

How do I set up Progression Rules in my Pools Competition?

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Progression rules for pools competitions can be created either during the initial set up of the competition or created at the end of each phase.

Note: DO NOT run the progression rules until AFTER all rounds in each phase have been completed and the ladders are correct in each pool.

1. To set up the progression rules, select the add/edit button within the next phase.

ashboard F	ixtures	Teams	Match Results	Statis	tion Dor	orts	
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Competiti	ion Ph	ase &	Pool Struc	ture			
Note: Teams mus	t be adde	d to the Co	npetition before th	ey can be	assigned to	a pool. <u>Click here</u>	to add/edit Teams
Pool play							
1 Peol.1	Team	s (locked)	Eisture		Ladder	Unlock Peol	
2 Peol 2	Team	s llocked	Fixture		Ladder	Unlock Pool	
3 Peel 3	Team	s (locked)	Foture		Ladder	Unleck Peol	
4 Peol 4	Team	s (locked)	Fisture		Ladder	Unlock Pool	
Add Pool							
Knock out re	ounds (Finals]					
5 kneckeut	Team	5		Einela	Ladder	Lock Peel	Add/Edit Progression Rule
Add Phase Add Pool							
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2. Adding progression rules:

A- This relates to the number the team will be given in the finals fixture template or the fixture template that you are using for the new phase- refer to the competitions fixture/finals template to ensure they are positioned correctly.

- B- Select the appropriate pool that you want the team to move from.
- C- Based on the position in the ladder or total wins.
- D- The position the team you want to move are in, in their previous pool.

	the information in the boxes below a state of a have finis are compulsory and must be filled ju
Rule Details Place INTO Team Position Number:	
FROM Pool:	
FROM Type:	
FROM Position (when Pool Locked):	
Update Rule	2

a.) In this example I want the top two teams from each pool to progress through to knockout stages (finals) of the tournament.

Here the team that finished in first place/position in pool 1 (on the ladder) will be placed into team position 1 in the final fixtures team list.

# LEVELS	ELECTION	world cup	/3	OMPETITION	
Dashboard	Fixtures	Teams	Match Results	Statistics	Reports
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Pool Lock	ed):				
Update	Rule				

Here the team that finished in Second place in pool 1 will be placed into team position 8 in the final fixtures team list.

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b.) This screen shows a summary of the progression rules. In a finals fixture template where 1v2, 3v4, 5v6 & 7v8. The team that finished first in pool 1 (team number 1) will play the team that finished 2nd in pool 3 (team number 2) based on the template that number 1 plays number 2.

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3. Once all games are finished, match results have been entered and the ladders are correct in each Phase 1/Initial Phase pool you need to lock the pools, to do this click on Look Pool. Ensure this is done for all the pools in this phase.

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		ion Phase							
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	ol play					1000			
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Kn	ock out n	ounds (Fina	tsl						
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	Pool								

4. Click on the Look Pool button to confirm.



5. Click on Fixtures to return to the fixtures page to lock your remain pools.



6. Before moving teams from Phase 1 to Phase 2 or Finals you need to configure the pools in the next phase, to do this click knockout.

ashboard Fi	xtures Teams	Match Results	Statistics	Reports		٩
	on Phase &			pred to a pool. <u>Click he</u>	re to add/edit I cams	
Pool play						
1 Post 1	Teams (locked)	Fixture		öder Unlock Pool		
2 Pool 2	Teams [locked]	Foture		ider Unlock Pool		
	Teams (locked)	Foture		ider Unlock Pool		
3 Pool 3	Teams [locked]	Enture	Le	ider Unlock Pool		
4 Pool 4						
4 Pool 4 Idd Pool	unds (Finals)					
4 Posl 4 Add Posl	unds (Finals)		Enels Le	ider Lock.Pool	Add/Edit Progression Rules	Run Progression Rul

7. Fill out the details marked with a red asterisk. If you are progressing to finals ensure that you select a finals template from the drop down list.

