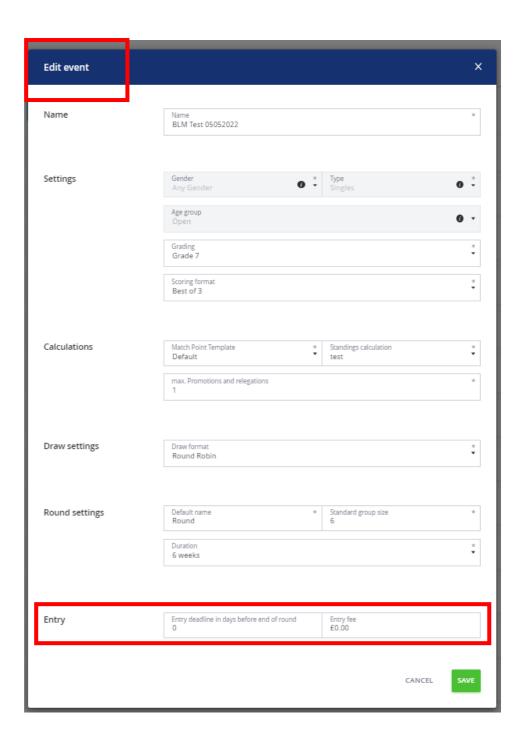
.



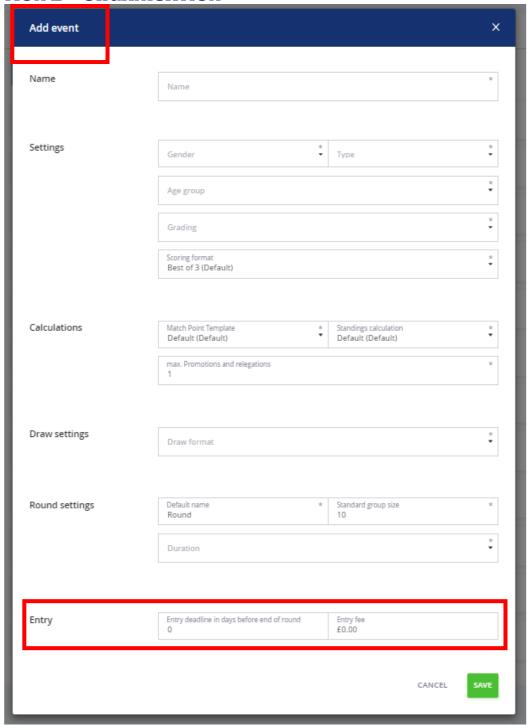
A guide to creating, customizing and connecting your Stripe account can be found here.

Now you are ready to set up the events you want to collect entry fees from. Event entry fee is set within the **Edit event** section for a Box League already set up or in the **Add event** section for a new Box League.



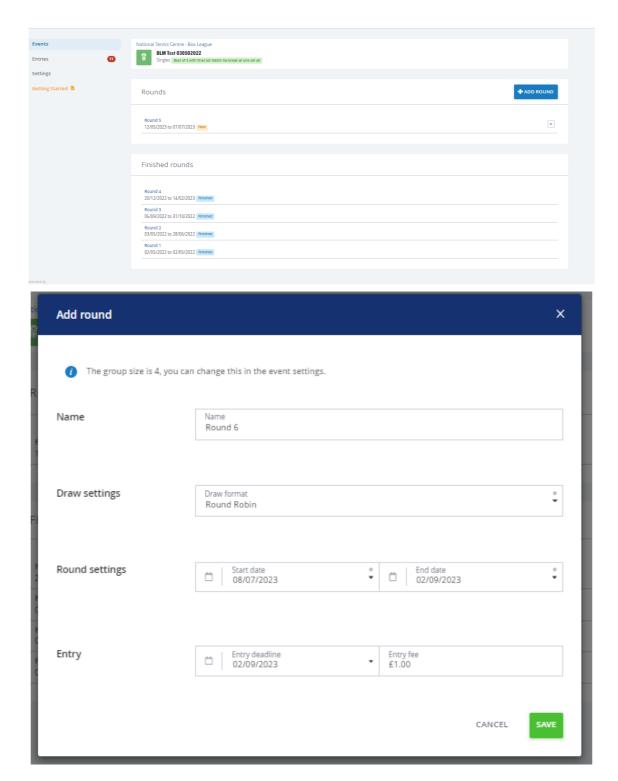








You can select to add an entry fee per Round when selecting **Add Round**. When creating a new round, the entry fee will default to that input for the Event (this can be edited) and the entry deadline will default to the last day of the Box League.



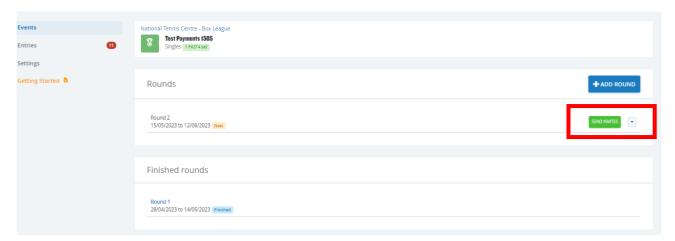
Please note that when you have a doubles event, the entry fee is the total amount for the doubles pair. i.e., if the **entry fee for doubles** is £5 per person, then the entry fee should be set to £10.

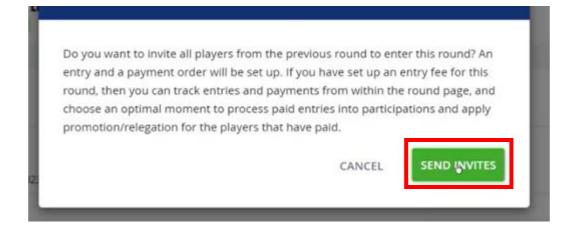
If you have added a round to a previous event with players, you must send **invites** to all the players in the event. This will create entries and payment orders for the players to fulfill. All players will be



notified that an entry and payment order is ready for them via email and the payment prompt will be visible to them when they log in to their account.

