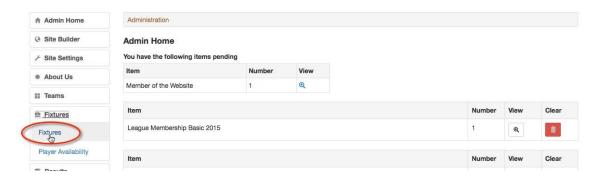
Fixtures Administration for Club and County Board Sites

Fixtures

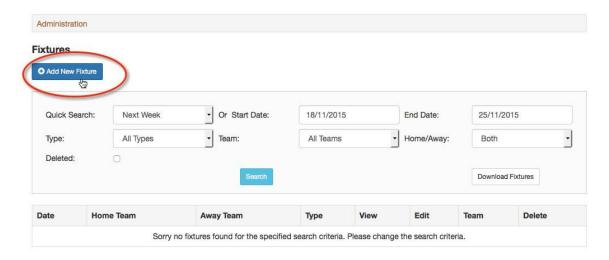
Select the Fixtures link to get a list of all of your club or county board's upcoming fixtures.

If your site is linked to the relevant competition sites, then all of your league and cup fixtures will be automatically shown here when they are created on the competition sites. (These fixtures cannot be removed from your site.) You can search this list by team, type of fixture and date to narrow the list down, or you can scroll through it using the pagination at the bottom of the list if there are more than 15 entries.



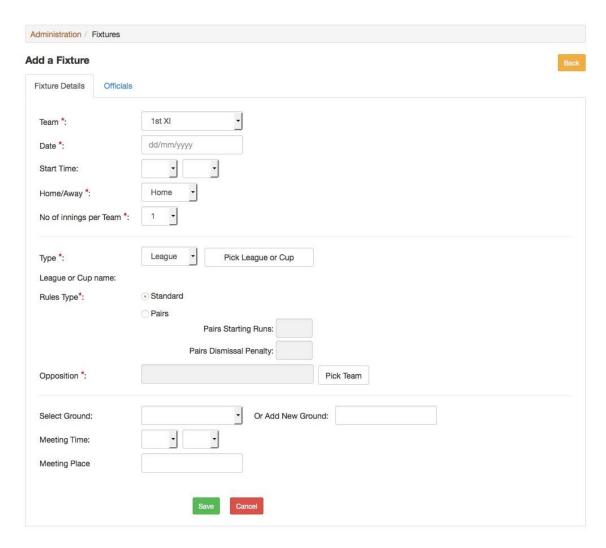
To create a fixture, you must have main administrator or fixture administrator rights to your site.

If you wish to add fixtures, e.g. for your friendly team, or for a competition that does not have an active play-cricket site, then you should click the 'Add new fixture' link at the top of the page.



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It's very straightforward to add a fixture by completing all of the mandatory fields. You cannot create fixtures for league matches where the league is part of the play-cricket system.



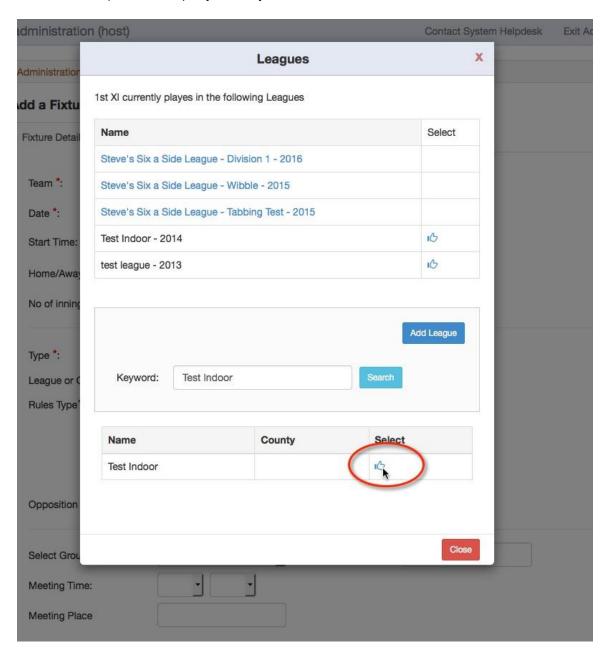
Team: Select from the drop down list. If the team is not listed, you will need to create it in the Teams section.

