ONLINE LEAGUE PLANNER

CLUB ADMIN USER MANUAL

> Environment: Version: Published:

Production 2024 May 2024



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GETTING STARTED

The old "club admin login" (i.e., LTASUR001) will no longer be required when using the Online League Planner. Access to the club admin area will be attached to a specific person(s), via their LTA members portal. Before getting started you will need to ensure that you have attached the role of Venue County and District League Contact via your LTA members portal.

KEY ROLES

- Enter and edit a team entry.
- Edit fixture details.
- Assign Team Captain roles.
- Add players to teams.
- Reschedule, relocate, and swap home/away matches for your club's home matches only should your league settings managed by your league admin allow.
- Change a match result.
- Enter a result, update a score status (i.e., walkover) and match status (i.e., match not played).
- Utilise exports.

ACCESSING YOUR LEAGUE

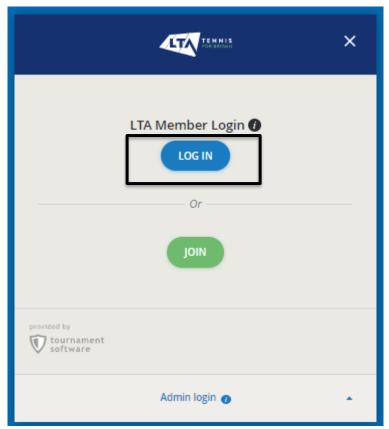
To access the Club Administrator section of the Competitions Portal, go to competitions.LTA.org.uk.

Click Login in to top right hand corner of the page.

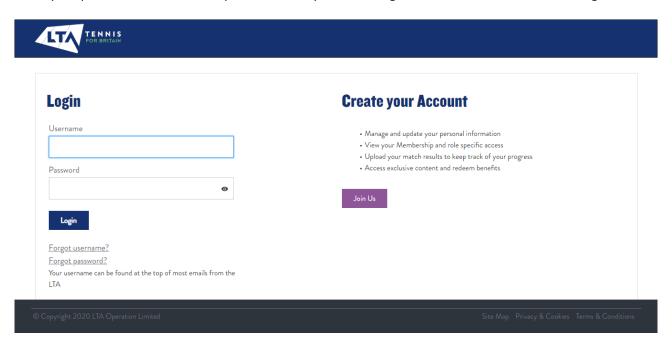


Select Member Login



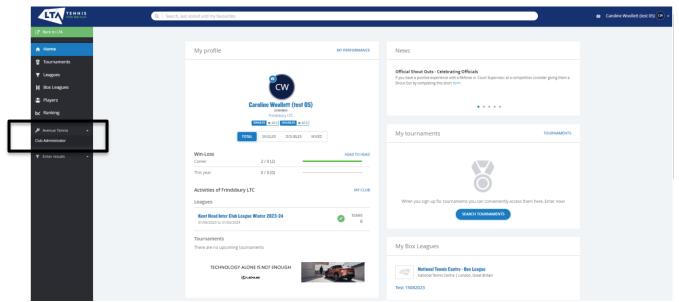


Enter your personal username and password that you use to log into the LTA website and click login.

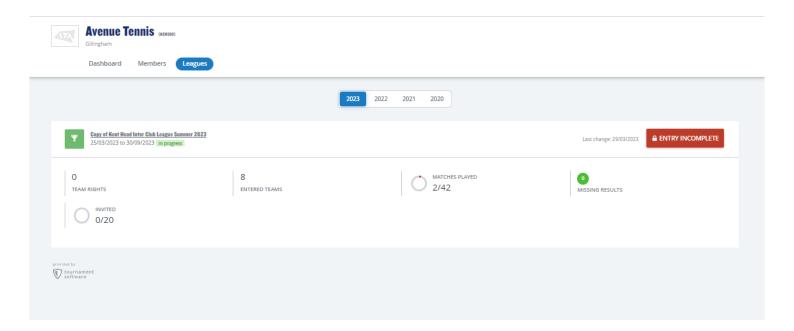


You will return to the home page of the Competitions Portal where you will see your permission on the left-hand navigation named 'Club Administrator'. Click on the name to proceed.



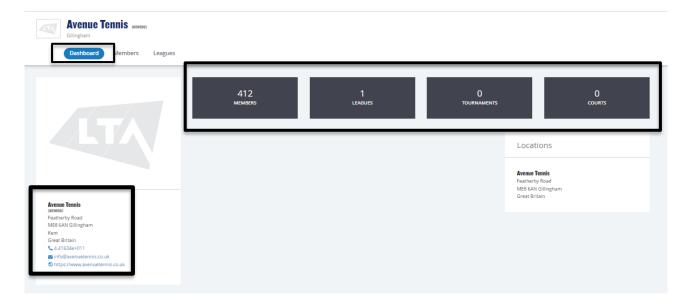


Once you have selected the admin role, you will be presented with the League dashboard view as a Club Admin for your club. From this page, you have access to your club's **overview** page within the league.

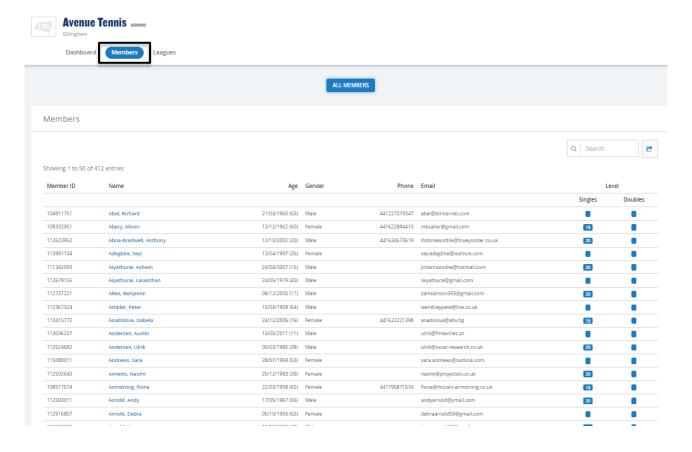


Dashboard – This will provide you with an overview of information for your club including the club address, number of members and number of leagues they are entered into.



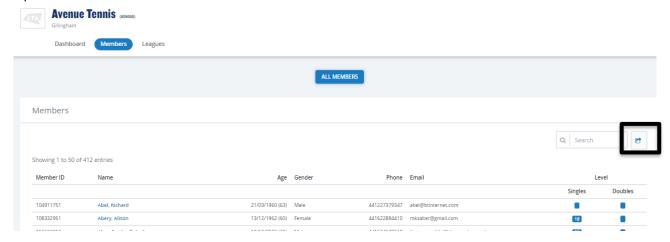


Members – This tab will provide you with a list of your club members including their LTA numbers, contact details and events.

