

**WELCOME TO
SUMMER POOL
LEAGUE
CAPTAINS
SCORE KEEPING
INTRODUCTION**

NUMBER 1

MUST HAVE A SMART PHONE OR TABLET



NUMBER 2

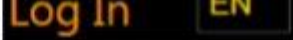

TURN YOUR PHONE OR TABLET ON!!

Create login account for scorekeeper

Each scorekeeper needs to have a “login name” and “password”.

1. Go on www.CompuSport.us and select your league.

Racine Amusement Monday Summer League

2. From your league, click on “Log in” on the top right corner  
3. If you do not have an account, click on “Create account for Capt. /Score keeper”.



The screenshot shows a dark-themed dialog box titled "Log In" with a red close button in the top right corner. It contains the following elements:

- An "Email" input field.
- A "Password" input field.
- A "Remember me" checkbox, which is currently unchecked.
- A section titled "If you don't have an account" with two options:
 - Create account for Manager
 - Create account for Capt./Score keeper (highlighted in yellow and pointed to by a red arrow)
- A link "I forgot my password / Reset my password" in orange text.
- At the bottom, there are two buttons: "Log In" and "Cancel".

WHEN YOU CLICK ON CREATE AN ACCOUNT, YOU FOLLOW STEPS 1 THROUGH 7

4. Fill up the information

User account creation

You have to enter scores for your team in your league, you're in the right place!

You do not need to create an account to view schedules.

To add yourself as score keeper, please find yourself in the list

Team

Player

Create your account

Email

Email Confirmation

Password

Confirm Password

- Contains 7 characters
- Contains one letter
- Contains one number
- The confirm password matches

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1. Select your team.
2. Select your name.
3. Type your email.
4. Confirm the email address.
5. Type a password, verify the red dots to make sure it contain all the information needed.
6. Confirm the password.
7. Each red dot should be green to register

You will receive an email to confirm your account. Click on the link to activate. If you haven't received an email, check your Junk E-mail.

Your league operator will receive an email to confirm you have an account. He has to accept you before you can enter scores.

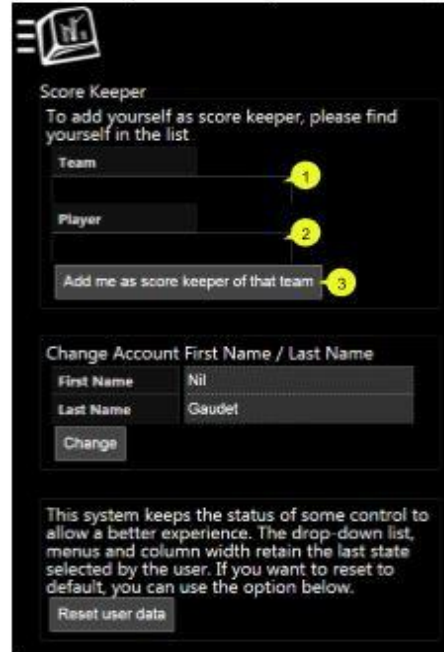
IF YOU ALREADY HAVE AN ACCOUNT

1. Find your league, click on  enter your email and password to log in.



2. Click on your name.

3. Then you can fill up the following information

A screenshot of a 'Score Keeper' registration form. The form has a dark background with white text. At the top left is a hamburger menu icon. The title is 'Score Keeper'. Below it is the instruction: 'To add yourself as score keeper, please find yourself in the list'. There are three input fields: 'Team', 'Player', and a button labeled 'Add me as score keeper of that team'. Each of these three elements has a yellow circle with a number (1, 2, and 3 respectively) next to it. Below these fields is a section titled 'Change Account First Name / Last Name' with two input fields: 'First Name' (containing 'Nil') and 'Last Name' (containing 'Gaudet'), and a 'Change' button. At the bottom, there is a paragraph of text and a 'Reset user data' button.

Score Keeper

To add yourself as score keeper, please find yourself in the list

Team 1

Player 2

Add me as score keeper of that team 3

Change Account First Name / Last Name

First Name Nil

Last Name Gaudet

Change

This system keeps the status of some control to allow a better experience. The drop-down list, menus and column width retain the last state selected by the user. If you want to reset to default, you can use the option below.

