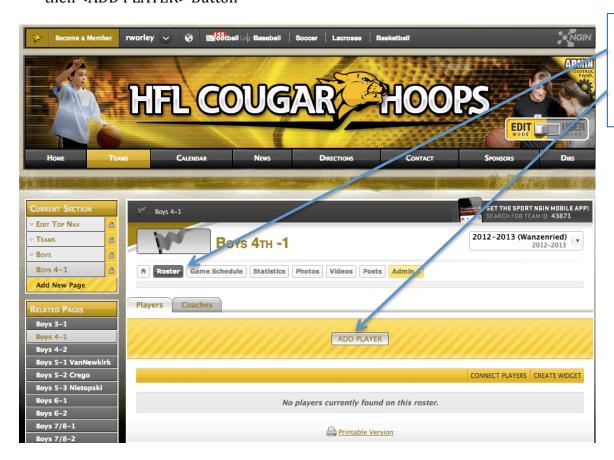


- 1) Login to the <a href="www.hflcougarhoops.org">www.hflcougarhoops.org</a> site and navigate to your Team page ...
- 2) Turn the "light switch" into EDIT Mode. And click the ROSTER menu item. And then <ADD PLAYER> Button



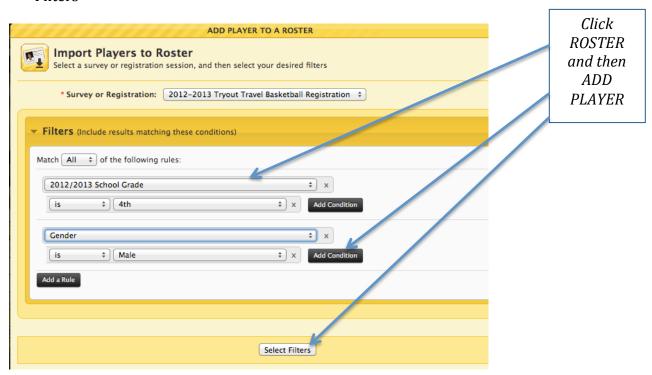
Click ROSTER and then ADD PLAYER



3) Select the "Import Player(s) from Registration menu item:



4) Select the "Import Player(s) from Registration" menu item. From there, you simply add the filters as necessary for your Team. In the screen capture below, we are selecting 4th grade boys. Once you have your filters set hit <Select Filters>



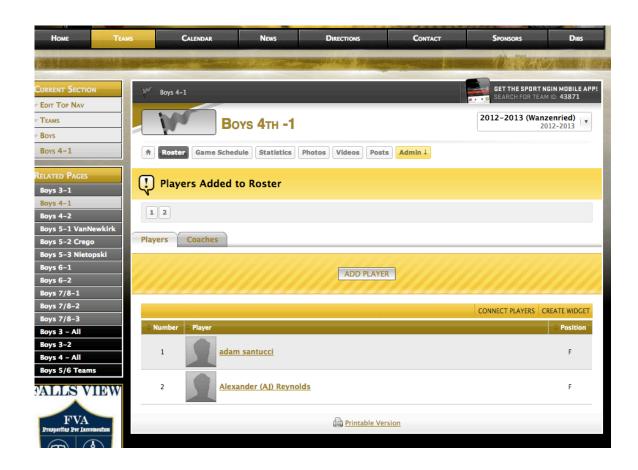


5) Then you are presented with all registered players within the filter settings you defined. Simply check the boxes of the players for your teams. You need to give them a jersey number and a position now. Don't worry if its not correct, you can change it later if you want to be really accurate.

ADD PLAYER TO A ROSTER	
Import Players to Roster  Your filter selections returned the following results:	
adam santucci (mewithcrew)	
* Player Profile First Name:	adam
* Player Profile Last Name:	santucci
* Jersey Number:	
jersey Humber.	
	F (Forward)
	☐ G (Guard)
	C (Center)
	SG (Shooting Guard)
* Position(s):	PG (Point Guard)
	SF (Small Forward)
	PF (Power Forward)
	☐ W (Wing)
	P (Post)
Alexander (AJ) Reynolds (reynoldsId)	
* Player Profile First Name:	Alexander
* Player Profile Last Name:	(AJ) Reynolds
* Jersey Number:	
Jersey Hambers	
	F (Forward)
	☐ G (Guard)



5) Click the <Add Players> button at the bottom and you are done! If you want to be fancy with your Team page, you can click the "Create Widget" menu item and then add your Roster to your Team page.





6) Once your Roster is set, you can go into the "Admin" and then "Groups" Tab to see that a Group has automatically been created for your Roster. If you click the "Messages" tab, you can then send emails to your group. Note that recipients cannot respond directly to those notes so it's usually only good for information distribution.

