

## **New SportsManager Features as of April 27, 2005**

**These are some of the major features we have added over the last few months. If you have a special request please let me know. I've added a list of features we are planning and an update on our [auto-scheduling](#) package at the bottom of this list.**

1. New HELP button at the top gives access to the SportsManager Knowledge Base. Search previous questions/answers. Submit new questions.
2. Adult/Player Comments During Registration-These will display right on the Player and Adult registration list when enabled. These can be used to manage special "playing with" request and additional info on parent volunteers.
3. Roster Management-allow coaches to view/email teams and optional add/drop players. Coaches access this thru the linked team button and request a password. They then login in with their password and email address. Then only see their teams. Requires the Adult be assigned as a coach and the adult to have an email.
4. Schedule and Player registration displays now have a "Go" button. Pick the filters you want and hit the "View Games" or "View Registrations". The schedule report should also be a lot faster now.
5. We have a new Schedule Analysis feature (located in the auto-scheduling area). This feature will analyze any existing schedule and show you the break down by teams and parings. This feature will allow you to quickly see if your schedule has been designed correctly.
6. Show only leagues player is of eligible age for during reg. Option to display all leagues/age groups.
7. Customize Schedule/BoardMembers/Teams public links- See the links button for the additional options like the ability to remove columns from the schedule view.
8. Cutoff Date for age calculation at Season level-Allows for different sports with different age cut offs.
9. Ability to move a team from one season to another.
10. Blackouts for Auto Scheduling.
11. Adult Registration Questions(DOB, Gender, Alt.Address)-Allows you to obtain Date of birth for one or both parents after registration has been paid for. This is for Cori reports.
12. New Player Registration Questions(Membership Info, Position,Captain)
13. For Adult Orgs - Ability to change an adult into an adult player
14. Display Divisions if necessary on Schedules page.
15. Player Report - Download all player info.
16. Export for Little League has been added under reports.
17. Export for MA Youth Soccer has been added under reports.
18. Waiver text/who signed it - added to Team Info Package on the fourth page.

## **Modules we are working on:**

1. Referee/Umpire assignment package. Will be a complete assignment/tracking module with the ability to automatically notify the ref/ump of an assignment and allow them to accept/decline. This will support both Players/Adults as officials.
2. The ability to email every player/family their team/coach assignment for a new season. Basically sending out a notice. We already have the ability to email them their personal consolidated schedule.

3. The ability to email all the coaches the complete Team Information package that includes the list of management, players (Roster), Parent info and waiver text signature.
4. The ability for a family to check their registration history on-line.
5. The ability for an age group director to access their league/age group only for team assignment.
6. We are working on many enhancements for debits/credits, year-to-year registration report summaries, more detailed registration reports.
7. Allow pictures of players to be uploaded and stored in SportsManager and then displayed on player cards.
8. Membership feature will charge for annual membership fees during registration.

### **Auto-scheduling status**

Auto-scheduling has been in use for about 6 months. Auto-scheduling works for entire leagues or by division. It will create a balanced list of pairings needed based on the length of season or based on the number of times each team should play each other. It will then calculate the available time slots (based on field availability) and put the needed games on the calendar. Parameters control the minimum time between games. Once games are auto-scheduled they are just like any other game that was created manually or semi-automatically and will adhere to the auto-score collection process and all other scheduling features like emailing the schedule.

We are constantly enhancing auto-scheduling. If there are some features you need please let us know.

#### **Documentation:**

There is a document under Auto-scheduling that explains how the fields and available time has to be defined prior to using it. There is some technique and knowledge required to get good results with auto-scheduling. Please read the document and try the scheduling. Then contact us so we can review your results and make suggestions.

#### **Blackouts, Constraints, Semi-Automatic scheduling.**

We have added the ability to have Blackouts for fields/teams/holidays that Auto-schedule will work around. Auto-schedule has built in collision avoidance so someone coaching two teams will not have games at the same time. We have a semi-automatic mode that allows you to select time slots for games that already appear in the pairing list.

#### **Schedule Analysis:**

We have a new Schedule Analysis feature (located in the auto-scheduling area). This feature will analyze any existing schedule and show you the break down by teams and pairings. This feature will allow you to quickly see if your schedule has been designed correctly.

#### **Re-Auto-Scheduling:**

Auto-scheduling can be used to re-schedule rain outs and other cancellations. Auto-scheduling can be used to delete all games on the schedule for a particular league/age group division. You can also “seed” games on the schedule and then auto-schedule the rest of the needed games.