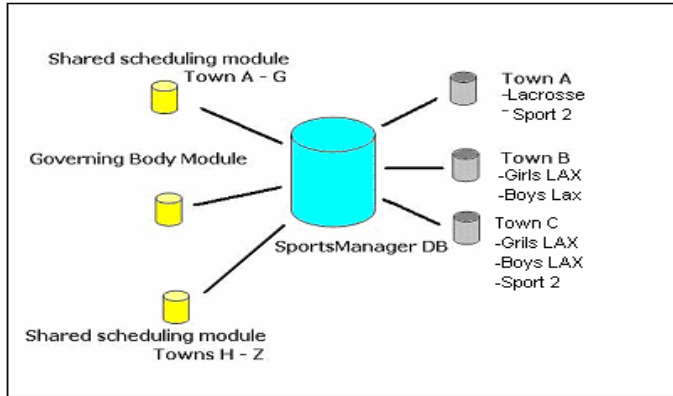


Concept of OrgManager

Create an Organization Manager website that an administrator can log on to manage a league. From there they can Auto-Schedule, view global standings, view global schedule, and email contacts in the organizations. On the organization or town side, SportsManager will connect seasons and leagues to the OrgManager's seasons and leagues along with other features necessary to Auto-Schedule.



Feature List of OrgManager also know as Shared Schedule manager

- Ability to associate organizations with a higher level organization.
- Ability for the higher level organization to log-on and manage organizations.
- Ability to have different levels of access like in SportsManager (admin,org.official, user)
- Ability to Manage Seasons – Seasons can be added, edited, deleted in the Seasons module. These seasons will tie together seasons in the organizations and provide the basic info about the season.
- Ability to Manage Leagues – Leagues can be added, edited, deleted in the Leagues module.
- Ability to associate fields with leagues and set open times for each day of the week.
- Ability to set constraints for auto-scheduling for coach, field,league,org.(at global or organization level).
- Ability to specify length of season for leagues in total games or number of times playing in and out of org.
- Ability to AutoSchedule – To create a pairing list and time slot list and then to schedule the games while also looking at black outs and constraints.
- Game Status - Ability to know which games have been auto-created. Also the ability to mark all games in the schedule as accepted (can only be edited at global level).
- Ability to see standings/schedule at organization level(just games involving that organizations) and at global level(all games for all organizations)
- Ability to have divisions work as team levels. A division could be marked as only play internal.