Reset user data

1. Choose your team
2. Choose your name
3. Use this button if you need to be score keeper for more than one team

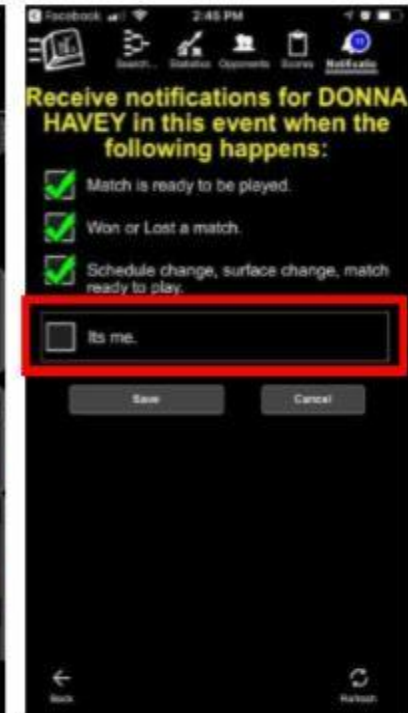
That information will be managed by the league manager on the CompuSport system.

NOW THAT YOU'RE REGISTERED AS A SCORE KEEPER YOU HAVE 2 OPTIONS TO BECOME THE SCORE KEEPER FOR YOUR MATCH

Go to Scores, Register, Find your Team/Player.

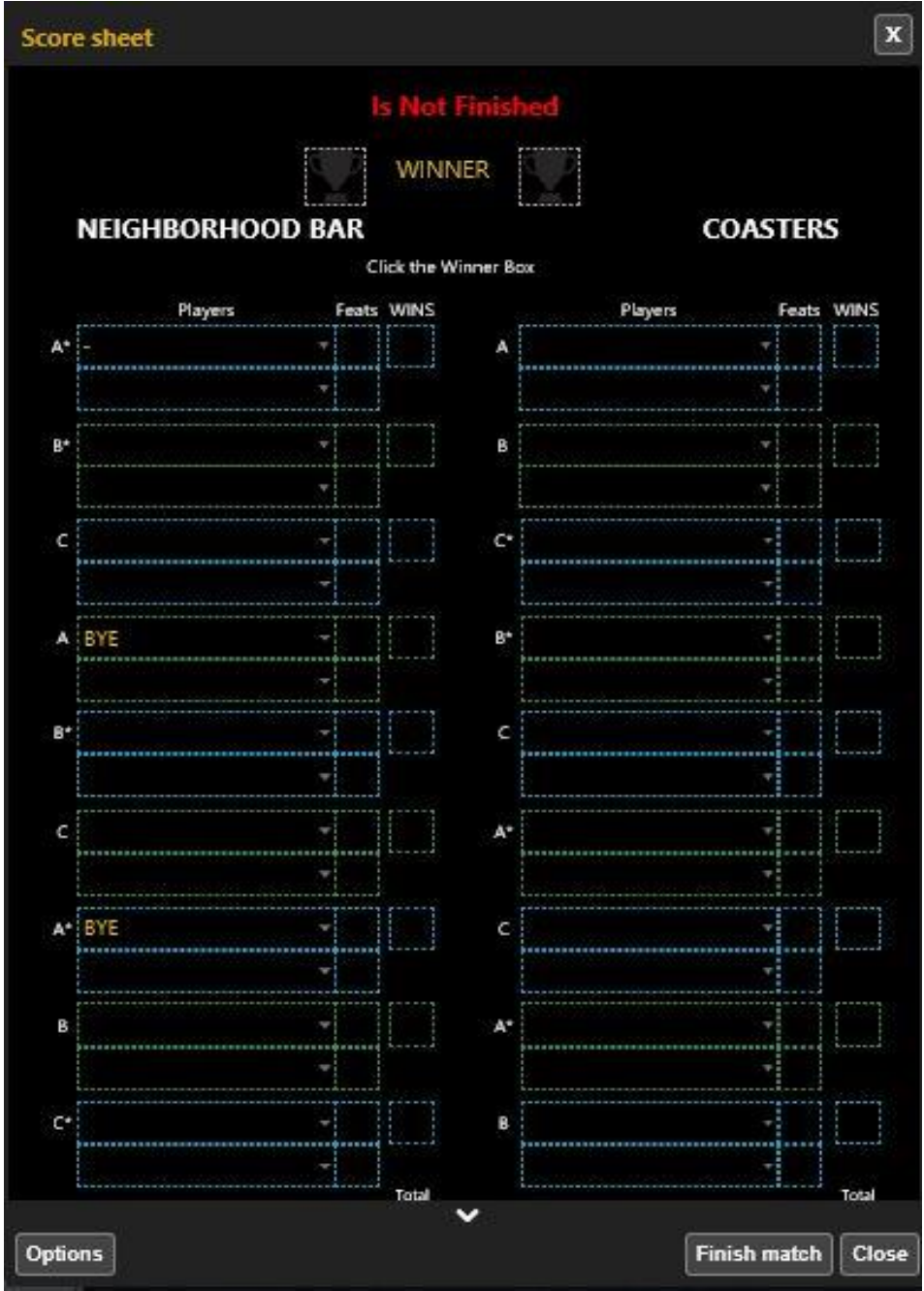


Go to Search, By Opponent, Type your name in the *Search Here for an opponent.* Select the right player. Click Follow! Click It's me! Save.