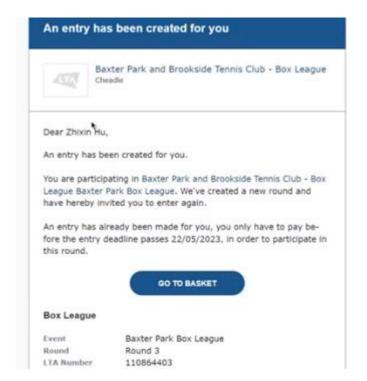
Select Send Invites



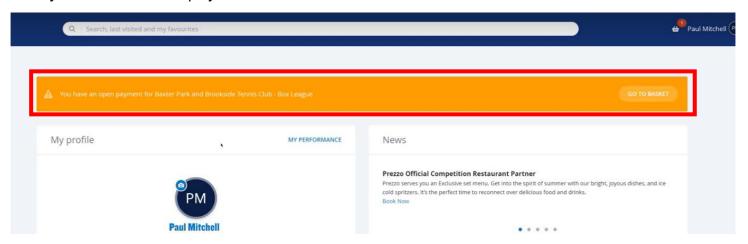




Email invite



Payment notification on player's account

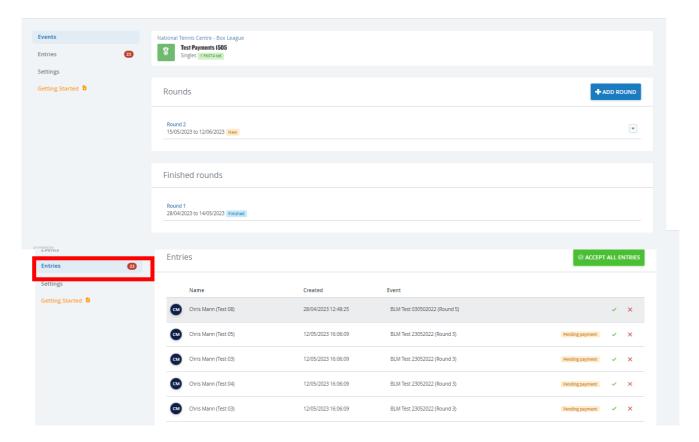


Once invites have been sent, all players will appear in the **Entries** tab.

N.B this will show all players from all Box League events are your club for which payment and entry are pending.

You can keep track of the progress of the payments fer event in the **Round** page.



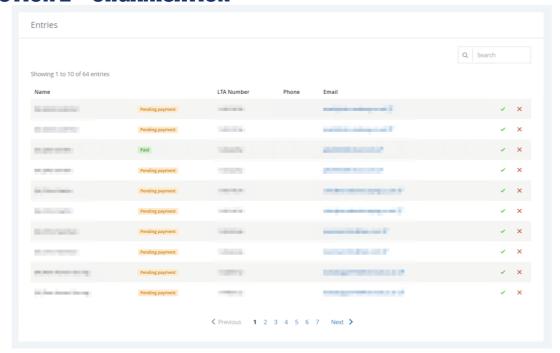


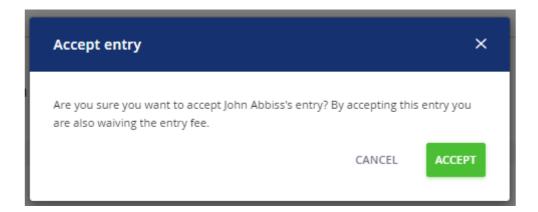
Once a player has paid, they will appear in the Entries list with a green paid label.

To move players who have paid to the confirmed participants list **select the green tick** on the right-hand side.

N.B should you need to accept a player without payment, you can also select the green tick to move them to the participants list.







Once an entry has been accepted, the player will appear in the **Participants** section.

You can choose an optimal moment to **initialise your round**. It is best to this when you have collected all your payments. When initialising the round, all players that have paid will be calculated for promotion and relegation and will be placed in the desired group.

N.B. refunds cannot be made via the Stripe account or within Box League Manager currently. If a player(s) requires a refund this must be processed outside of the systems between the organiser and the player(s).

Payments – As a player

If an organiser has set an entry fee for their **current Box League event**, the entry fee and entry deadline before which the payment is required will be visible to players upon entry.

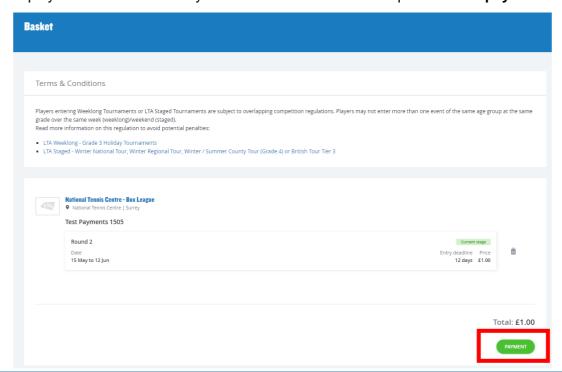
A player must select the **entry**, agree to the **terms and conditions**, and **save**.

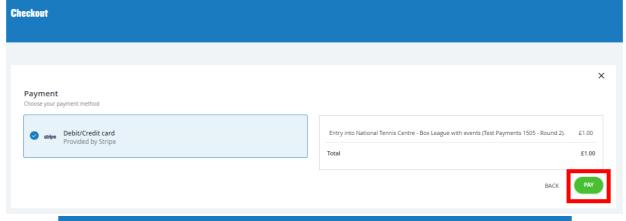


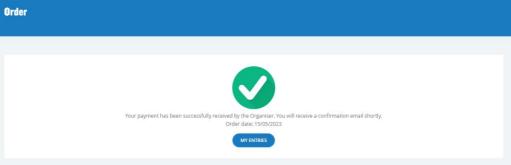
Test Payments 1505



• The player will be automatically re-directed to their **basket** to proceed with **payment**.

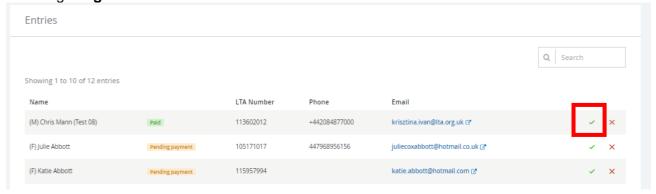


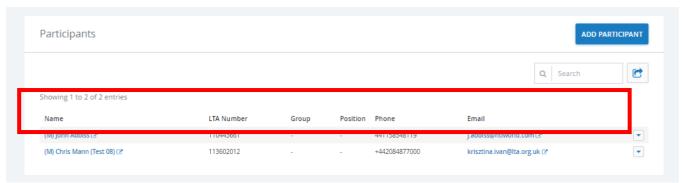




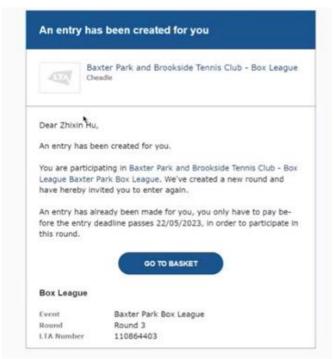


Once payment is complete, the player's entry is confirmed. The organiser is informed of this via the **Round** section. The organiser should move the player from Entries to confirmed **Participants** by selecting the **green tick**



