

ERYFA Website Team Managers Manual

7 Topics

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Adding Content



We have created your Team Home Page, it's now up to you to begin adding content. You can find all page builder elements in the center content panel. Add text, photos, galleries, tables, and more. You'll notice that when you click into each page element there is a brief description about the element and it's functionality; however if you have any questions, please come back to the [knowledgebase](#) or contact our support team (support@tstmedia.com) for additional help. Once you have added content, you can drag and drop the elements to rearrange the layout. If your site has the Fluid Layout Design option available, you can use the "Layout Containers" to create columns to vary the layout of your page elements.

Adding Articles and Events

Articles

News articles is a great way to enhance your webpage and highlight "time sensitive" information. When you add an article for your team, it is displayed in an "aggregator", always displaying the newest story first. Add news about a big win, upcoming team party, or important parent meeting. Simply click on Add Article to create recent team news. If you include a photo with your article, consider adding a News Slideshow Page Element to your page to enhance the presentation. The optimal aspect ratio for the News Slideshow Element is 600 x 370.



Events

As a manager you can add two types of events: Non-Games and Games. Please note that the calendar and game schedule will NOT recognize duplicate events. If your organization has a scheduler that uses our Schedule Upload tool, please check to see if they have loaded any of your events.

Non-Games

Practices, Fundraisers, Team Parties, Meetings, etc. can be added directly into your team calendar and displayed within the "event aggregator" on your webpage. Simply click on "Add Event" and insert all important details, including date, time, and location.



Please note that all aggregators are set to default into a FIVE day view. You can always "edit" the actual aggregator to display information in a list view. This is a great way to display location and notes about each event within the calendar.

Games

All games should be added through your team Game Schedule; the games will be displayed within this game schedule page, along with your master team calendar. To add a game, simply click on Add Game, found within the schedule page.



When adding a game, you can enter in all game details including: Opponent, Home/Away, location, location URL, game time, status and referees. All scores and stats will be updated through this same section (see Managing Team Stats below).

Creating and Managing your Roster

You can add players to your Roster using 2 methods:

1. Add player from member directory
2. Add brand new player from "scratch"

You will only be able to use method 1 if you have required your parents to create accounts on the website. If you are creating a player from "scratch" you will need to enter their name, jersey number and position. Please note that you can also enter in a parent email address; which you will be able to utilize for future team messaging.



Please note that every time you add a player, a player profile page is created. You will be able to add content, picture, etc. to these **pages** as well.

Managing your Team Statistics

Every team manager is in charge of setting their team and player statistics for the season. Once statistics preferences are set, you'll be able to enter and manage stats as you update your game schedule.



Once you have selected your stats, go back into the Game Schedule and begin **updating** your game. Click on the status to enter into the game page and then update Team Stats and Game Details.



Updating team scores

It is necessary for you to update the score of each game.

Updating a Game Score or Stats:

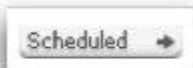
1. **Login** to the organization's website
2. Go to the **Team** Page you have permissions for
3. You will now see an Edit/User Mode switch in the upper right, click into **Edit Mode** (if you do not see the Edit/User mode switch on your Team page, contact the organization directly to request these permissions)



4. Click on the **Game Schedule** button



5. Find the game you would like to add a score to, click on the **Scheduled** button in the status field.



6. Click **Edit Team Stats**
 - o **Enter stats** for the away and home teams
 - o Click **Save Team Stats**



7. **Click Edit Player Stats** if you wish to enter individual stats for each player
 - o **Enter stats** for each player. Mouse over column headers to display a full description of each statistic's abbreviation.
 - o Click **Save Player Stats**



8. Once you have successfully entered all stats for the game, you will then **change the Game Status** to Final
 - o **Click on the Final button** as shown below