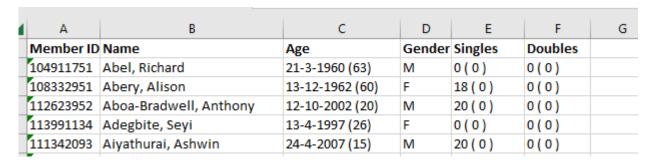




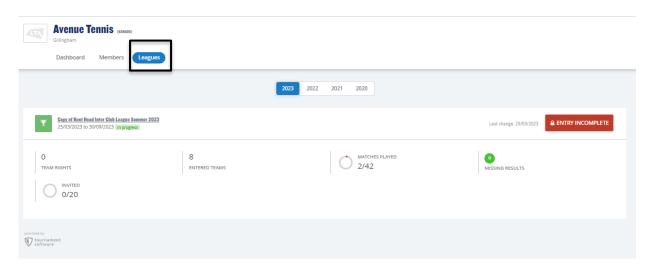
This information can be exported into an excel sheet if required, by clicking on the right-hand side export square with an arrow in it.



You will find the export in your downloads on your computer, and it will open in the below format. This information is useful should you need to send a mass email to members.

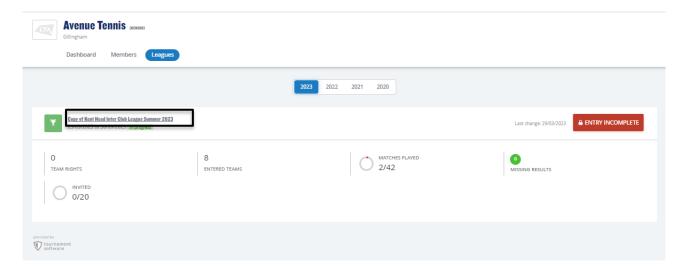


• Leagues – This tab displays the league information for which you are a Club Admin.

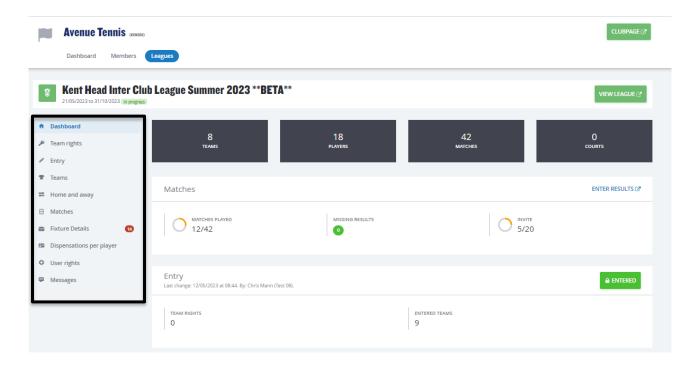


To access the league, click on the underlined league name.





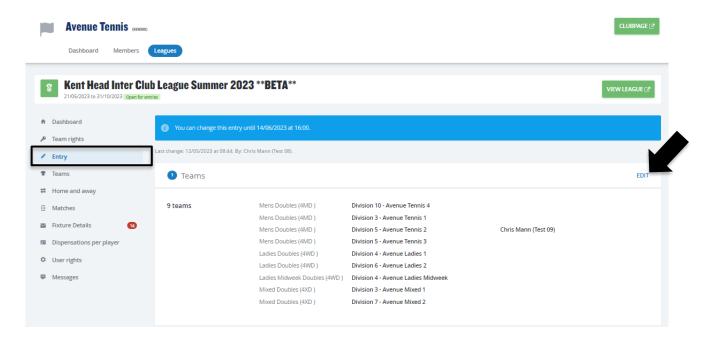
This will open your main dashboard for the specific league for which you are a Club Admin. Within this page are a number of editable **settings** tabs on the left-hand side.



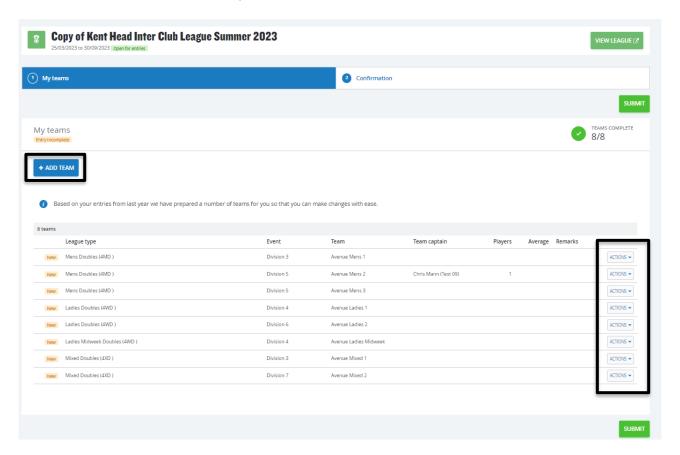
TEAM ENTRY

To enter or edit a team entry, select **Entry** followed by **Edit**. This section is only editable until the entry deadline, at which point the Edit option is removed.



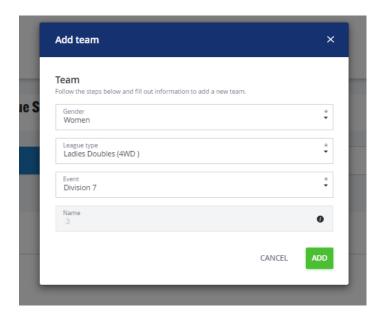


Within the **Entry** section, you have the ability to add a team via the **+Add team** button or **edit** and **withdraw** a team via the **Actions** dropdown button.

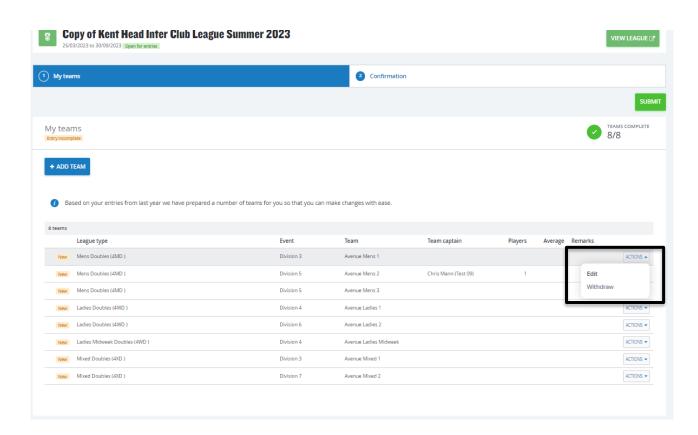


+Add team – This allows you to add the details of a team into the league including the gender, league type (event) and division. Click **Add** to continue.

