

Entity Teams

This screen allows the creation and management of **Entity Teams** i.e. Teams within the current organisation/Representative teams, and the allocation of these teams to one or more grades in one or more seasons.

Entity Team Management ?

[Add New Team](#) [Add Another Team](#) [Back to Team Manager](#)

Child Organisations

Entity Teams

Entity Teams can be created within the current organisation, and can participate in competitions in much the same way as child organisation based teams. See the help file for more information.

☐ Also show inactive teams (shown in red)

Search

TEAM ID	TEAM NAME	GRADE ALLOCATION	SQUAD SIZE	EDIT SQUAD	EDIT	DELETE
20001	AUSTRAALIA NORTH FLORIDA		0			
20002	ENGLAND HULL		0			
20003	MARSHALL ISLES		0			
20004	MALAYSIA KUALA		0			
20005	NEW ZEALAND HAWKES		1			
20006	ETHIOPIA ADDIS		0			
20007	SOUTH AFRICA TOWN		0			

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*Type in the search box and hit Enter to further filter the list.

There are different types of teams and squads :

- Child Organisation teams**
These are teams that relate to separate organisations that are affiliated to the organisation that manages the competition. These organisations are related in some way to the current organisation via a hierarchy - for example, the clubs that are affiliated with an association. Once organisations have been affiliated, these type of teams are created via the **Allocate teams to grade** screen (part of Grade Management), in which a participating organisation (e.g. a club) is assigned to a particular grade for a particular season. These types of teams are used where a competition is run by an managing organisation (e.g. associations) between participating child organisations (e.g. clubs) which are affiliated with the managing organisation. Participating organisations can log in to the system and typically have the responsibility to manage/select the team selections for each match, and would usually select the teams each week from players in their player list, or squads. By default, the team name is that of the participating organisation (e.g. the club name), however this can be changed via the **Team Settings** screen. It is also possible for the same club to field multiple teams within the same grade/season.
Example:
Association A runs competitions between its member clubs C1,C2,C3 and so on. From year to year, the same clubs tend to enter teams in the competitions. The Association would set the competitions up as **Child Organisation** teams. Each club can then log in and enter results. The association reviews results (or can optionally enter results on behalf of one or more clubs).
- Entity Teams** (also known as 'Teams within the current organisation') - these teams are created within the managing organisation (e.g. association) itself, and have no relationship to another organisation. These types of teams are typically used by organisations running tournaments or competitions where the teams are transient in nature (e.g. change year to year), or the teams cannot be thought of as belong to an organisation (e.g club). These teams can only be created via the **Entity Team Management** screen. The **Allocate teams** screen is then used (as above) to allocate teams once they have been created. As there is no participation from other organisations, the managing organisation is responsible for all data entry (e.g. team selections, scores etc).
Example: Association A runs annual tournaments or ad-hoc competitions where teams are entered every season. The teams often have different names and participants from year to year, and there are no 'clubs' behind the teams. The association would set the competitions up as **Teams within the current organisation**. The association enters all results.

Within a given competition/grade, the above team types may be mixed. For example, a grade can contain both **child organisation** teams and **Teams within the current organisation**.

Comparison Table

	Child Organisations	Entity Teams
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Adding to the current organisation	Contact Support to affiliate an organisation to your organisation. The organisation will then be listed in the Child Organisation (affiliates) screen.	Create via the Entity Team Management screen.
Removing from the current organisation	Contact Support to remove an organisation from the list. Any teams previously allocated to grades/seasons will not be affected.	Delete via the Entity Team Management screen. If the team has been allocated to a grade/season, the team will not be able to be deleted but can be made inactive instead.
How to add to a grade and season	Via the Allocate Teams screen.	Via the Allocate Teams screen.
Can squads be set up?	Yes, via the Team Settings tab of Grade Maintenance.	Yes, via the Team Settings tab of Grade Maintenance or the Entity Teams Management page.
	Players come from the child organisation's player list.	Players come from the managing organisation's player list.
	Squads relate to a single grade/season only.	Squads persist across grades/seasons if applicable.
Who enters teams selections, match results etc?	Either someone with an admin login to the child organisation, or the managing organisation.	Someone with an admin login to the managing organisation.
Admin logins to enter results?	Yes.	Not for the team members, this is done at the managing organisation level.
Can participants login?	Yes.	Yes.
Can be re-used across grades /seasons	Yes.	Yes.
Can allocate multiple instances to participate in the same grade /season?	Yes.	No.
Public site access	Can customise the ResultsVault public site for the organisation to get a view of the fixtures, ladders for just that organisation (or can also view via the managing organisation). Can also setup a SportzVault site attached to these results.	Can't customise for the particular team, but can customise the ResultsVault public site for the managing organisation to get a view of the fixtures, ladders.

Squads are a collection of players that are defined as the basis for selecting teams for a given match. For example, a particular team may only ever select a team from a group of 20 players out of the club's player list. By defining a squad with those 20 players, by default the team selection page will filter the player list to just those 20.

Squads - Child organisation type teams

These can be edited by the managing organisation via the 'Team Settings' tab of Grade Maintenance, or at the child organisation level via the 'Grade Configuration' screen.

Squads are defined for a given season and grade only, and need to be setup separately for new grades or seasons.

Squads - Entity teams

These can be edited by the managing organisation via the [Team Settings](#) tab of Grade Maintenance, or via the [Entity Teams](#) screen.

These types of squads persist across seasons and grades (if the team is entered across multiple seasons or grades) and don't need to be set up every time.



Child organisation type teams are not managed on this screen. Please use the [Allocate teams to Grade](#) page to add child organisation type teams to a grade.

Rules for creating teams

- A team can optionally have 'default' players added to it from the organisation's player list. If default players are added, then the team for each match is automatically selected from the default players when match results are entered for that match (ie these players are deemed to have played in the match). Automatic team selection will not overwrite existing team selections.
- If default players are added, then no other team in the organisation can have exactly the same players.
For example, if a team already exists with players A, B and C, the system will not allow creation of another team with A, B and C. However, if the existing team has not already been allocated to the selected grade/season, it will be allocated. A new team with members of A and B, or A, B, C and D can be created.
- The team must have a name - by default, this is the names of any players selected as 'default'.
- The team name must be unique within the organisation.



If two teams actually operate under the same name, they still need to be created here with different names, however when allocated to a grade (via the Allocate Teams screen), names can be changed as required. For example, there may be two teams known as 'The Aces'. The second team must be named differently in the system, so it could be created as 'The Aces 2'. When allocated to a grade, the 'display name' can be set back to 'The Aces'. In this way the two teams can be distinguished within the Team List, but still display with their correct name within fixtures and ladders.

Adding New Team

Child Organisations

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*Denotes a mandatory field.

Team ID	
Team Name *	<input type="text"/>
Active *	<input checked="" type="checkbox"/>

Update

1. Click the **Add New Team** link.
2. Enter the team name.
3. **Active** - This toggles the team between active and inactive. Making a team inactive only hides it from the Team List.
4. Click the **Update** button.

Editing Team

Child Organisations

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*Denotes a mandatory field.

Team ID	85181
Team Name *	<input type="text" value="default"/>
Active *	<input checked="" type="checkbox"/>

Update

- Click the **Edit** link in the **Edit Team column** for the team within the Team List.
- Make any necessary changes as above and click the **Update** button.

Deleting Team

- Click the **Delete** link for the team within the Team List.
- Click **OK** to the confirmation message.