Date: Enter the fixture date, which may be in the past if entering historical scorecards.

Start time, Home/Away and **No of innings per Team** are self-explanatory.

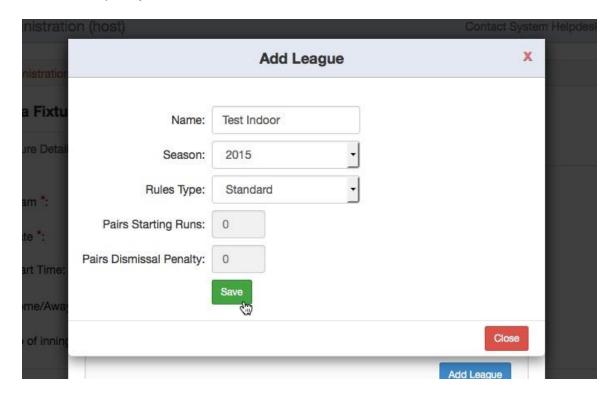
Type: Select from League, Cup or Friendly.

You cannot create your own competition fixtures if a play-cricket site already administers the competition. The play-cricket system does allow a user to create fixtures for un-administered leagues. If you cannot find the league or cup, then search for it (see below) – you may need to scroll down to see the search box.



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Click on the icon to select the competition. If it doesn't exist, you may need to add it and specify the season and rules at the time of creation.



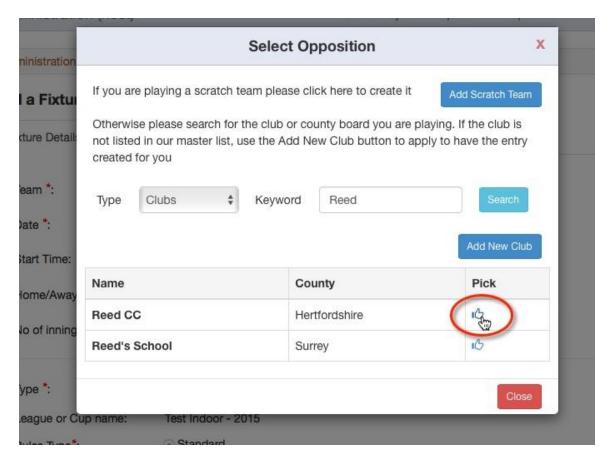
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Opposition: The selection of the opposition may vary depending on their status. They may be an established club in the ECB's master club list, they may be a club that does not exist on the ECB's list or it could be a team that has been put together for just one match (a scratch team).

The sections below describe how each type is selected for the fixture.

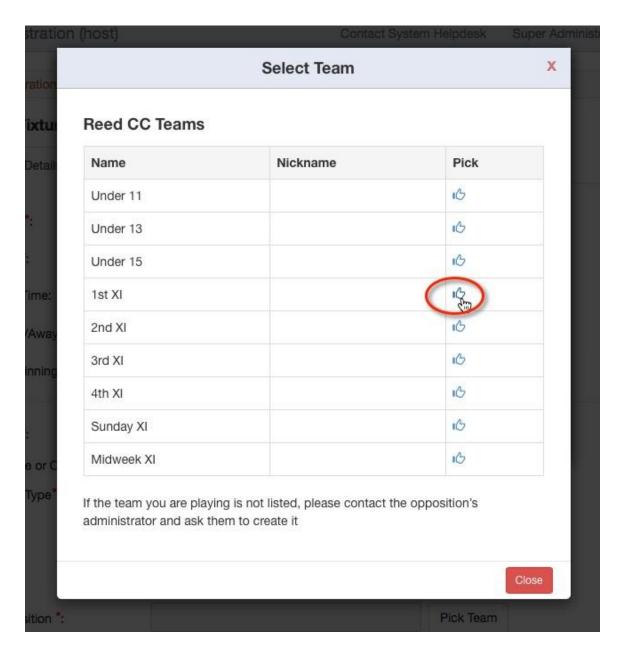
Established club within Play-Cricket

Click the Select button and enter as many characters as needed to identify the opposing club's name and click Search e.g. the characters 'ree' are sufficient to find 'Reed CC' but the search will also return any clubs containing 'tree', 'green' etc. To find Reed CC quickly, you would need to enter 'Reed'.