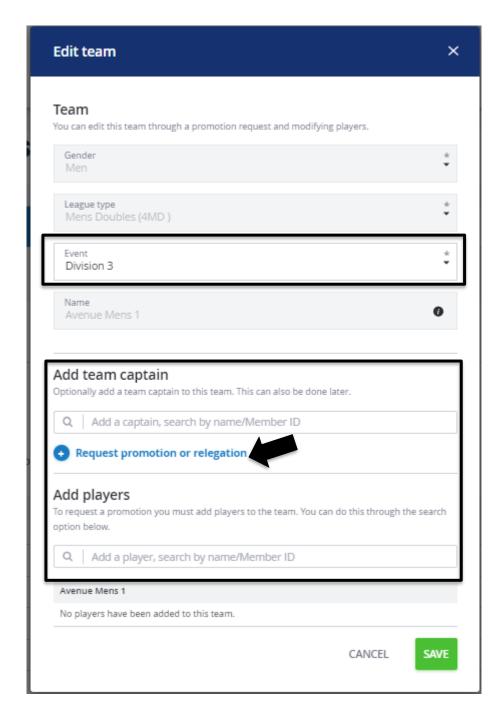




Edit / Withdraw – A team that has already been added can be edited or withdrawn using the **edit** dropdown selection under **Actions.** Within this section the event can be changed, the team captain for the team can be added along with the players.





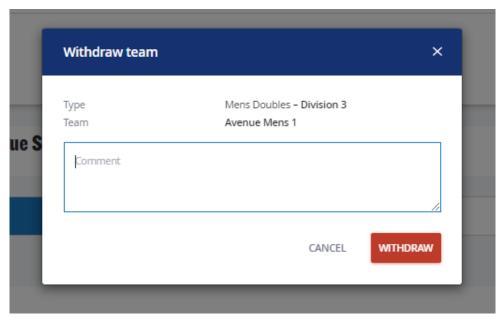


To add members please search using the person's name or LTA number. This can also be done in the **Teams** section as outlined further in this guide.

In addition, a request can be made for **promotion** or **relegation**.

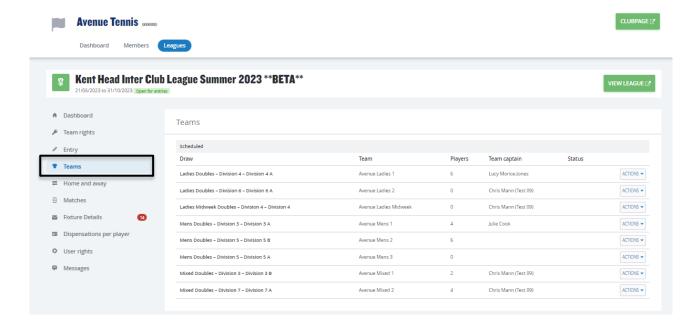


Withdraw – A team can be withdrawn and a comment input using the dropdown selection **withdraw** under **Actions**.



ADDING, EDITING OR DELETING PLAYERS IN TEAMS

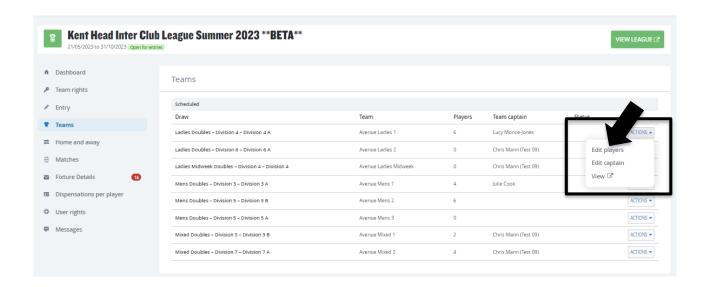
Select **Teams** to have an overview of the club's entered teams for the respective league.



Within this section you can **add players** to each team, **assign team captains** and view each **team's page** on the Competitions portal.

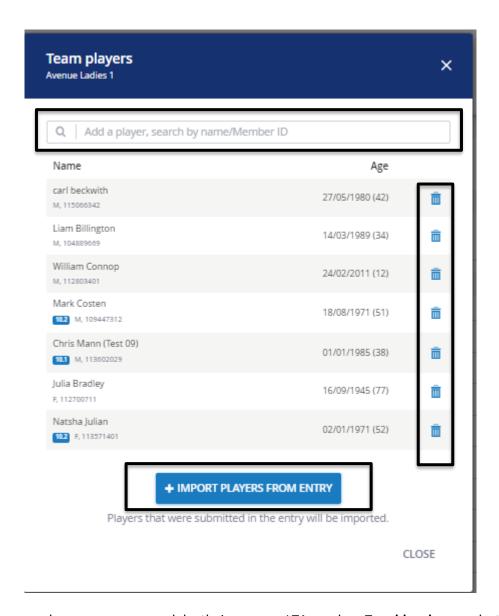
To edit players in a team, select the **Actions** dropdown following by **Edit players**.





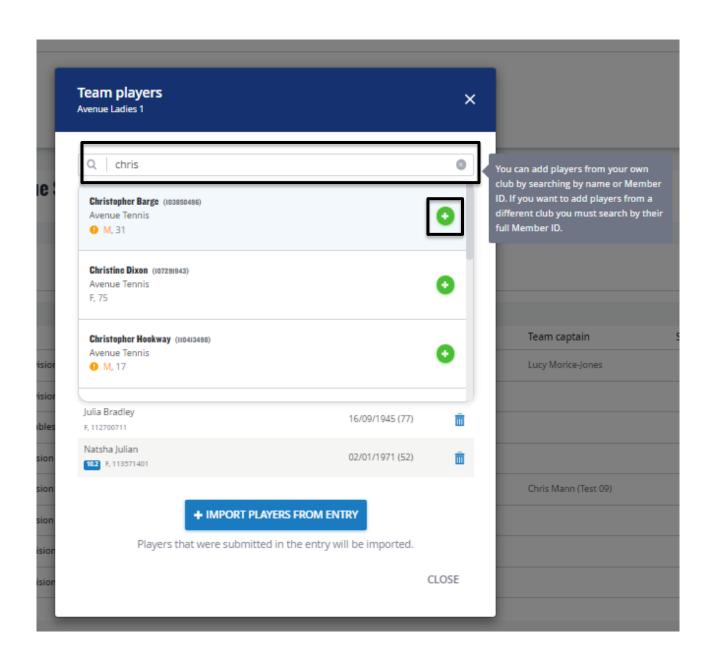
Players who appear in the list can be **deleted**, new players can be **added**, and players can be imported from entry.





When adding new players, you can search by their name or LTA number. To **add a player**, select the green circle with a plus sign.

