

9. Entering Team Results

In every case the "Event Rules" as determined by the event organiser will dictate the requirements of team entry, playing order, scoring, etc. ~~Any additions / changes / substitutes to teams after an event has started can only be made by users with District, Supervisor or National rights.~~

- Access to result entry is limited to nominated team members, users with Club Committee rights, District Administrators or District Supervisors. They must be registered in iSquash.
- Login to iSquash / Interclub / Interclub Events.
- Click on the required event from the list displayed.
- Click on "Draw" from the menu.
- Click the "Result" button for the required tie.

Match	Team A	Team B	Club	Courts	Date	Time	Buttons
11-7	Football 1	Rangers 1	Rangers Squash Club	1	Th 11-Sep-14	6:00 PM	Show, Results
11-22	Team 5555	Team 0000	Amberley Squash Club	1	Th 11-Sep-14	6:00 PM	Show, Results
11-23	Malvern 1	Team XXXX	Malvern Squash Club	1	Th 11-Sep-14	6:00 PM	Show, Results, Edit, Delete
11-25	M Pleasant 1	Team XXX	Hoon Hay Squash Club	1	Th 11-Sep-14	6:00 PM	Show, Results, Edit, Delete

- Choose the correct player's names from the drop down box.
- ~~• Enter the scores in the required fields and save. (Note: Results are "Pending" at this point).~~
- Enter the score for Player A (Malvern 1) first **then** Player B (Team XXXX).
- Check the results are correct and tick the box to "Send to Grading".
- Click save **again** and the status will change from "Pending" to Entered".

Player	Game 1	Game 2	Game 3	Game 4	Game 5	Final
Stan Farnick	0	0	0	0	0	0
E2 55	0	0	0	0	0	0
Jackson Proud	0	0	0	0	0	0
E2 55	0	0	0	0	0	0

Send to Grading:

- Substitutes can be added by nominated team members, club administrators, event managers, District Administrators or District Supervisors. (Substitutes will have an * after their name).
- Results can be edited and saved again at any time by the District Administrator or District Supervisor.
- Options available when entering the match scores –

Once a match has started & a player defaults for any reason - use Played.

Played

All game scores must be entered fully.

Results go to the grading list and update the interclub ladder.

The results can be disputed later.

A or B Default

Only use if a player defaults before the match starts.

All game scores must be entered fully.

Results go to the interclub ladder but **DO NOT** go to the grading list.

Results can be disputed later.

Example: Team A fields a team of 4 players for the interclub tie
 Team B fields a team of 3 players for the interclub tie
 The 4th player in Team B (possibly unknown) is defaulted
 The 4th player in Team A is credited with the win but no grading points
 Team A receives points for winning the match and the ladder is updated
 Note: Once a match has commenced there must be a result (Refer FAQs)

Not Played No game scores are entered.
 Results do not go to the grading list or the interclub ladder.
 The results **CANNOT** be disputed later.

- If bonus points are applicable, these will be automatically added to the ladder.
- If the results are incomplete click "Save". The results will be saved but not sent to the grading list.
- Once the results are complete tick "Send to Grading" and "Save". The status changes from pending to entered.
- Results go to the grading list and the ladder will be updated.

Entered Results

- Entered results can be viewed through the "Show" button.
- Click "Show" and the page below, with the match result, will be displayed.
- Click on a player's name to view their grading history – see table below.
- Any dispute over a result must be raised with the event organiser.

iSquash Interclub

Events | Create Event

Edit | Jobs | Divisions | Venues | Dates | Division/Rounds | Home Limits | Export To

Dashboard | Teams | Diary | Ladder

Show Result - Test Event 11092014
 11-7 - 11-Sep-2014



Football #	Ranking #	Games	Result
<u>Todd Ryley</u>	<u>Jeremy S. Snelling</u>	1/0 1/0 1/0	3 0
J1 846	J2 646	Played	
CBCFT2R	CBRGJSS		
<u>Grace Allen</u>	<u>Dion J. Morison</u>	1/0 1/0 1/0	3 0
E2 670	J2 571	Played	
CBCFGBA	CBRGDM		
	Countback:	6 0	
	Total:	6 0	
	Bonus Points:	2 0	
	Final Total:	8 0	

Entered

iSquash Grading

Grading | Results | Match Result | Points Calculator

Search | Tools

Ryley, Todd  

060128

Junior

Clarendon Football Squash Club


Ranking # 846

Points

J1

640 points

Clarendon



Monday 23
 Wins 15
 Losses 10
 Net Pts 654

Ranking #	Opp's	Opp's	Opp's	Opp's	Opp's
16	18-04-14	2/144 # 851/8 493	D	Lark Boda	1/144 # 851/8 493
21	28-04-14	2/144 # 851/8 493	D	Dona Jara	1/144 # 851/8 493
16	28-04-14	2/144 # 851/8 493	D	Paul Fera	1/144 # 851/8 493
16	18-04-14	2/144 # 851/8 493	D	Robbie Jara	1/144 # 851/8 493
16	28-04-14	2/144 # 851/8 493	D	Paul Jara	1/144 # 851/8 493
22	28-04-14	2/144 # 851/8 493	D	Steve Jara	1/144 # 851/8 493
104	18-04-14	2/144 # 851/8 493	D	Steve Jara	1/144 # 851/8 493

Substitutes / Adding Team Members

- Nominated team members, Club Administrators, Event Managers, District Administrators and Supervisors can add a substitute player to the team list. Substitutes can only come from the list of club players in the drop down box.
- Choose the player to be added and click "Add". The substitute must meet the rules of the competition. The substitute player will appear in the team list with an asterix (*) beside the name. Substitute player(s) can be deleted by the event manager, if required.
- If a substitute player is to remain in a team or a new player is to be added to the team, the District Administrator or District Supervisor can add the player permanently to the team list.
- Go to "Teams" and select "Edit". The team list will be displayed and players can be added to that list.

iSquash Interclub

Events **Create Event**

Edit Jobs Divisions Venues Dates Rounds Home Limits Export Teams Import Teams Create Tie

Dashboard Create Team Teams Draw Locks

Teams - Test Event 09092014

Mens / 1

Club	Team Name	Top X			
Burnside Squash Club	eeeeee	5105	Show	Edit	Delete
Amberley Squash Club	wwwww	3425	Show	Edit	Delete
Amberley Squash Club	mmmm	3425	Show	Edit	Delete

iSquash Interclub

Events **Create Event**

Edit Jobs Divisions Venues Dates Rounds Home Limits Export Teams Import Teams Create Tie

Dashboard Create Team Teams Draw Locks

Edit Team - Test Event 09092014

Saved Team

Name:

Division Type:

Division No:

Club:

Phone:

Email:

Players:

Name	Squash Code	Points	Grade	Captain
<input type="text" value="Sam Baker"/>	CBBS2B	3205	B1	<input type="checkbox"/>
<input type="text" value="Jody Allen"/>	CBBSJA	1900	C1	<input checked="" type="checkbox"/>
<input type="text" value="Jane Briggs"/>	CBBSJB	1355	C2	<input type="checkbox"/>
<input type="text" value="Jessie Baker"/>	SNCSJLB	1080	D2	<input type="checkbox"/>

Save *Hint: Saves the changes to the Server*

10. Changing an Interclub Result

- When results have been entered, saved and sent to grading a small tick box appears beside the "Show" button. The result card will change from "Pending" to "Entered".
- Users and Club Committee will see only the "Show" button on the Draw page.
- District Administrator and District Supervisor will see the "Show" and "Results" buttons.