Pick the opposing club from the list and then select the opposition's team.

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If the opposition's team doesn't appear in the list, you must contact the administrator for the opposing side and ask them to create it.

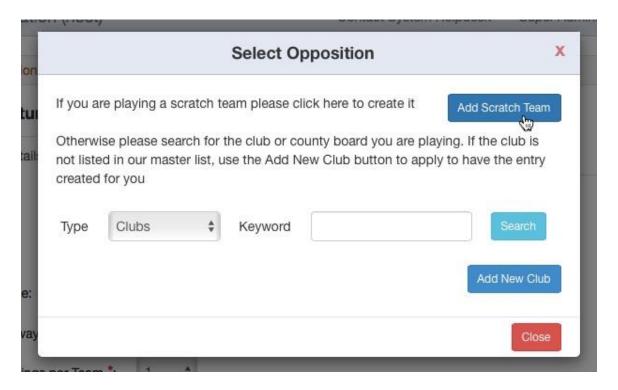
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Add Scratch Team

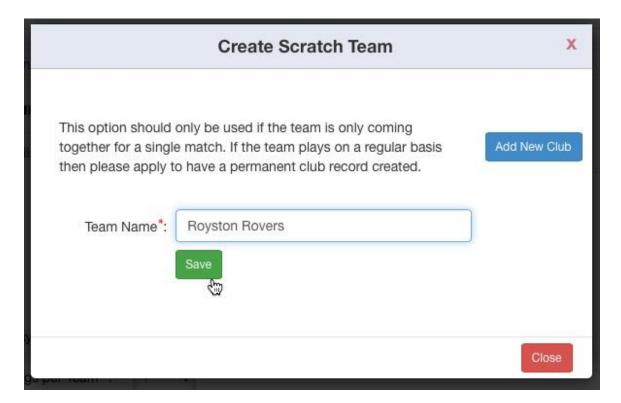
Clubs occasionally play matches against scratch teams that only come together for a one off match. There is a facility to create a scratch team so that the match can be recorded in Play-Cricket. Scratch teams will never be able to claim their site and they will not be listed in the Cricket Directory.

To create a scratch team, select the Add Scratch Team button.

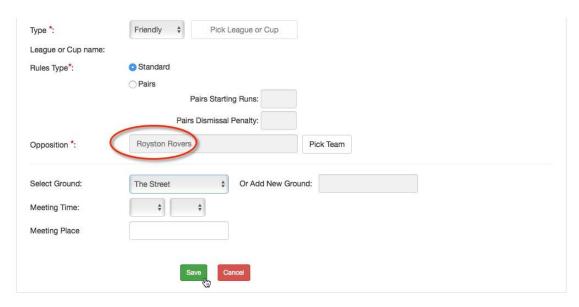


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Now enter the name of the team and select Save.



The scratch team should now appear in the fixture.