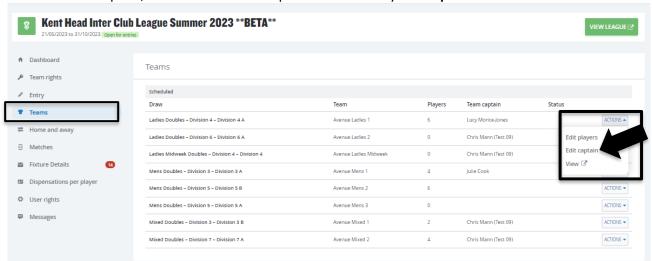


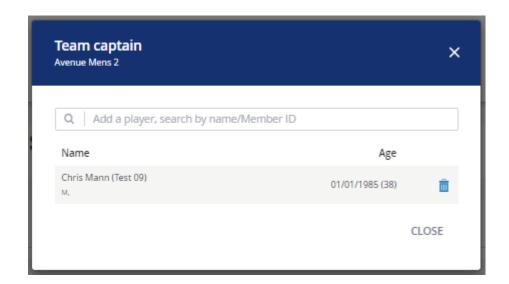




ADDING, EDITING OR DELETING TEAM CAPTAINS

To edit a team captain, select the **Actions** drop down followed by **Edit captain**.





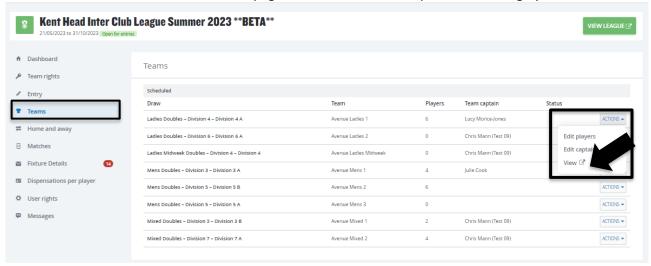
Once a team captain role has been assigned, the team captain will have access to submit results for all of the club's home matches and will have the ability to reschedule, relocate and swap home/away matches for their team only if access have been given by the League Admin.

If all access have been given by the League admin, in the example above, Chris Mann (Test 09) has been assigned as Team Captain for Mens Doubles – Division 5 – Division 5 b – therefore as Team Captain Chris Mann (Test 09) will have access to reschedule, relocate, and swap home/away matches for Mens Doubles – Division 5 – Division 5 b at Avenue Tennis Club only. Chris Mann (Test 09) will be able to submit all home club match results for Avenue Tennis.



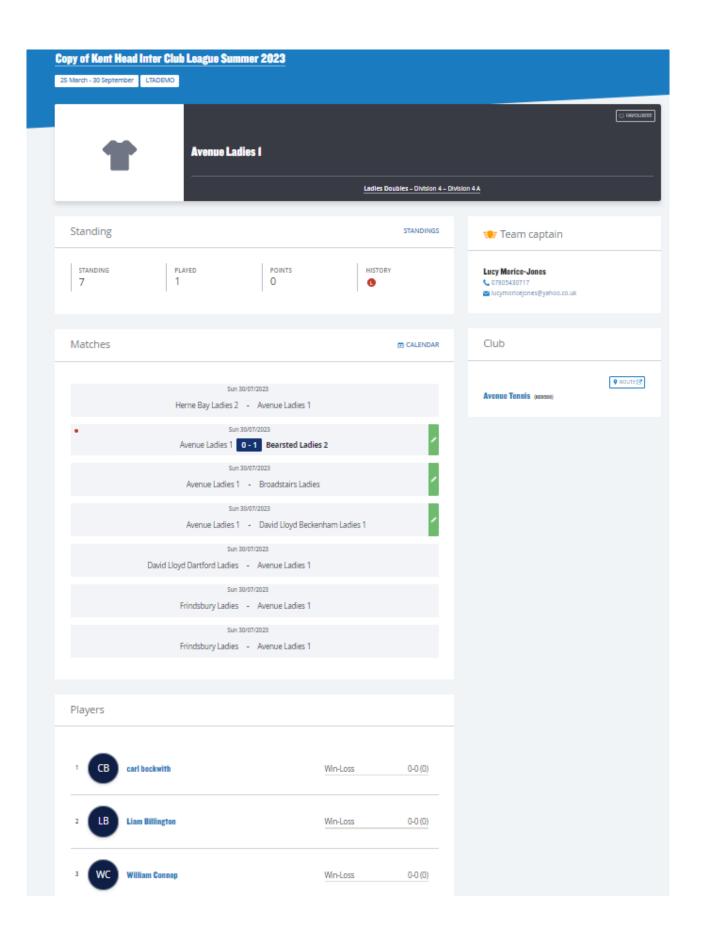
TEAM PAGE VIEW

To have an overview of each team's view page, select the **Actions** drop down following by **View**.



This will open a new tab on your browser which will be a **team dashboard** for members of this team which includes upcoming matches, match results, team players and team captain information.



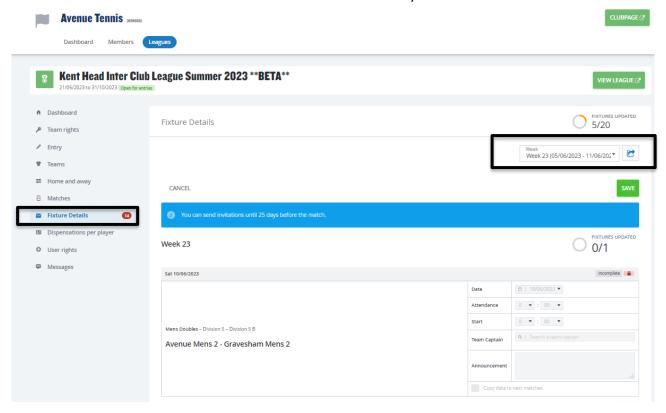




FIXTURE DETAILS

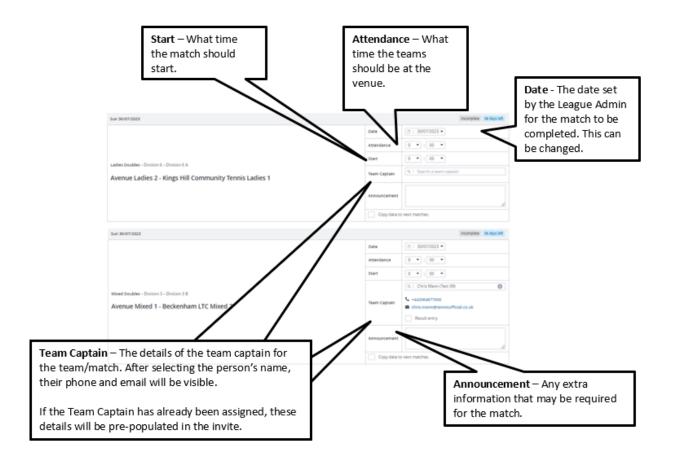
Once the groups and schedules are created and the status of the league is set to League Visible, as a Club Admin you will have the ability to fill in fixture details.