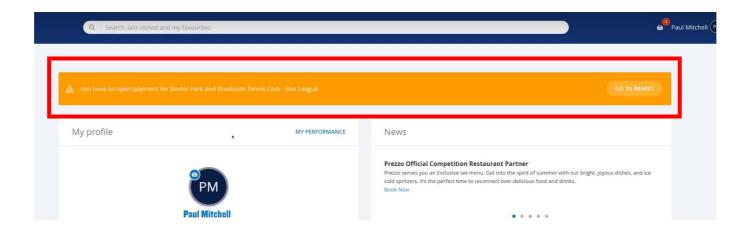


If an organiser has set an entry fee for a **new Round** in a Box League event that a player is entered, the player will receive an email notification on a pending entry and payment for them to complete for the upcoming round.

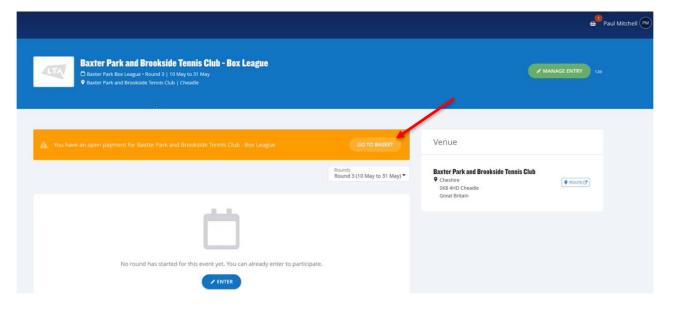




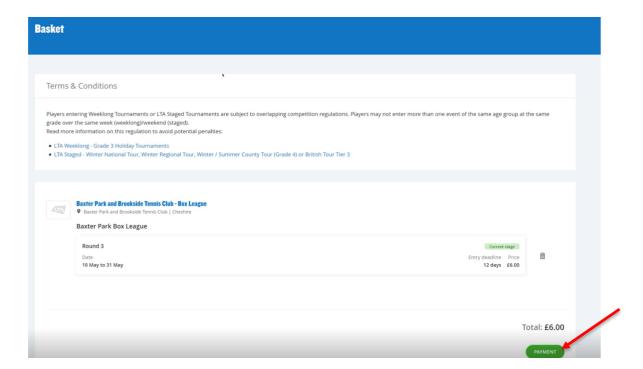
When the player logs in to the Competitions Portal, they are alerted to the outstanding payment required via an **orange banner alert** and **pending order** in their basket.



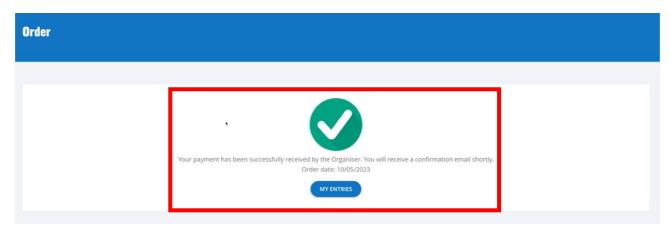
To proceed with payment, players should select **Go to Basket** followed by **payment**.







• Once the payment has been successful, the entry is confirmed.





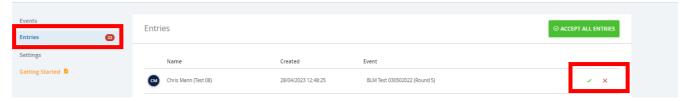


ENTRY MANAGEMENT

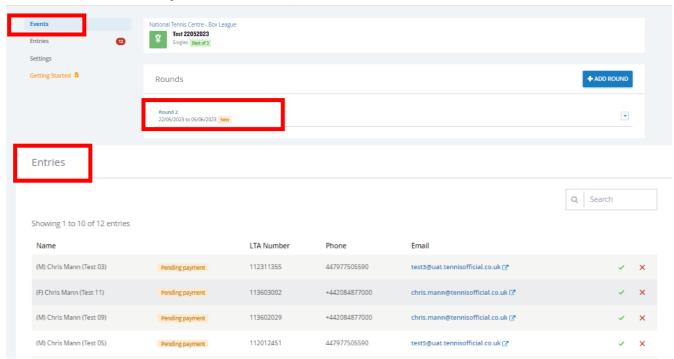
Accepting and Rejecting Entries

Players who have entered the Box League themselves will appear in the **Entries** section as below for the you as the organiser to accept. This view provides you a list of players entered in a Box League at that venue

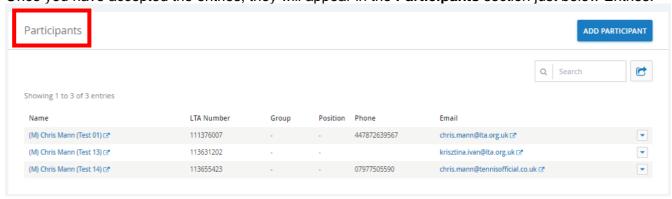
Select the Green tick and accept the entry or the Red cross to decline an entry



To view the **Entries to a particular Round**, click on the Round within Events to view the **Entries**.



Once you have accepted the entries, they will appear in the **Participants** section just below Entries.

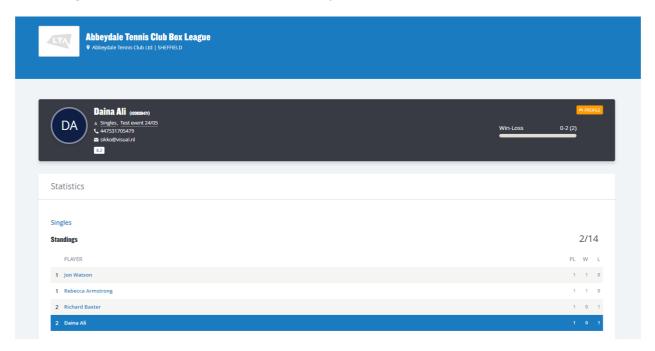


The drop-down menu at the end of each Players' row will open the Player's page for this given Box

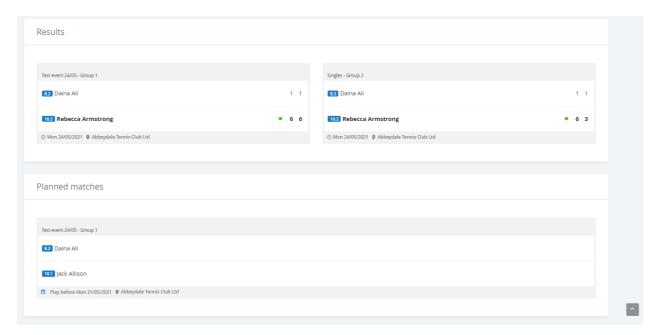


League event.

