



NEW FEATURES FOR 2017

MATCH SIGNATURES

After every match you enter data for, you must add a match signature before you can mark the match as 'Completed.' **Only after both teams have added a signature can the match be marked 'Completed.'** If you are the second team to sign a match, it is your responsibility to mark the match as 'Completed.'

Administrators will also need to sign each match, so as to verify that each club properly entered its roster, as well as scoring, substitution, and disciplinary events from the game itself. **Only once all three signatures are added can a match be locked.**

The image shows two screenshots of the match signature interface. The top screenshot shows a match with 0 of 2 signatures, with options to sign for Home or Away, and buttons for Edit and Print. The bottom screenshot shows a match with 2 of 3 signatures, with options to sign for Admin, Home, or Away, and buttons for Edit Match and Lock Match.

EDIT MATCH EVENTS

Clubs no longer have to delete improperly entered scoring events, or worry about an opponent who entered all of their scores as 'team scores.' Teams can now go back into matches (before they are locked) and quickly edit events from their match. Only events attributed to the wrong team must still be deleted. Teams may quickly edit the time, type of score, and/or scoring player by using the 'edit match event' feature.

The image shows two screenshots of the match event stream interface. The left screenshot shows a match with 12 events, including TR, CV, and IR scores. The right screenshot shows a match with 12 events, including TR, CV, and IR scores, with a dropdown menu open for editing an event.

MIN	EVENT	SIDE	SCORE	DETAILS
8'	TR score	SRE7	0 - 5	Team score
8'	CV score	SRE7	0 - 7	#9 - Keown, Brian
9'	IR score	SRE7	0 - 12	#6 - Mulville, Peter
10'	CV score	SRE7	0 - 14	#9 - Keown, Brian
11'	TR score	CL17	5 - 14	#6 - Waqa, Sefanela
11'	CV score	CL17	7 - 14	#6 - Waqa, Sefanela
12'	TR score	CL17	12 - 14	#3 - Johns, Ryan



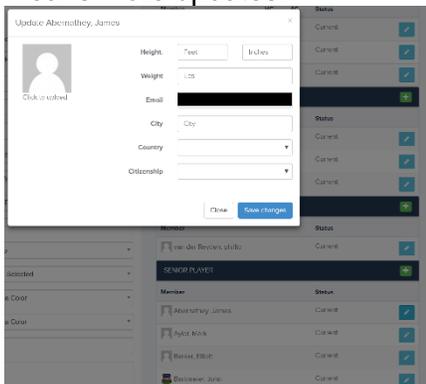
MORE FRIENDLY ROSTER PRINTING

When users go to hit 'PRINT' on the Roster editing screen, they'll now be given a printable file that quickly and beautifully displays all relevant match information for themselves, the match administrator (or #4), their opponent, and the match official(s).



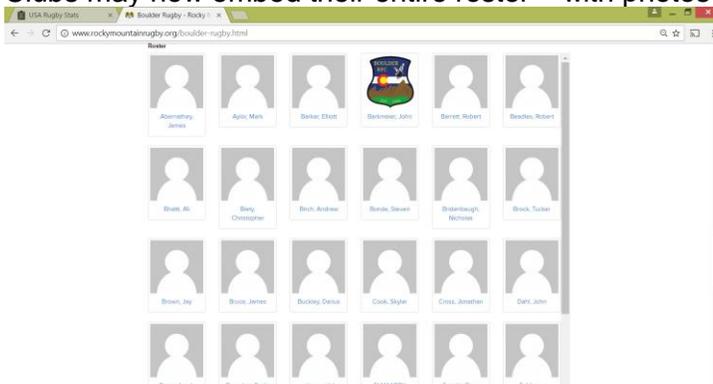
QUICKER PLAYER PROFILE EDITING

By clicking into the 'Edit Team' section of one of a club's teams, users will now be able to edit the photo, height, weight, and hometown of their players quicker than ever before. Fewer clicks hopefully means more updates!



MORE EMBEDDING OPTIONS

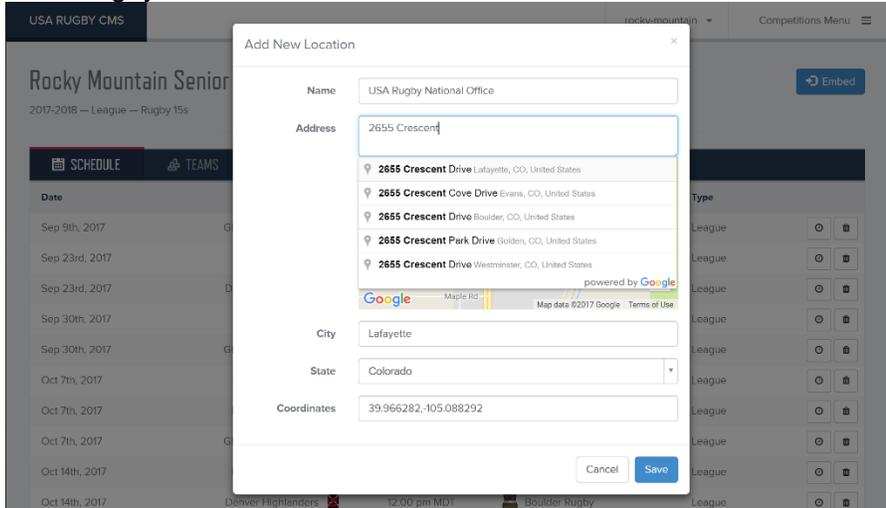
Clubs may now embed their entire roster – with photos – directly to their website!