Select **Fixture Details** as below. The fixture details can be filtered by week as below.



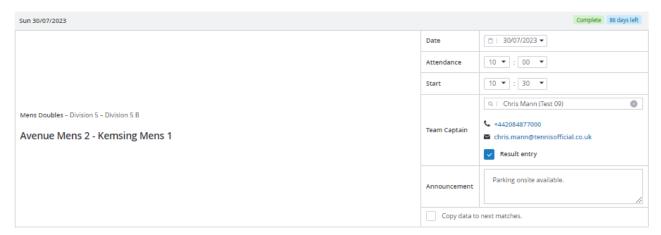
All fields (except the announcement) are required to be filled to mark the fixture details as completed.





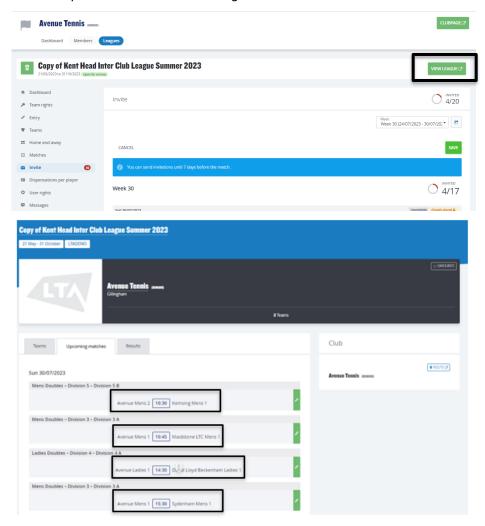
Once fixture details have been completed, the saved information will be visible for you as Club Admin, Team Captains and via the club's public league page.

Completed fixture details including announcement.

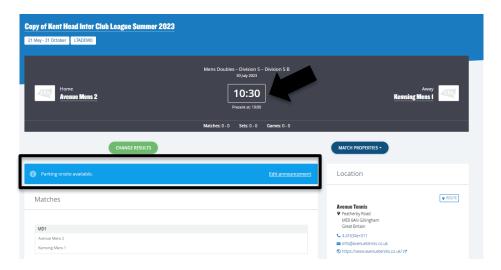




Club Admin and Team Captain view. Select View League.

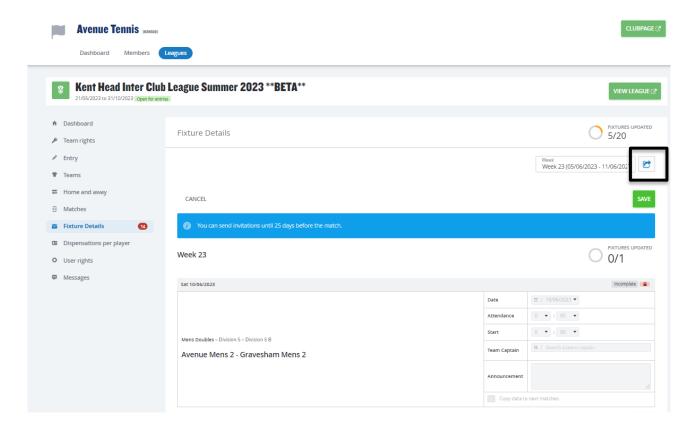


Announcement visible when selecting the match.

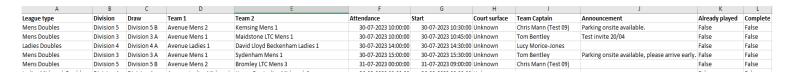


Export – All fixture details can be exported using the export button on the right-hand of the page.





You will find the export in your downloads on your computer. This will open in the below format and will include the team names, captain details, and invite information.

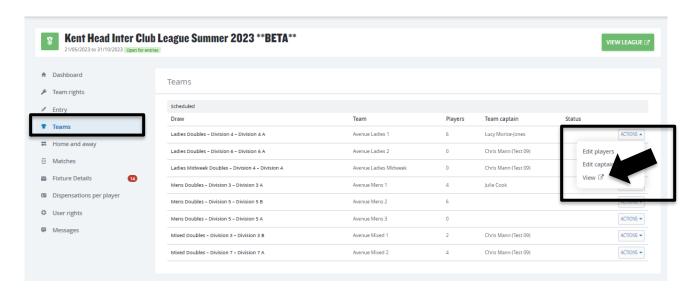


RESCHEDULING, MATCH RELOCATION, HOME & AWAY SWAP

As a Club Admin, depending on your league settings assigned by your league administrator, you may have access to reschedule, relocate, or swap home and away matches for your club's home matches via **Match Properties**.

Select **Teams** followed by **View** within the **Actions** dropdown button.

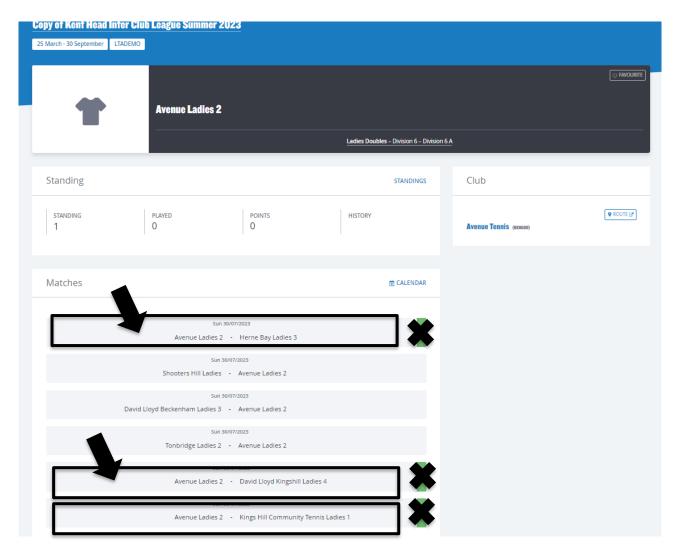




A new tab will open presenting you with the draw page for the team selected. Within this page, you have the ability to **reschedule**, **relocate**, or **swap home and away** matches for your club's home matches only.

Click on the **grey box** where the team names are written (do not click the green icon as this will take to you to the entering of match results).





The following page will open where you will find the **Match Properties toggle** on the right-hand side of the banner at the top of the page

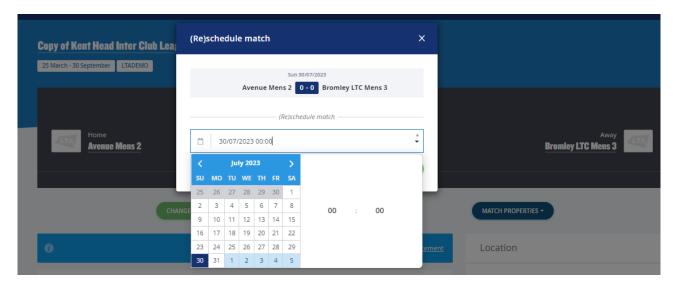


Once **the toggle** is selected a drop down will allow you to **reschedule** a match, **relocate** a match or **switch the match home** and **away**. The options that appear to you as Club Administrator are managed by the settings of your league – you may therefore not have all of the below options visible to you.



