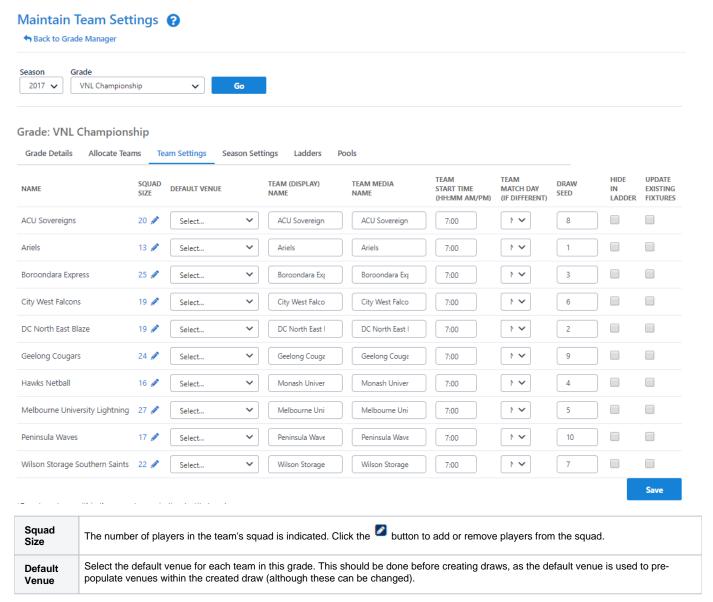
# **Team Settings**

This screen allows the maintenance of default settings at the team level. An Association is able to update team settings for all teams allocated to the specified Grade for that season. The settings will be reflected in fixtures and ladders.

# **Editing Team Settings**

It is recommended that team settings for all teams are updated prior to creating draws.



#### Team (display) Name

This allows overriding of the default club display name (that is entered on the Club control panel screen). The display name is used to represent the club/team in fixtures, ladders etc on the public site.

 Child organisation teams: This allows overriding of the default club display name (which is entered on the Club control panel screen).

It is usually only necessary to specify a display name when a club has more than one team in a grade - e.g. the 'South Yarra' club may have 'South Yarra Gold' and 'South Yarra Blue' teams in a grade.

If the display name was not entered then both teams would have the default club display name and could not be distinguished. Delete the name and re-save to return the display name to the default.

• Entity teams: This allows overriding of the Entity team name.

Delete the name and re-save to return the display name to the default (displayed in green).



The display names must be unique within the grade and season.

#### Team media name

The media name is used in media extracts (via the 'Download Match Data - Media Reports' screen). You may wish to abbreviate names here to save space in the media reports. For example, South Yarra could be specified as 'SY'. This does not affect how the names are displayed elsewhere on the public, or admin sites.

- Child organisation teams: This allows overriding of the default club media name (which is entered on the Club control panel screen).
- Entity teams: This allows overriding of the Entity team name.

## Team Start Time (hh:mm AM/PM)

A default match start time may be entered here, that will override and default the start time entered against the grade (at the 'Grade setup' screen). This should be done before creating draws, as the default start time is used to pre-populate start times within the created draw (although these can be changed). Start times must be entered in the format hh:mm AM/PM e.g. 2:30 PM or 10:00 AM. It is not mandatory to enter start times at either the grade, or team levels.

## Team Match Day (if different)

If selected, the fixture creator will attempt to set home games for the applicable team on this day of the week.

### Draw Seed

This is the seeding that would be used in creating fixtures for this grade. This can also be modified in the **Draw Creator**.

## Hide in Ladder

If this box is checked, the team will not appear in the ladder (takes effect after the next ladder recalculation). Use for teams that have withdrawn from grades.

#### Update Existing Fixtures

Checking this checkbox for the given team will update any existing fixtures with the new settings. Any matches, that haven't already been played, will be updated with the new default venue and/or start time for home matches involving that team.