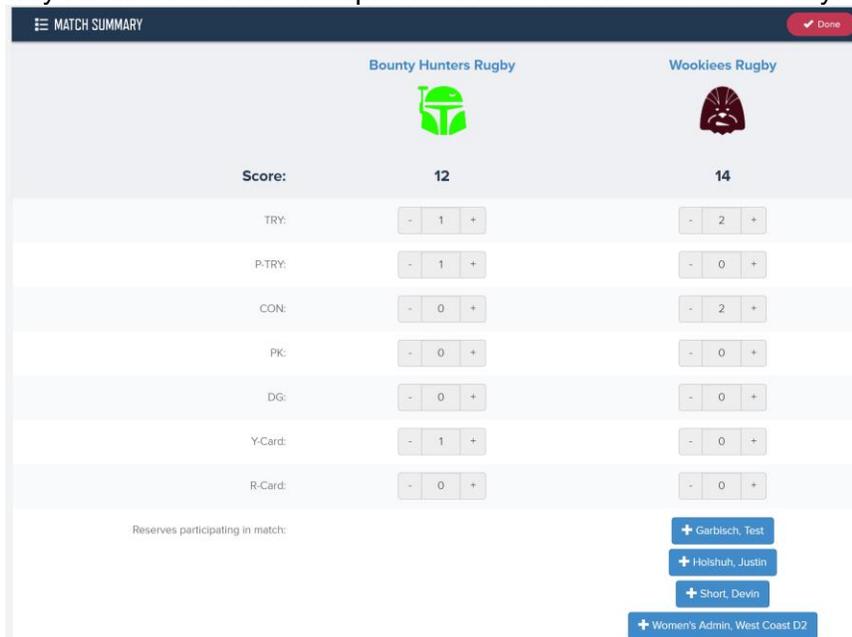
UPDATED ADD-A-LOCATION FEATURE

Full Google Maps integration and the ability to add temporary/pending locations to be approved by a USA Rugby administrator.



'SIMPLIFIED MODE' FOR 7s COMPETITIONS AND HISTORIC DATA

Scores can now be entered quickly on the fly for competitions that breeze by quicker than a user can enter data! Designed especially for 7s and historic data, 'simplified mode' is meant to be the low-hassle way for users to enter multiple matches over the course of a day.





'EDIT CLUB' FEATURES GO DIRECTLY INTO USA CLUB RUGBY.ORG

Put in your club's Facebook handle? Wondering where your tweets are landing? Why bother uploading those pesky headshots?

Starting in October 2017, all senior club CMS data will go directly into usaclubrugby.org, which will be *the* home for club rugby in America.

The screenshot shows a match page on the USA Club Rugby website. At the top, there is a navigation bar with links for NEWS, CLUB, SCHEDULES, STANDINGS, CHAMPIONSHIPS, SOCIAL, RESOURCES, and ABOUT. The main header features the logos for Glendale Raptors and San Diego Surfers, along with the match details: "WOMEN'S PREMIER LEAGUE CHAMPIONSHIPS 2016", "NOVEMBER 13, 2016, 3:00 PM EST", and "FINAL". The score is displayed as 16 for Glendale Raptors and 26 for San Diego Surfers. Below the header, there are two columns of player profiles for each team, each with a position abbreviation, a photo, and a name. In the center, there is a "MATCH FEED" section with a "STORY" button and a "MATCH VIDEO" button. The match feed shows a timeline of events: a try by dana Meschisi for San Diego Surfers at 2', a try by Hannah Harper for San Diego Surfers at 12', a conversion by Tia Blythe for San Diego Surfers at 13', and a try by Carmen Farmer for Glendale Raptors at 16'. The final score is 5 for Glendale Raptors and 12 for San Diego Surfers.

GLLENDALE RAPTORS	NOTES
1 LHP CHOBOT, SARAH	
2 H BEARD, JEANNA	TR: 1
3 THP POLHEBER, MELISSA	
4 L1 SHALOSKY, KRISTEN	
5 L2 FORD, PATSY	
6 BSF KITLINSKI, JOANNA	

SAN DIEGO SURFERS	NOTES
1 LHP HENRY, ELISABETH	
2 H PANKEY, SAMANTHA	TR: 1
3 THP ROGERS, HOPE	
4 L1 NOCERO, CARA	
5 L2 KINSELLA, MOLLY	
6 BSF EASTERLING, LAURA	

MATCH FEED

- 2' Try - dana Meschisi - San Diego Surfers
- 12' Try - Hannah Harper - San Diego Surfers
- 13' Conversion - Tia Blythe - San Diego Surfers
- 16' Try - Carmen Farmer - Glendale Raptors

Final Score: Glendale Raptors 5, San Diego Surfers 12

MOBILE-FRIENDLY MODE (COMING SOON! OCTOBER 2017)