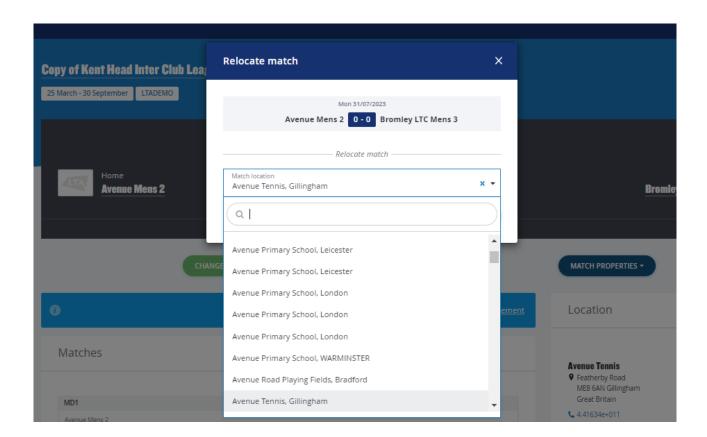


Reschedule Match – Allows you to change the date and time of the match.

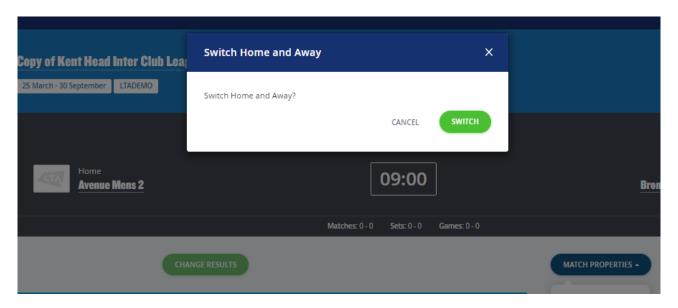


Relocate Match – Allows you to change the location of the match.





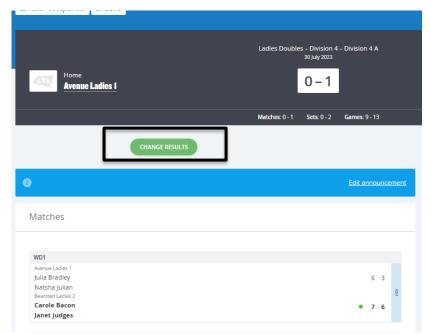
Switch Home and Away – Allows you to change your home match to away.



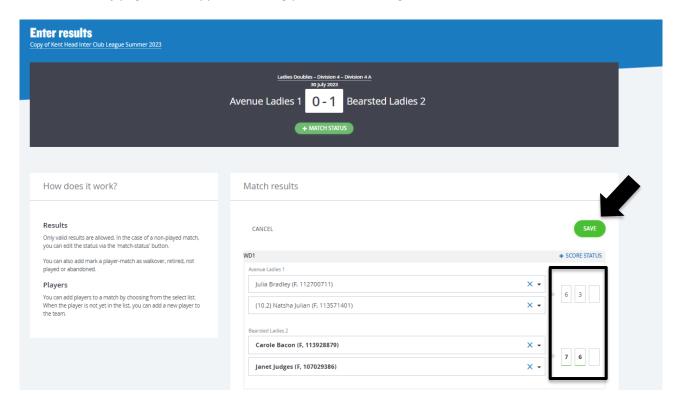
N.B Club Admins will only have this access for their club's home games only. The Match Properties button will not appear for other matches.

Within this same screen, you have the ability to change a result. A Team Captain is able to enter results for their home matches, should these need to be amended once submitted, click on **Change Result**.



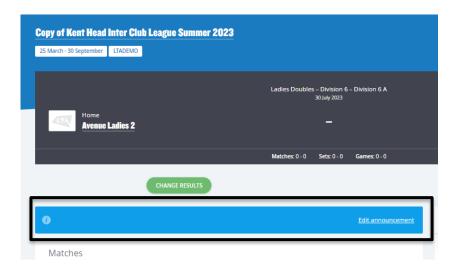


The **result entry** page will re-appear allowing you to make changes to the scores and to save.



Within this page, you will also have access to the announcements, should you require to add a comment to the match.

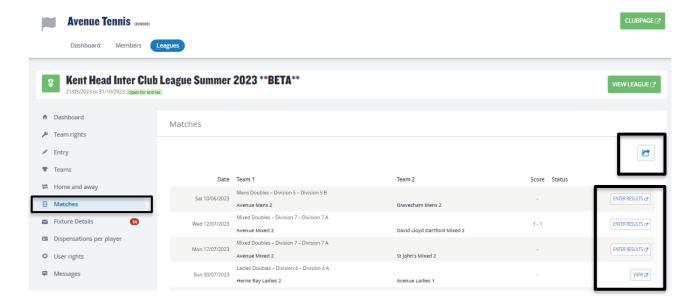




RESULTS ENTRY AND MATCH STATUS UPDATE

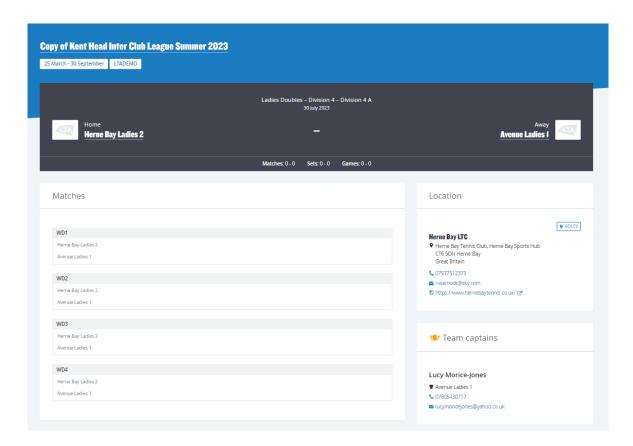
Results entry should be made by the respective Team Captains, however, should you require to add or amend a result, select **Matches**.

This provides you with an overview of all matches for your club within all divisions. You have the option to **View** the rubber or **Enter Results**.