NOW THAT YOU ARE A SCORE KEEPER, GO TO SCORE, WAITING SCORE SHEETS, CLICK ON YOUR MATCH, CLICK ON SCORE AT THE BOTTOM OF THE PAGE.

i. This will open up a scoresheet.



THERE IS DROP DOWNS TO PICK YOUR TEAM MATES, WHEN YOU PICK A TEAM MATE, IT WILL AUTO FILL IN THE NAMES.

Score sheet

Is Not Finished

WINNER

NEIGHBORHOOD BAR

COASTERS

Click the Winner Box

	Players	Feats	WINS
A+	KEITH HETCHLER		
B+			
C			
A	KEITH HETCHLER		
B+			
C			
A+	KEITH HETCHLER		
B			
C+			
Total			

	Players	Feats	WINS
A			
B			
C+			
B+			
C			
A+			
C			
A+			
B			
Total			

Options





Finish match

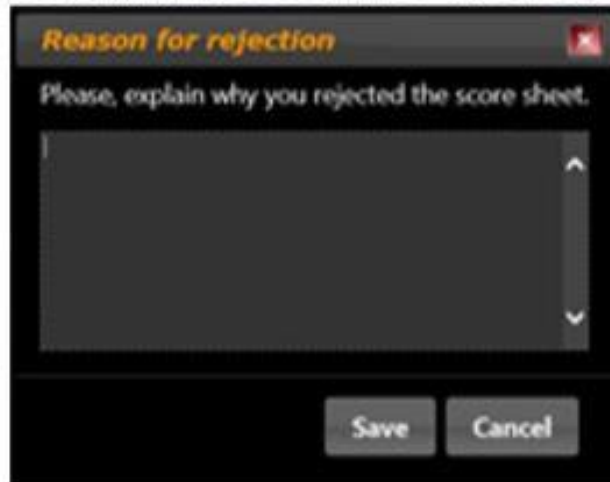
WHEN THE GAME IS DONE, YOU SIMPLY CLICK ON THE SQUARE UNDER WINS, IT WILL TURN GREEN



Fill out your scoresheet. Once you have completed the scoresheet, Click the "Finish Match" button, that will Send for Approval. **Once you Send for Approval you no longer have access to making changes to the Scoresheet**

The visitor team's scorekeeper will click on the link received by email

- Log in and then click on the match you want, then click on the  button at the top. This scoresheet will have a “yellow flag” to its status  “Waiting for approval”
 - If the results are good, click on 
 - If you accept the scoresheet, the first Captain will receive a confirmation email and the stats will be automatically updated.
 - If there is something wrong, click on 
 - You will have to write the reason for rejection.



Reason for rejection

Please, explain why you rejected the score sheet.

Save Cancel

A dialog box titled "Reason for rejection" with a close button in the top right corner. The text inside says "Please, explain why you rejected the score sheet." Below the text is a large, empty text input area with a vertical scrollbar on the right side. At the bottom of the dialog box are two buttons: "Save" and "Cancel".

- At this time, an email will be sent to the other scorekeeper and the leaguemanager to show them the reason.
- The first Captain (Score Keeper) will have to “Send for approval” again.
- Unless the league manager has set it to receive the rejections and deal with them themselves. If so, the first approval will be by the visitor team scorekeeper and the second would be the league manager.

When all approbations are done, this result will be included in the league stats.

Email Examples:

This is an automated Message from CompuSport System.

League: Racine Amusement Summer Pool League

The User Dave Bahor (BIG BROTHER) has entered the score of the game against CRAZY TEAM played on 09/15/2013 06:00 PM.

You must log in and check the score sheet.

You will then have to accept or reject the score sheet.

This is an automated Message from CompuSport System.

League: Racine Amusement Summer Pool League

The User Bob Pine (CRAZY TEAM) has rejected the score of the game against BIG BROTHER played on 09/15/2013 06:00 PM.

Reasons: John did a Ero on Second Round

This is an automated Message from CompuSport System.

League: Racine Amusement Summer Pool League

The User Bob Pine (CRAZY TEAM) “Has Accepted” the score of the game against BIG BROTHER played on 09/15/2013 06:00 PM.