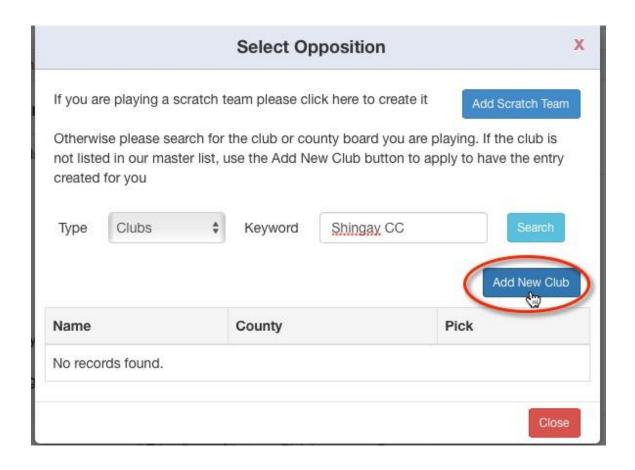


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New Club

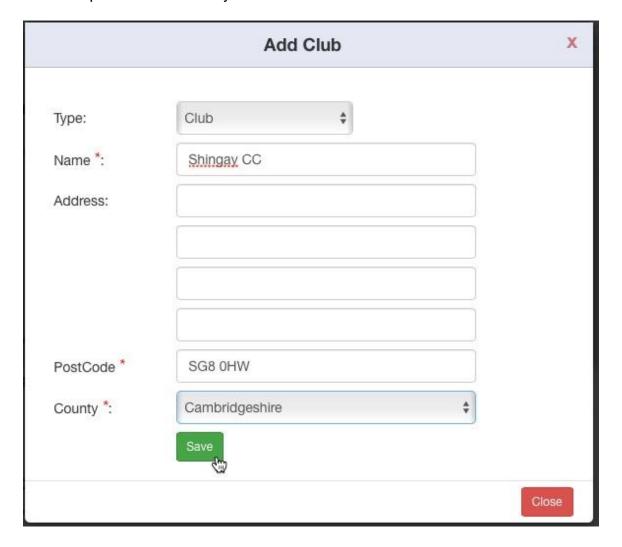
A club or county board can apply to create a new club site when they are adding a fixture record. *Please note that the club cannot be added to the fixture until the details have been approved.*

If the club that you are playing cannot be found using the keyword search, then select Add New Club.



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Now complete the mandatory information about the club and select Save.



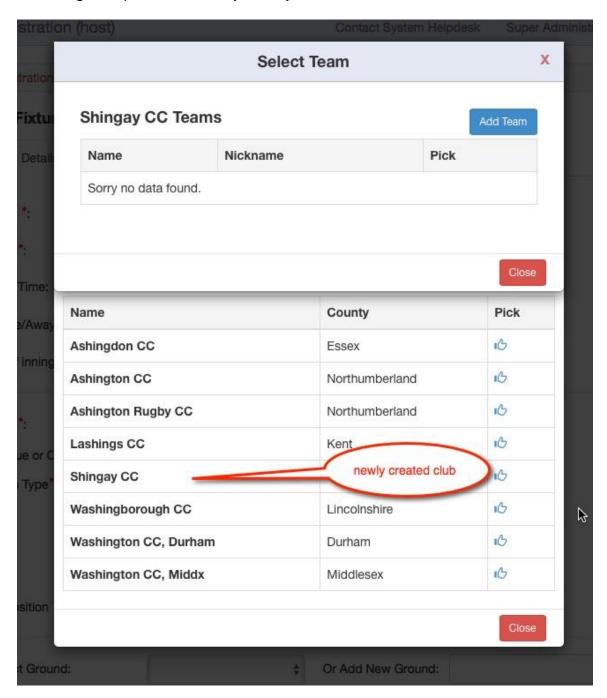
The following message should appear to indicate a successful addition:



When the new club has been authorised, you should receive an email verifying the club creation.

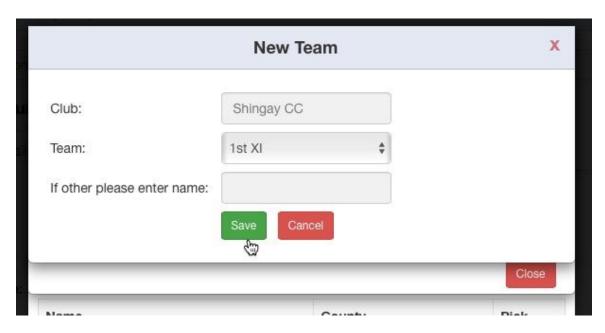
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Following receipt of the email, you may add the club and create a team for it.



Now, select Pick Team in the Add a Fixture page and the newly created club should appear when you search for it.

Unless the club's site has been claimed, you will be able to add a team.

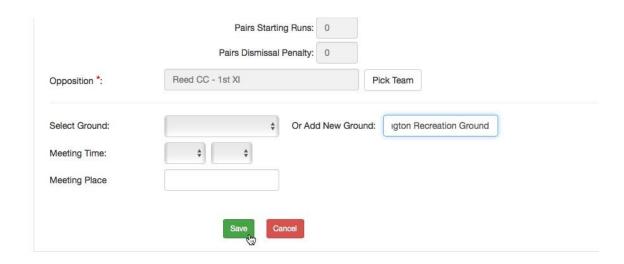


Select the correct team from the drop down list and click the Save button to add the opposition team to your fixture.