The following information will be visible on each players' record.



- Contact & membership details, rating information
- Current Standings within the Group



- · Completed matches / Results.
- Upcoming / Planned Matches.

Manual Entries

Select the Add Participant option on the Group view.



Participants

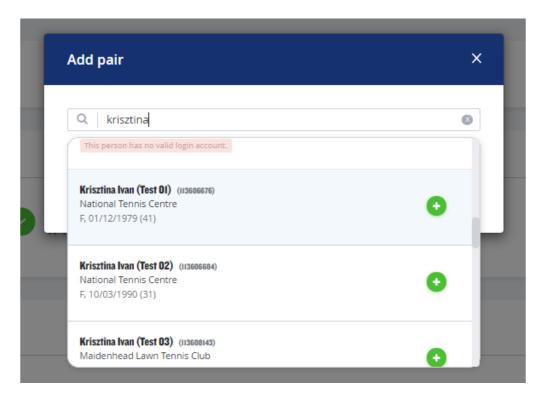


Search for the Player(s) LTA number.

All Players need to have a valid LTA Advantage membership and an active club affiliation in place to come up on this search. Moreover, they need to have claimed their account in the Competition Management system otherwise the following error message will block the manual entry.

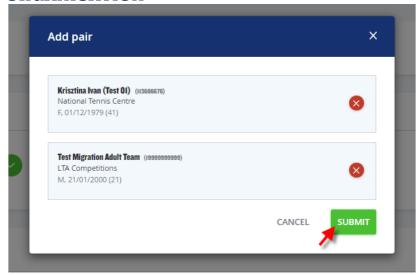
"This person has no valid login account."

If the error message above is preventing a manual entry to be added please direct the Player to log in to the CMS for the first time and claim their account.



Once the Players are added click on Submit.



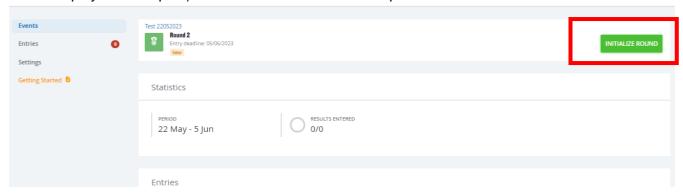


The player(s) is now added to the **Participants** list.

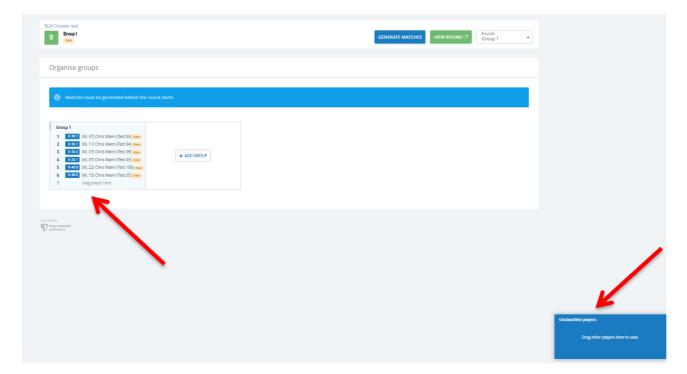


CREATING GROUPS

Once all players have been selected (if payments are selected for your Round and/or Event, make sure all players have paid) select the **Initialize Round** to proceed.

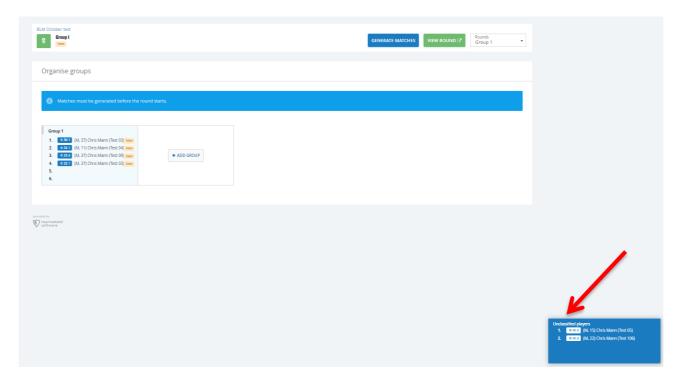


The new **Group** is then automatically created, placing players in a box together depending on their WTN to allow players to compete alongside others of similar ability.

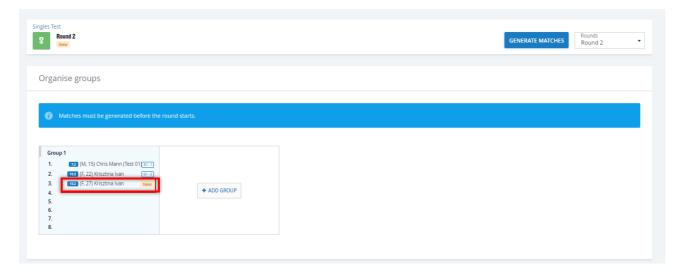




Any new players entering once the first group(s) is created will appear in the blue box of **Unclassified players** in the bottom right corner. At this stage, players can also be moved from groups if required by dragging and dropping them into the relevant Group.

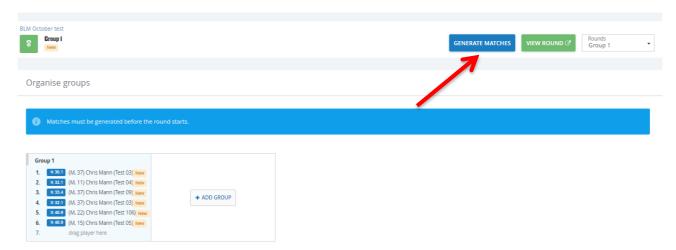


If the new players entered for the next round, they will be automatically added to an available spot within the groups marked as **New**.