LEVEL S	ELECTION	world cup	v3	C	IMPETITION
)ashboard	Fixtures	Teams	Match Results	Statistics	Reports
Pool - k	nockou	t			
-		-	nformation in the bi mpulsory and must		vhen you have fin
Pool Deta	ils				
Phase:		Клос	ck out rounds(#2) ↓	•	
Pool Num	ber:	5	•		
Name:		knoc	ckout		0
Pool Start	Date:	06/0	6/2013 0		
Number o	f Rounds:	3	•		
Number o	f Teams:	8	•		
Days Betw	reen Round	s: 0	0		
minute West	nplate:	8 Te	am 4 Week Finals F	Foture v	
Finals len					

8. Then click Update Pool.

9. Before you can run the progression rules there can be no teams in the 'selected team' list for that stage of the competition. The progression rules will not work if you do this. (The cause of teams already being in the 'selected teams' list would be manual entry by an administrator).

LEVEL S	SELECTION	world cup	v3	0	OMPETITION
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Select a	and Ord	ler Tear	ms for Cor	npetition	
lse this scree	en to choose	which Teams	you would like in th	he Competition b	y dragging Teams
hanne the e	oder of the Tele	ame he deane	ing them up or do	on the list	
mange use o	ruer of the re	ants by dragg	ing chem up or do	with time tract.	
When you ha	ve finished p	ress the 'Upd	ate' button below	the Team select	ion boxes.
Available	Loome		Selecter	Toomt	
aussie	eams		A	Teams	
Brazil			- 11		
Costa Rica					
England					
Wates					
USA					
Mexico					
South Afric	8				
Spain					
France					
Scotland					
Poland					
NZ					
NZ Malta					

10. You should now be able to run the progression rules. Once you do this teams will be moved from pool play (phase 1) to the next phase in the competition.

LEVEL S	ELECTION	world cup	v3		COMPETITION			
Dashboard	Fodures	Teams	Match Results	Statistics	Report	ts		Q. ADMANCED SEAVOR
Compet	tition P	hase &	Pool Struc	ture		Se	arch, find and store the teams	s you play for or follow SportingPuble Thereica
lote: Teams /		ed to the Co	mpetition before th	ey can be ass	igned to a	pool. Click here	to add/edit Teams	Click here to progress the teams
1 Peel1		ns liocked	Exturn		adder	Unlock Pool		from pool play (phase 1) to
2 Pael2		ns [locked]	Exture	-		Unlack Pool		Intermediate pools (phase 2) or
3 Poel2		ns [locked]	Foture			Unlock Pool		
4 Pool 4	Tear	ns [locked]	Foture		adder	Unlock Poel		knockout rounds (finals)
Add Pool								
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	t rounds	II-matsi						
Knock ou				Enels L	adder	Lock Paul	Add/Edit Progression Rules	Run Progression Rules

11. Rules have been run and teams should now appear in the 'team' area of the next phase. Click on **teams** and check if teams have progressed into that new phase.

12. Click on Regenerate Competition Finals Fixtures to generate your finals fixtures.

ff.	LEVEL SELECTION WORLD CUP V3		COMPETITION 🖃			K 2		
Dash	board	Fixtures	Teams	Match Results	Statistics	Reports	Q, Administration and a second second	Ф
Fin	nals F	ixtures	5				See your next game and use our maps to get there on time SourcePuloe	id Aura
Yout	have assign	ned a <u>finals</u>	template to t	his Competition.			DOWNLOAD FINALS FOOTU	HE AS COV
This	grid is aut	omatically p	opulated wit	h finals teams at the	completion of t	the home and aw	ay season and then subsequently updated after the completion of each finals match.	
You n	nay assign	match very	ues and date	& times at any stage				
							Regenerate Competition Finals Fixtures I Clear Competition Finals F	Extures
Add 1	New Roun	d						

13. Finals fixtures will be generated.

Note: If they are not displaying correctly it is probably due to the progression rules not matching the fixture template. Please check the 'teams' page to see if the 'selected teams' have the correct

numbers (see screenshot below).