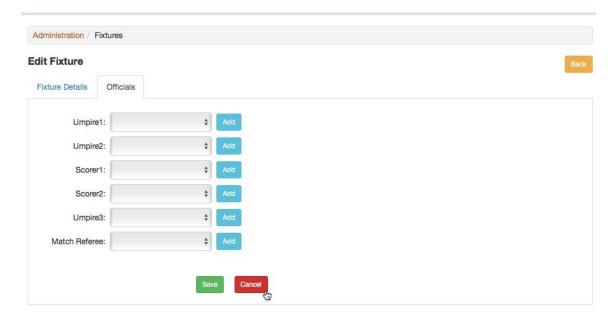
Ground: The opposition, ground, and venue are linked, so if the fixture is away, and your opponents have a play-cricket site, view the list of their grounds by clicking the arrow by the Ground box. If you are at home, your list of grounds will be displayed (from details in the About Us section).

If the relevant ground is not displayed, then leave the Ground field blank and enter the new ground in the Add New Ground field. For Home fixtures, this ground will be added to the Playing Facilities in the About Us of your site when the Save button is clicked.

If you added the ground for an Away fixture this will be displayed as 'freetext' and the ground will not be created on the opposition's Play-Cricket site.

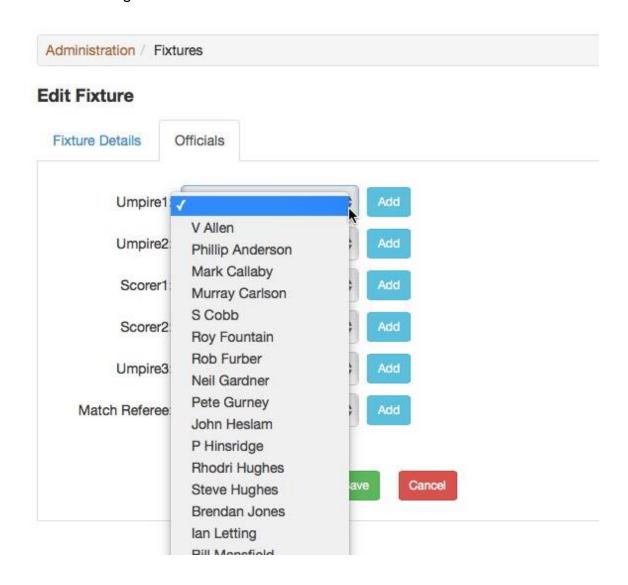


The Officials page appears when the Fixture details have been saved.



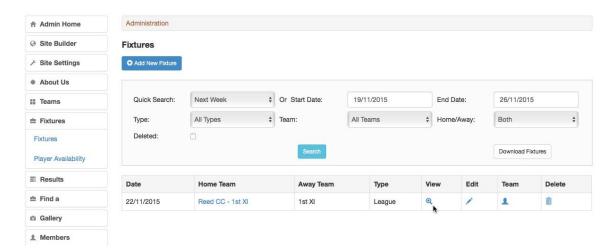
You may select Cancel to add the officials later and return to the Fixtures page.

Otherwise, umpires and scorers are selected from a drop down list (illustrated below) or a new one may be added by selecting the Add button. Remember to save the changes.



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To view or make any amendments to the fixture, find it in the Fixtures page.



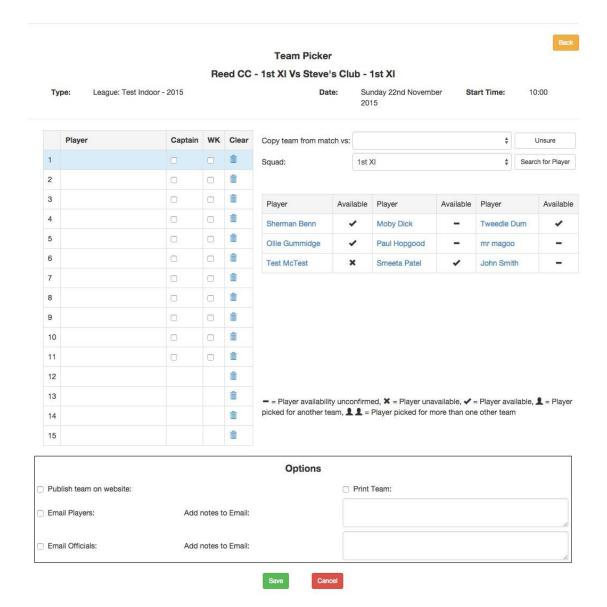
On this page you can:

View the fixture details: This will normally be just the date, time, type, ground etc., but if you have picked and published a team for the fixture online, then the team list will also be displayed.