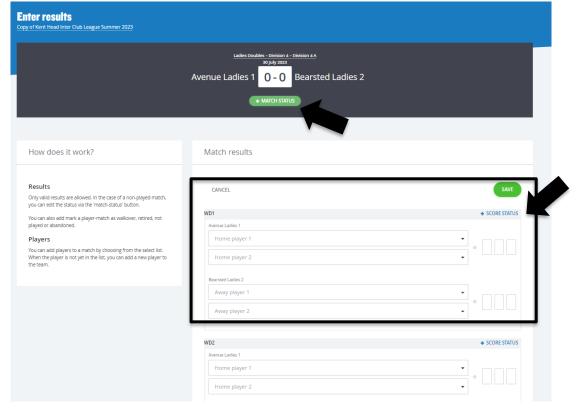


View – Outlines the rubbers for both teams with location information.



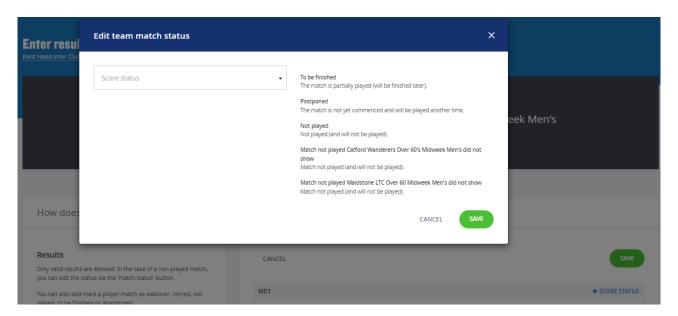


Enter Results – The entry page will appear. You have the ability to add players, enter scores, add a score status, and match status.

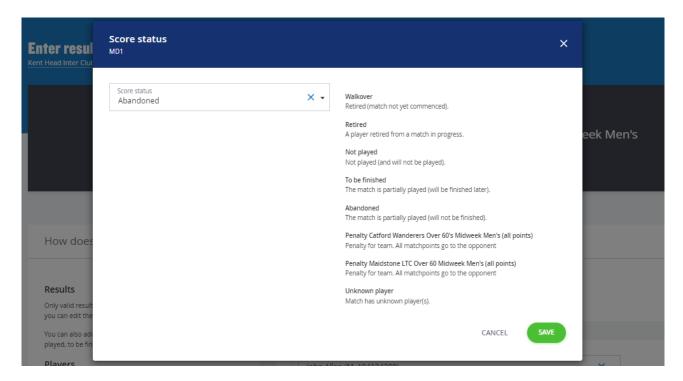




Match status – will allow you to edit the team match status as below.



Score status – will allow you to edit the score status of a match as below.



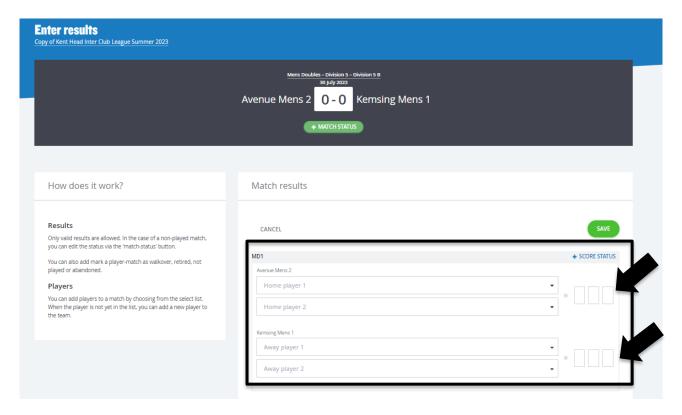


Not played: rubber is completed and no score is allowed - **will be calculated in standings.**Abandoned: rubber is completed and a score is allowed - **will be calculated in standings.**To be finished: rubber is not completed and a score is allowed - **won't be calculated in standings.**

Score status of **abandoned** for a rubber would mean that that rubber is not included in the standings calculation but the overall team match would be.

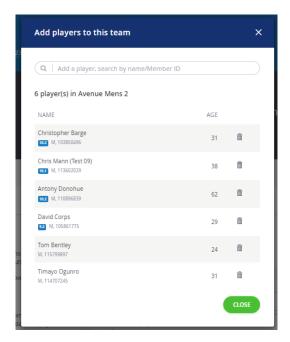
Score status of walkover, retired and not played - all calculate in standings.

Add Players – to add players to the matches in order to input and save the score, click on 'Home Player 1 (or 2)' or 'Away Player 1 (or 2)



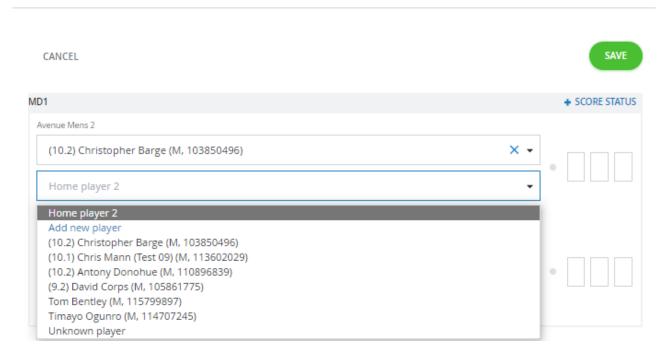
To add players, search by the player's name or LTA member.





Once you have added the players, they will appear in the drop down in order to be selected for the match result entry.

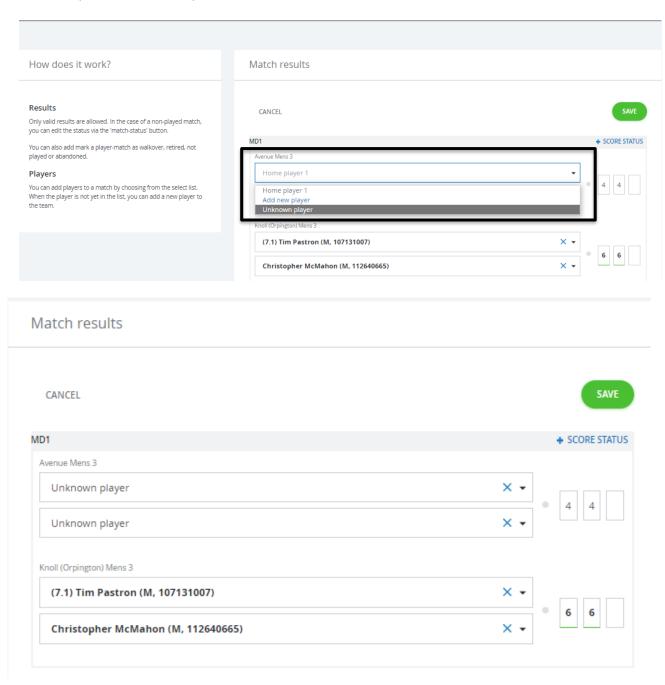
Match results



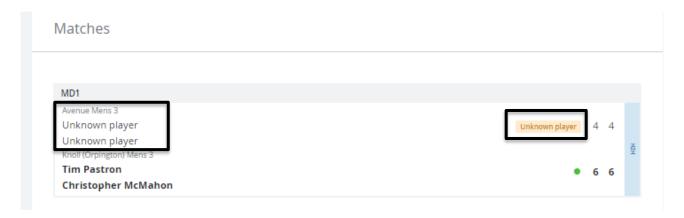
To submit a result for an unknown player, please select **unknown player** from the drop down. This will automatically update the score status to unknown player and an automated email will be triggered to the Team Captain copying the League Organiser of the unknown player result requesting to ask the player to link their venue to their LTA account.