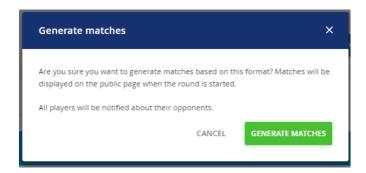




Use the **Generate Matches** option to proceed.

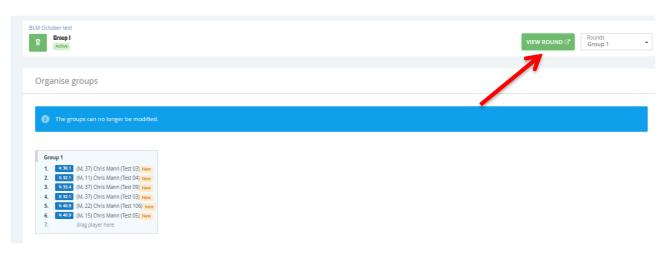


A popup window will appear to confirm you wish to generate the matches. Click **Generate Matches**.



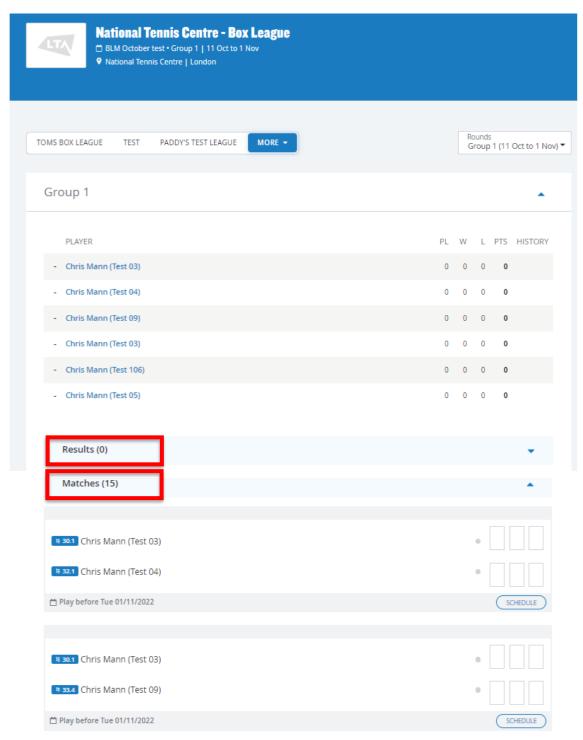
Once completed a confirmation message will appear.

Select the View Round option on the top right.





All upcoming matches will appear for your Box League. Once some matches have been played, these will appear under the **Results** section.



Once matches are generated, players will receive an email notification with a direct link to competitions.lta.org.uk to view their league matches and opponents.

NB: Player contact information will be as per details provided in their LTA advantage membership. To update these details, players should contact the <u>Customer Support team</u>.



WITHDRAWAL

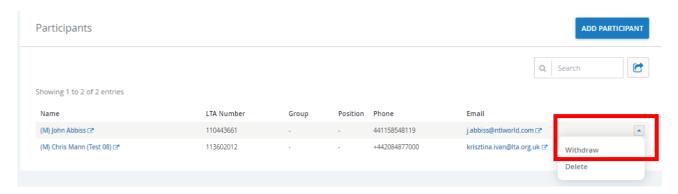
There are many scenarios when a player or doubles pairing can withdraw, as outlined below.

Matches have <u>not</u> been generated - Singles.

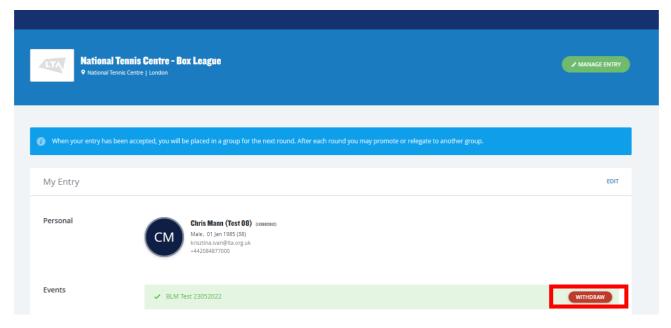
- Player can withdraw and will be removed from the list of entered players.

Player can undo withdrawal and re-enter the active round. They will remain in the same group they were previously assigned to.

Organiser withdrawal.



Player withdrawal via Manage entry area.

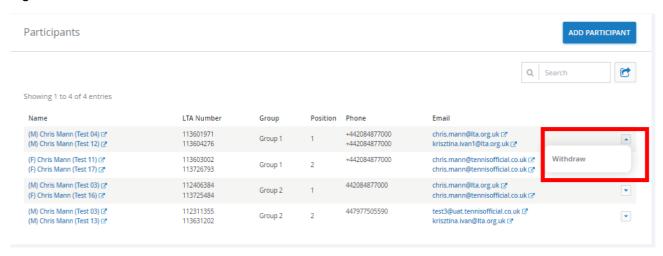




Matches have not been generated - Doubles.

- Doubles pair can withdraw and will be removed from the list of entered players.
- Doubles pair can undo the withdrawal to re-enter as the same doubles pairing. They will remain in the same group they were previously assigned to.
 OR
- Doubles pair can edit their entry to enter with a different doubles partner. To do so, they must withdraw and re-enter with their new partner. This new entry will then go through to 'entries' on the admin side for the organiser to approve.

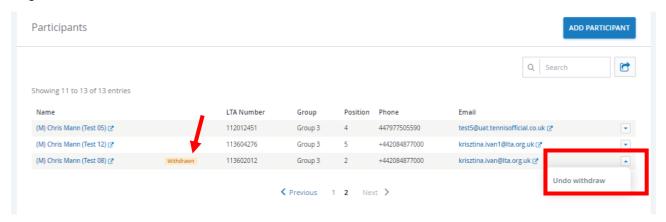
Organiser withdrawal.



Matches <u>have</u> been generated – Singles.