Edit the fixture: You can change the date and start time, venue, meeting time and place, and the ground on which it is to be played. Note however that you may not amend the date, start time, venue or ground of a League or Cup match if the league has locked these fields. Only the League or Cup site administrator should do this once the proper procedures regarding agreement of both parties have been completed.

Manage team: This allows you to select a team from the squad that you created when you set up the teams (above) and your list of players. You can then publish the team, notify them about the game by email, and print the list to put on your notice board.

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If your club site was used last year, then there will probably be some 'squad members'; these are the players whose names had been allocated to a squad. If the match is for a league that requires player registration, only and all players who have this status will be shown; in this case the squad roles are ignored. If you think that there are too many players being shown in a squad, e.g. adult players for a junior side, then check the players' registration status for that league.

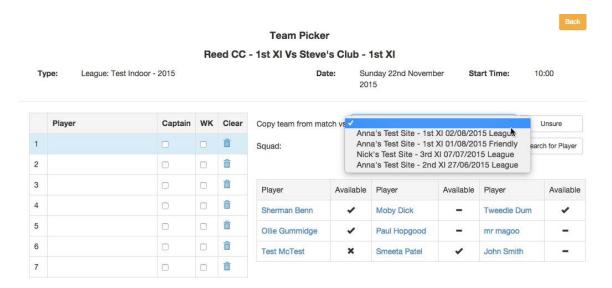
Users can notify their availability to the site via their own logon (by clicking on their name and clicking Edit Account), and if a player is unavailable for a given game, a cross will appear by his name. If he is definitely available, then a tick will appear; if he has not stated his availability, a dash appears.

An administrator may update the availability of a 'temporary' player and that of a registered player if required.

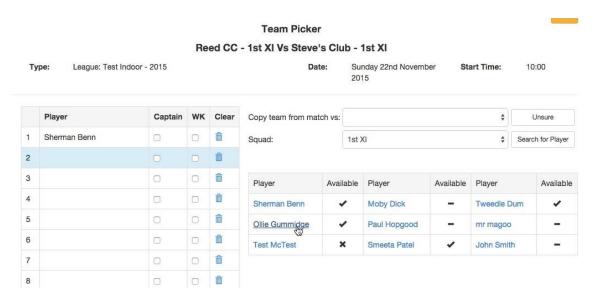
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There is a 'copy the team from match with' drop down option enabling the administrator to select the team from one of the last four matches played where a result has been submitted.

The team list will be populated with the names of the players from the selected match.

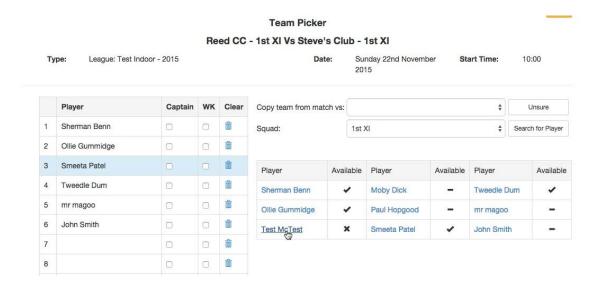


Pick the player position in the team list before selecting the player's name from the squad list. A blue focus bar will highlight the entry line.



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To replace a player by a squad member, click on a player's name on the left, so that it becomes highlighted, and then click on a player's name from the list on the right.



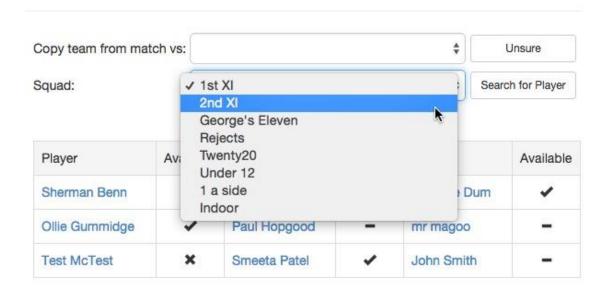
If you make a mistake and click an incorrect name, then you can delete the name by clicking on it and clicking 'Clear', or by simply selecting the correct name.