Once the player has linked their venue through their LTA account, the score can be updated. The score status will update automatically.

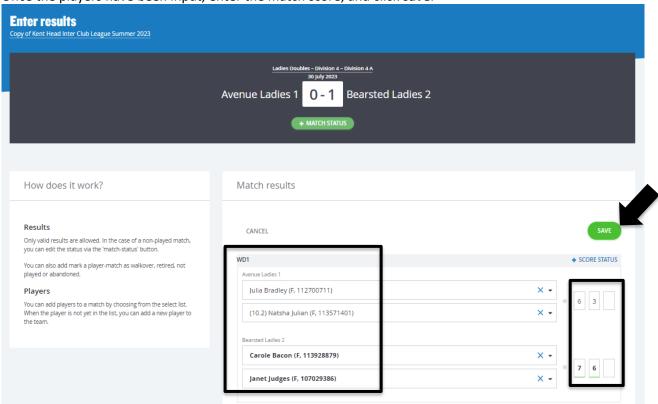




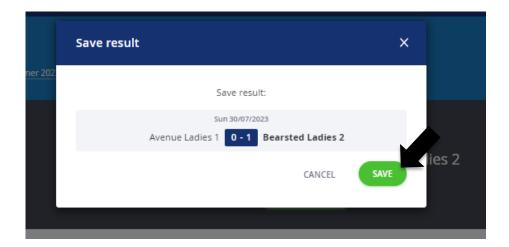


N.B The ability to submit a match result with an unknown player will soon be removed. It will become mandatory for all players participating in an LTA League to be an LTA member affiliated to a venue.

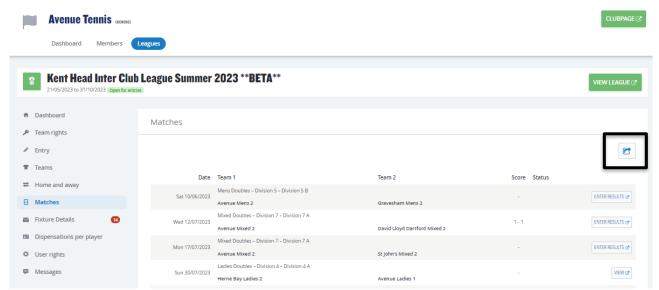
Once the players have been input, enter the match score, and click save.



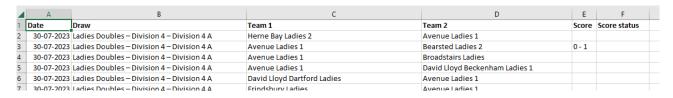




Matches Export – All matches and their results can be exported using the export button on the right-hand of the page.



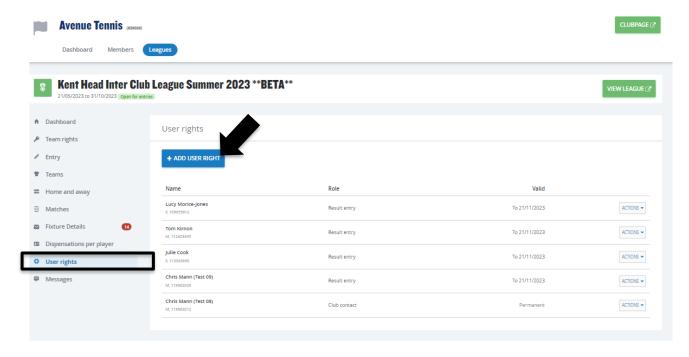
You will find the export in your downloads on your computer. This will open in the below format and will include the draw information, team names, scores, and score status.



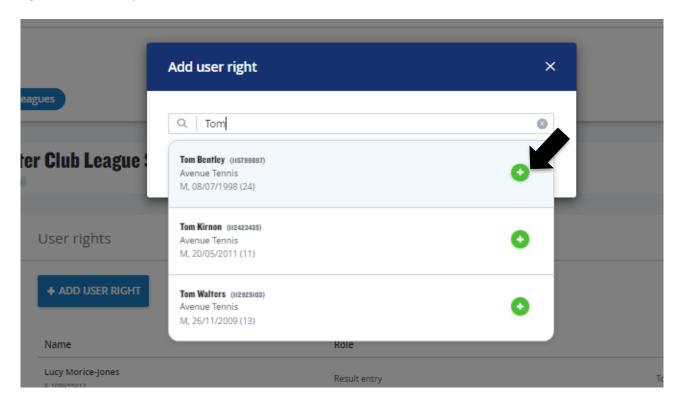
USER RIGHTS – ASSIGNING RESULTS ENTRY RIGHTS TO PLAYERS

Select User Rights following by Add User Right to proceed.

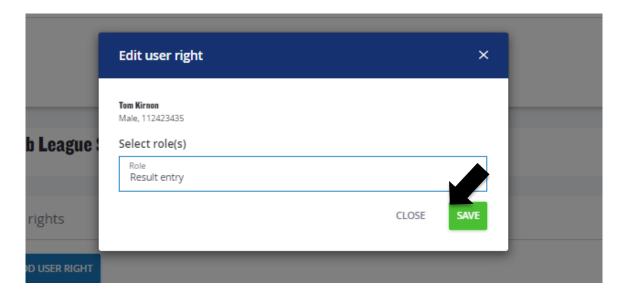




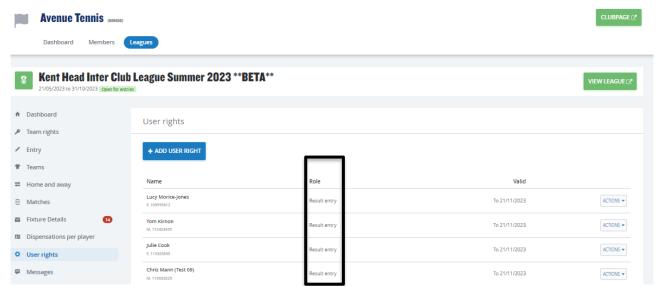
N.B This is not required for Team Captains, who, once assigned as Team Captains are given results entry rights automatically.







Once saved, you will have a list of the users you have assigned result entry access.



Select **delete** from the **Actions** dropdown to remove a user's entry rights.