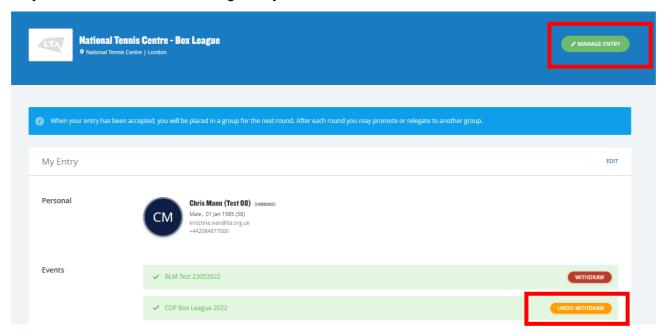
- Player can withdraw and will have a 'withdrawn' icon in admin view / strikethrough in public view they can continue to play in the active round, the withdrawal is seen as 'opting out' of the next round
- Player or organiser can undo the withdrawal, which removes the withdrawn label for the active round and opts them into the next round they remain in the same group they were previously assigned to.

Organiser undo withdrawal.





Player undo withdrawal via Manage entry area.



Matches <u>have</u> been generated – Doubles.

- Doubles pair can withdraw and will have a 'withdrawn' icon in admin view / strikethrough in public view they can continue to play in the active round, the withdrawal is seen as 'opting out' of next round.
- Doubles pair or organiser can undo the pair withdrawal, which removes the withdrawn label for the active round and opts them into the next round they remain in the same group they were previously entered into and with the same partner.
- Doubles pair cannot be changed for the active round if matches are generated. At this stage, it is only possible to enter with a different partner for the following round.

ARCHIVING EVENTS

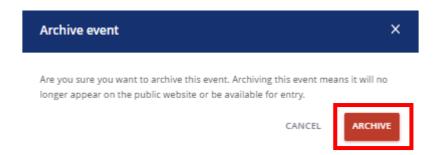
Organiser can archive events so that they are no longer displayed in the public view for players to enter. To archive an event all rounds must be completed.

Click on the right-hand side drop-down next to the Box League event name and select **Archive**.



The following message will appear, click **Archive**.





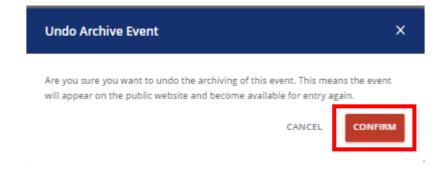
Once archived, the event will appear under Archived events and will no longer appear on the public website or be available for entry.



To reinstate the event, click **Undo Archive Event** on the right-hand side drop down.



The following message will appear, click **confirm** and the event will be placed back on the public view and be available for entry.



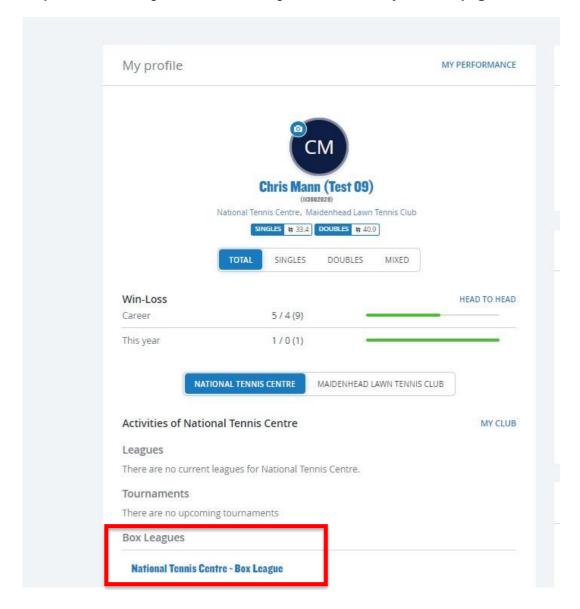


SECTION 3 – PLAY

MATCH SCHEDULING – AS A PLAYER

Matches within a box league can be scheduled between opponents by players from their **Player home page** under **My Upcoming Matches.** This option is also available to organisers.

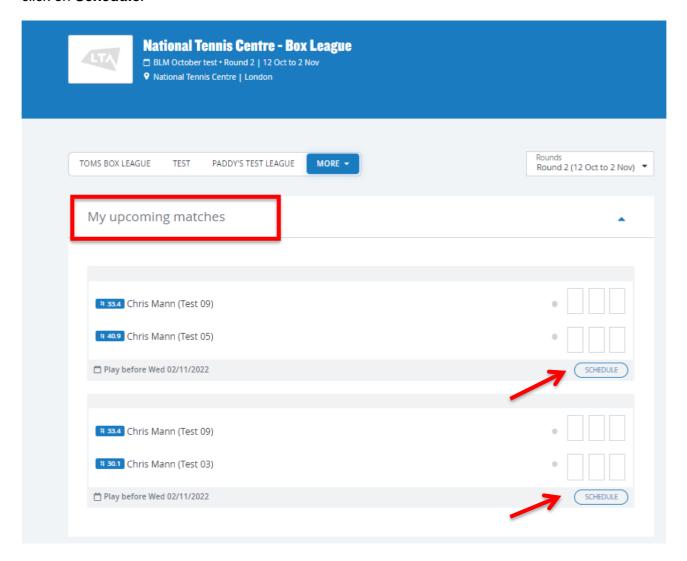
Players should navigate to the Box League from their Player home page.





SECTION 3 - PLAY

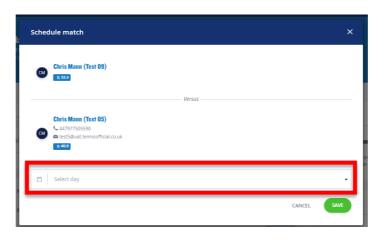
The **My Upcoming Matches** will appear, and the player can find the match within the round and click on **Schedule**.



Scheduling a match will show the contact details of the player's opponent if available. Once the match schedule has been agreed, the day and time can be selected in the **Select day** drop down.

The scheduling of match date and time is restricted to the start and end of the round so matches cannot be scheduled outside of this time.

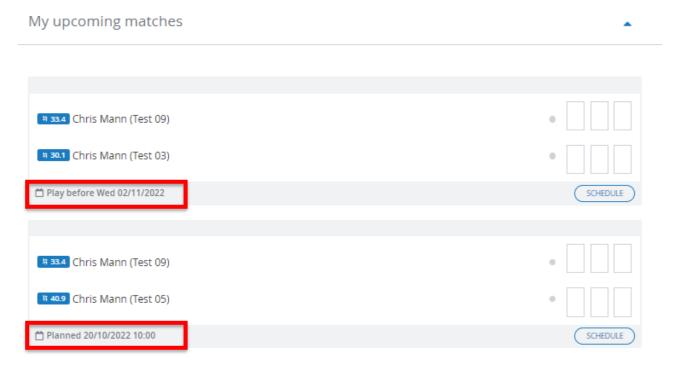
NB: If scheduling doubles all participants in the match will show on screen.