If you do not know the team in full, then highlight a line and click 'Unsure'. You can then add the player's name when it is known.

If a player is being selected whose name does not appear in the squad, then you may either choose from a different squad list or click the 'Search for Player' link. * Make sure that you select a team captain and if possible, a wicket keeper. Some leagues like to make wicket-keeping awards!

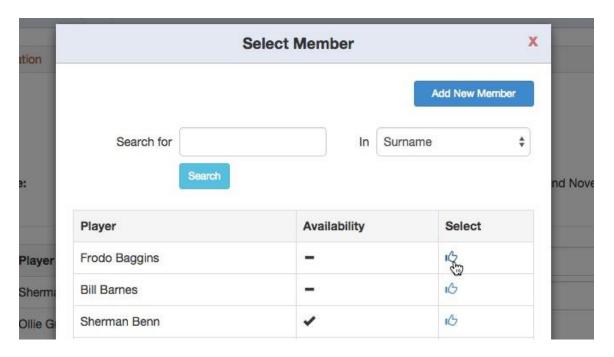
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To select a player from a different squad, change the squad using the drop down list, highlight the player to be replaced and then select the new player from the squad list.



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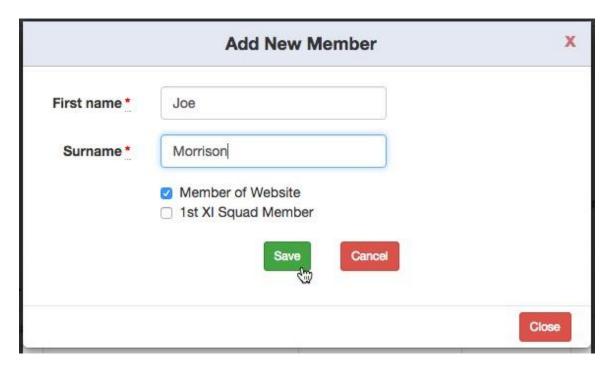
If you select Search for Player, a pop-up will appear, with the list of players on your club's database (below).



You can search for a specific player using, surname, first name, email address or username. Use the boxes at the top to search through this list, or the links at the bottom to scroll through it. Once you have found the name you want, click 'Pick' and the player's name will appear in the highlighted box.

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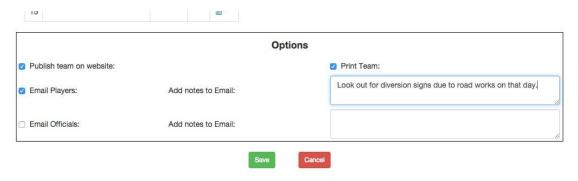
If you cannot find the player's name in your database after a search, then you may add the player to your site's database by clicking 'Add New Member'. A new pop-up will appear:



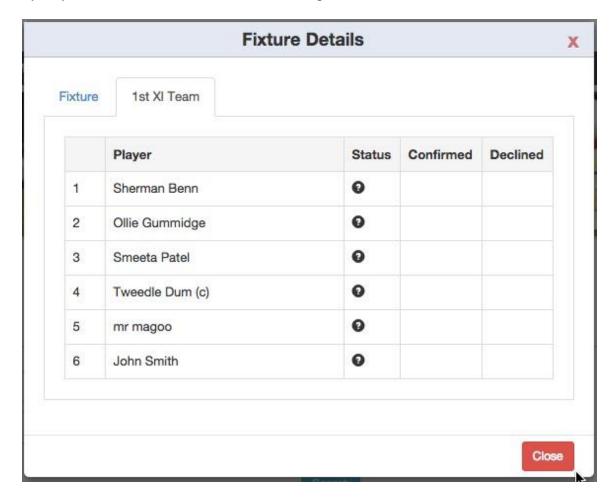
Complete the relevant boxes and click Save to add the player to your team.

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^{*}Note that if your team is playing in a league that requires player registration, you will not be able to pick any players who have not been registered to play with that league. Bear in mind that this process will normally take a few days to complete.



Publish team on website: This option makes the team list available for viewing by any member of the website who has signed in.