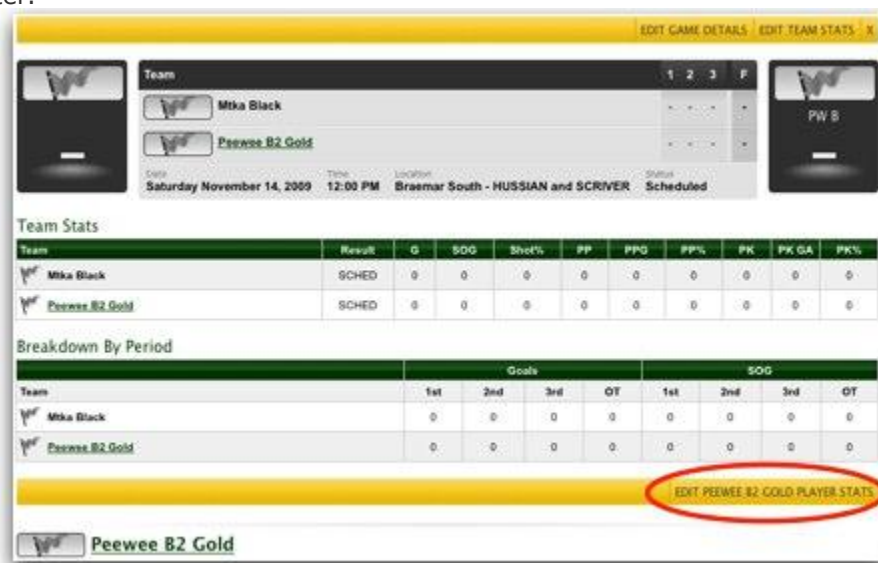


9. Game is now complete and final score and statistics are displayed.

Please Note: When you click 'Edit Team Stats' or 'Edit Player Stats', if you do not see the stats you would like to enter you will first need to adjust the 'default stats' that you would like to keep for the season. [Click Here](#) for further instructions on how to do this.

If you have elected to track individual player stats, you will need to scroll down to the bottom of game

page and edit player stats. These are an intuitive way to organize and archive content, permissions, stats, game results. Please note that these players stats will automatically update the profile pages within the Roster.



Once you have marked a game complete and updated all of the game statistics, your totals will be calculated and posted into the Statistics section within your team page.



Granting Permission to Others

As a team manager, you can now hand out editing or private view access to players or coaches. If you create a private "Contacts" page with your team calling tree, you can grant viewing permission to the parents and players without anyone else knowing the page exists. You can also create an additional public page or simply grant editing permission to your team page, this would allow the user to help with manage your team content. You can grant permission to others within the Permissions Tab found on the team home page.



Sending Messages to your Team

When you initially created your Roster, you may have added in the parent email addresses OR pulled players directly from the member directory; this process automatically created a Roster Group within your team page. You can message your entire roster or select individuals to send direct messages through.

The screenshot shows a web interface for a sports group. At the top, there are navigation tabs: 'Roster', 'Game Schedule', and 'Statistics'. Below these are 'Content', 'Options', 'Permissions', 'Groups', and 'Seasons'. A 'CREATE NEW GROUP' button is visible. The main header for the group is 'U10-G '99 Red 0910' with '10 Members' and a note that it is a 'Smart Group filtered from: 2009-2010 Cary Defenders Travel Soccer'. A dropdown menu shows 'Select Group: U10-G '99 Red 0910'. Under 'Filters', 'Entry Status' is set to 'Active' and 'Travel Teams' is 'Girls 99A'. The 'Members' section has a 'Sent Messages' link and 'Select All | Deselect All' options. A 'Message Selected' checkbox is circled in red. Below is a 'Profile' section with a list of members, each with a checked checkbox and a name in parentheses: Francesca Frericks (lfrericks), Kaylee S Langland (Kerry9969), Megan J. Heinhold (khein), Madeline Hornok (carrienne), Olivia Covelli (covelli5), and Rianna Reid (reidiefferu).

Sport NGIN Support

The Sport NGIN is the creator and host of OMGFA's website. Their team is here to assist you as you build and manage your team pages. Please browse through their full list of articles and best practices found within their [Knowledgebase](#) to look for answers. If you are still having trouble, please don't hesitate to [contact them](#) directly.