SECTION 3 - PLAY

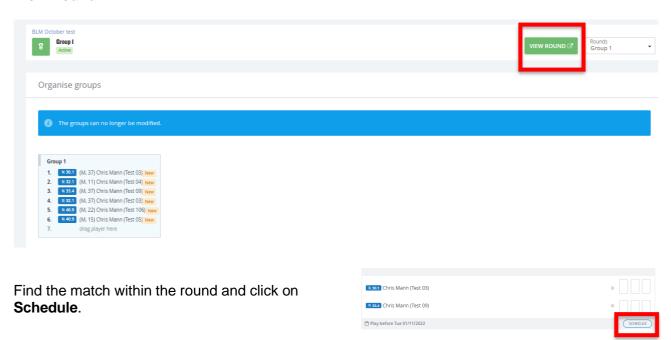
The match will then show as **Planned** with the date and time. All un-planned matches will be displayed with **Play before** and the end date of the Box League.



NB: If scheduling doubles, all participants in the match will show on screen.

MATCH SCHEDULING – AS THE BOX LEAGUE ORGANISER

If required, organisers can also schedule matches between players via **Events** and navigating to **View Round.**



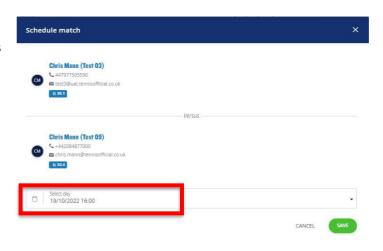


SECTION 3 – PLAY

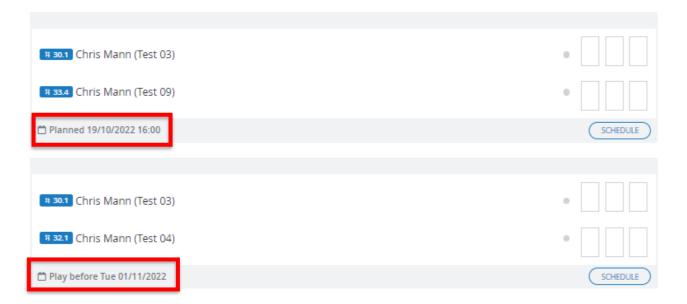
Both players contact details will appear for the organiser. Once the match schedule has been agreed, the day and time can be selected in the **Select day** drop down.

As with players, the scheduling of match date and time is restricted to the start and end of the round so matches cannot be scheduled outside of this time.

NB: If scheduling doubles, all participants in the match will show on screen.



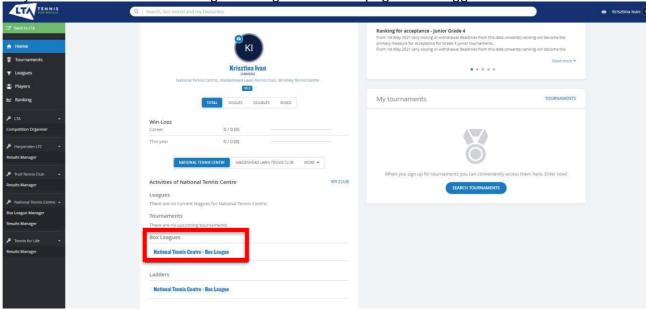
The match will show as **Planned** with a date and time. All un-planned matches will be displayed with **Play before** and the end date of the Box League.



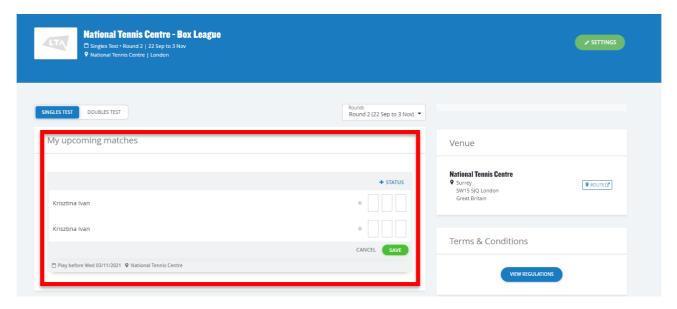


SUBMIT YOUR RESULT

Players can access the Box League through their home page when logged in.



To submit a result, the player should select the relevant Box League and the relevant match under the **My Upcoming Matches** section.



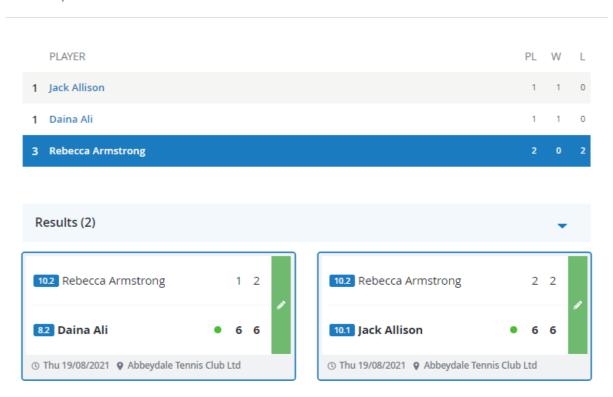
Scores will be automatically populated when adding the loser score in based on the default scoring format.





Once the Player has completed all required matches the following information will appear.

Group 1



Once the Player has submitted the results no further modifications can be made to the results by the players.

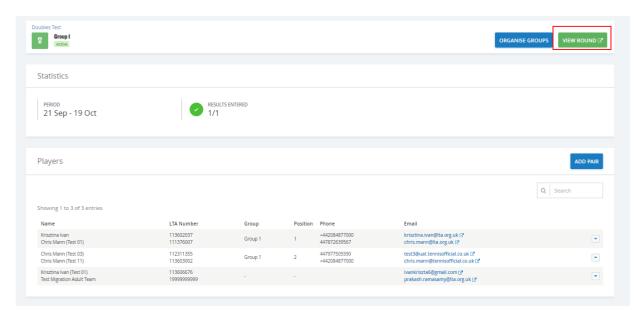
NB: Only the League Organiser can make changes to the result once it is submitted.



AMENDING RESULTS AS THE BOX LEAGUE ORGANISER

The Organiser will have access to amend results if needed.