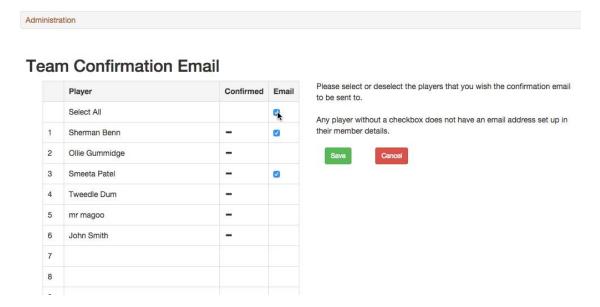


If a player selected for this match has signed in, he will see checkboxes for Confirmed and Declined, thus allowing him to confirm availability using this means.

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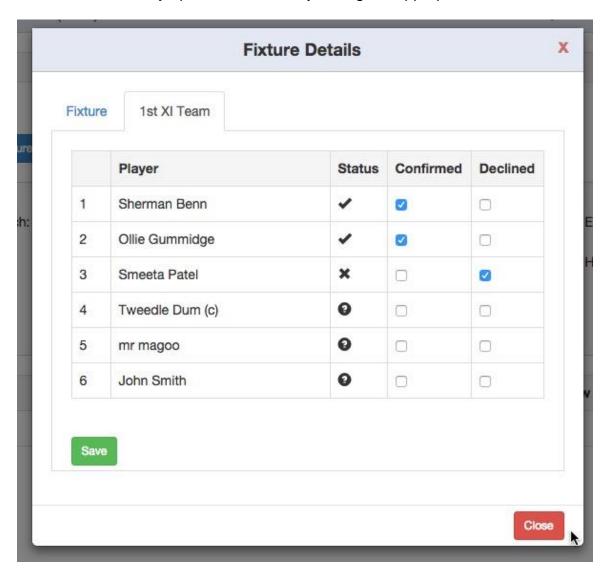
Email Players: The 'Email Players' option lets all those players who are site members and have given you an email address know that they have been selected. It includes details such as meeting place and time, (if supplied, above), when and where the game is being played, and adds any notes that you give to the email. As an example, you can use this to tell people to pick up someone to take to the game, or bring something for the tea interval, in fact anything that you can think of; using this option instead of the phone can save your club a lot of time and money!

There is a facility allowing individual selection of recipients for the email. This is most useful when a player has dropped out and a replacement has been selected. You would opt to send the email to that new player. If however, the fixture details had changed, you would want to select all of the players again. The email contains links that the players can use to decline or accept the selection to play. The sent emails may be viewed in the email log.



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When a player has confirmed or declined using the email link, their Status is updated in the Fixture Details view. For those players without an email address, an administrator may update the status by ticking the appropriate box.

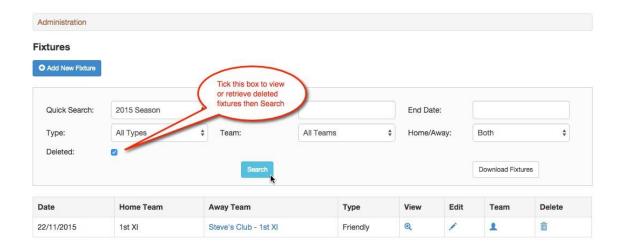


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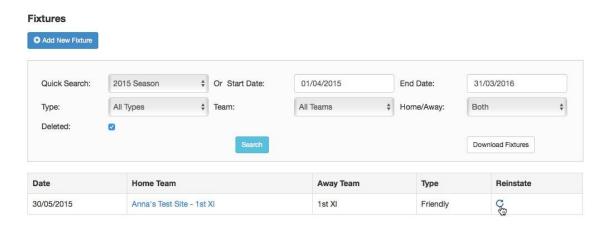
If a club administrator has created a fixture (friendly or un-administered league matches), then a bin will appear in the rightmost column so that it may be deleted if not required.

Note that if a fixture is 'deleted', it will be removed from view on your site but not from the opposition's site unless they also delete the fixture.

To find a 'deleted' fixture tick the 'Deleted' box and Search.



To 'undelete' the fixture, then click the 'Reinstate' icon.



Finally, there is a Download Fixture button - search for fixtures for a season or a time period and click the button to generate a file in .xlsx format (to be opened by Excel).

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