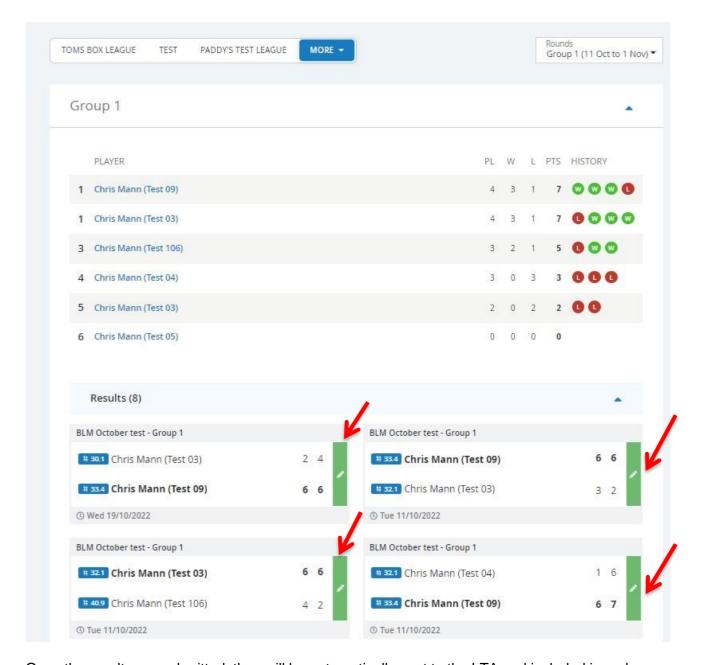
Select the View Round option to see all results.



Select the green Edit button to amend the result.

NB: Amendments can only be made while the Round is in progress, once the round is complete no further amendments can be made.



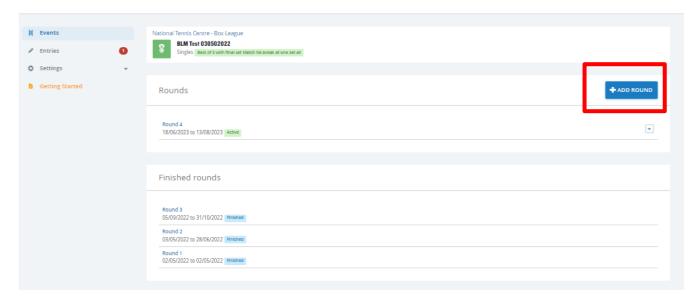


Once the results are submitted, they will be automatically sent to the LTA and included in a players World Tennis Number calculation.

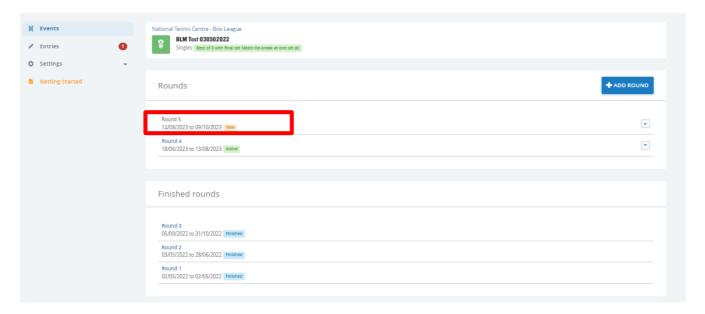


ADDING A NEW ROUND

A new round can be added at any time (before or after the current round has finished). You will have the option to **Add Round** as below.



If the current round has not yet finished the added round will appear greyed out until the previous round is finished. Players can enter the round.

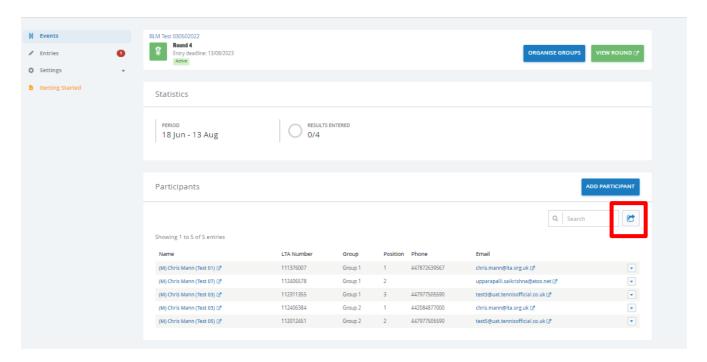


Once the Round has been initialised, players will move automatically to the next round. If payment has been set up, invites will need to be sent (see payments section).



ROUND EXPORT

The round export functionality allows the organiser to export an excel file which includes the players name, LTA number, contact details, group number, position, and status (i.e., Withdrawn).



Once downloaded, the export will open in the below format.

Gender	First name	Last name	Member ID	Phone	Email	Draw	Position	Status
F	Chris	Mann (Test 11)	113603002	+442084877000	chris.mann@tennisofficial.co.uk	Group 1	1	
M	Chris	Mann (Test 24)	116880418		test24@uat.tennisofficial.co.uk	Group 1	2	
M	Chris	Mann (Test 14)	113655423	07977505590	chris.mann@tennisofficial.co.uk	Group 1	3	
M	Chris	Mann (Test 19)	113730404		test19@uat.tennisofficial.co.uk	Group 1	4	
F	Chris	Mann (Test 16)	113725484		chris.mann@tennisofficial.co.uk	Group 1	5	
M	Chris	Mann (Test 03)	112311355	447977505590	test3@uat.tennisofficial.co.uk	Group 2	1	
F	Chris	Mann (Test 17)	113726793		chris.mann@tennisofficial.co.uk	Group 2	2	
M	Chris	Mann (Test 04)	113601971	+442084877000	chris.mann@lta.org.uk	Group 2	3	
M	Chris	Mann (Test 09)	113602029	+442084877000	chris.mann@tennisofficial.co.uk	Group 3	3	
M	Chris	Mann (Test 05)	112012451	447977505590	test5@uat.tennisofficial.co.uk	Group 3	4	
M	Chris	Mann (Test 12)	113604276	+442084877000	krisztina.ivan1@lta.org.uk	Group 3	5	
M	Chris	Mann (Test 13)	113631202		krisztina.ivan@lta.org.uk	Group 3	1	Withdrawn
M	Chris	Mann (Test 08)	113602012	+442084877000	krisztina.ivan@lta.org.uk	Group 3	2	Withdrawn

Please follow this guide from the start to ensure your new round is set up correctly.

