Football Tournament Software Manual

Overview

The Software is a PC application designed to assist in the running of a Football Tournament. It should work on Windows XP, Win 7 and Win 8. It works best on an HD monitor (resolution 1920 x 1080).

The program can keep track of up to 4 different Age groups at once. Each Age Group can be split into up to 4 groups of up to 20 teams. All Team details/results are stored in a single Database file. For a weekend tournament, one database file per session can be used.

The Free Trial version will run for 20 minutes before closing. To raise money for Bishops Waltham Dynamos Football club (who developed the software) we are planning to license it for a small yearly fee. Contact dynamos@baseley.org.uk for information.

Installation

The program requires Dotnet 4.0 framework. If not already installed, the installer will offer to download.

Operation

When the program is run, you will need to first select an existing database, or chose a name/directory for new one. Click 'Open' once done.
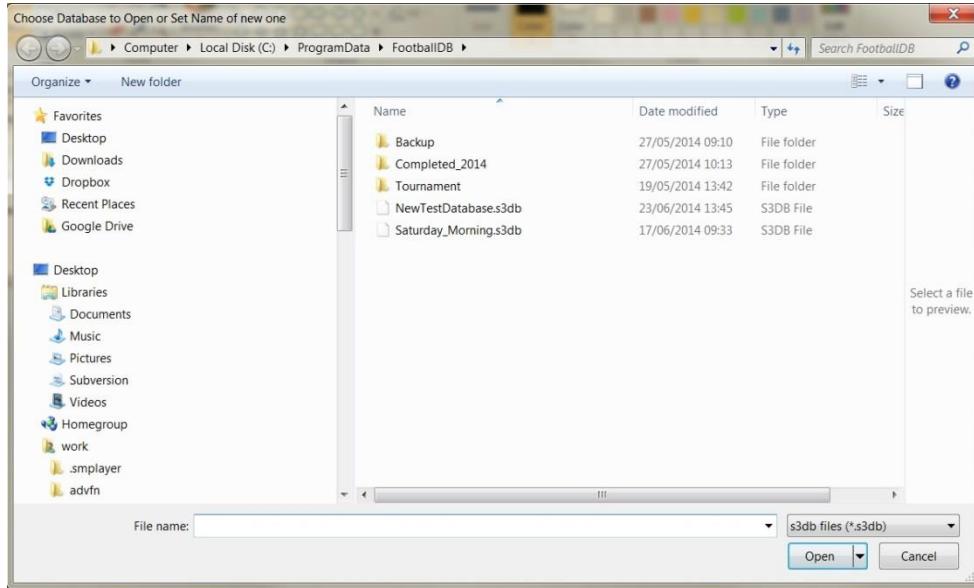
After a few seconds, the database will be loaded and the following screen will be shown
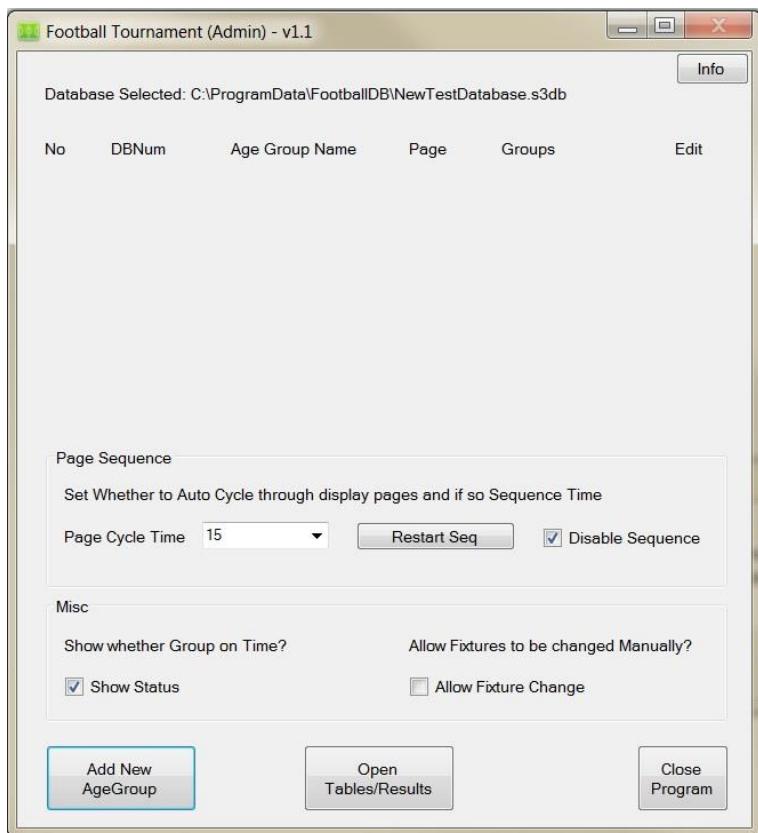
Click on the 'Add New AgeGroup' button
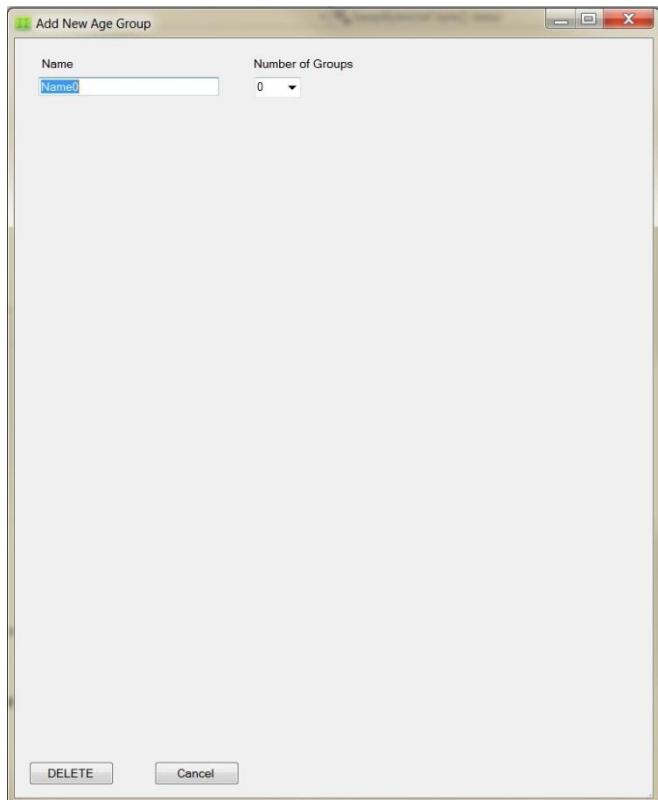
Select a Name for the age group (e.g. Under 15) and the number of groups in this age group (1-4).
Once you have selected the number of groups, more options will become available
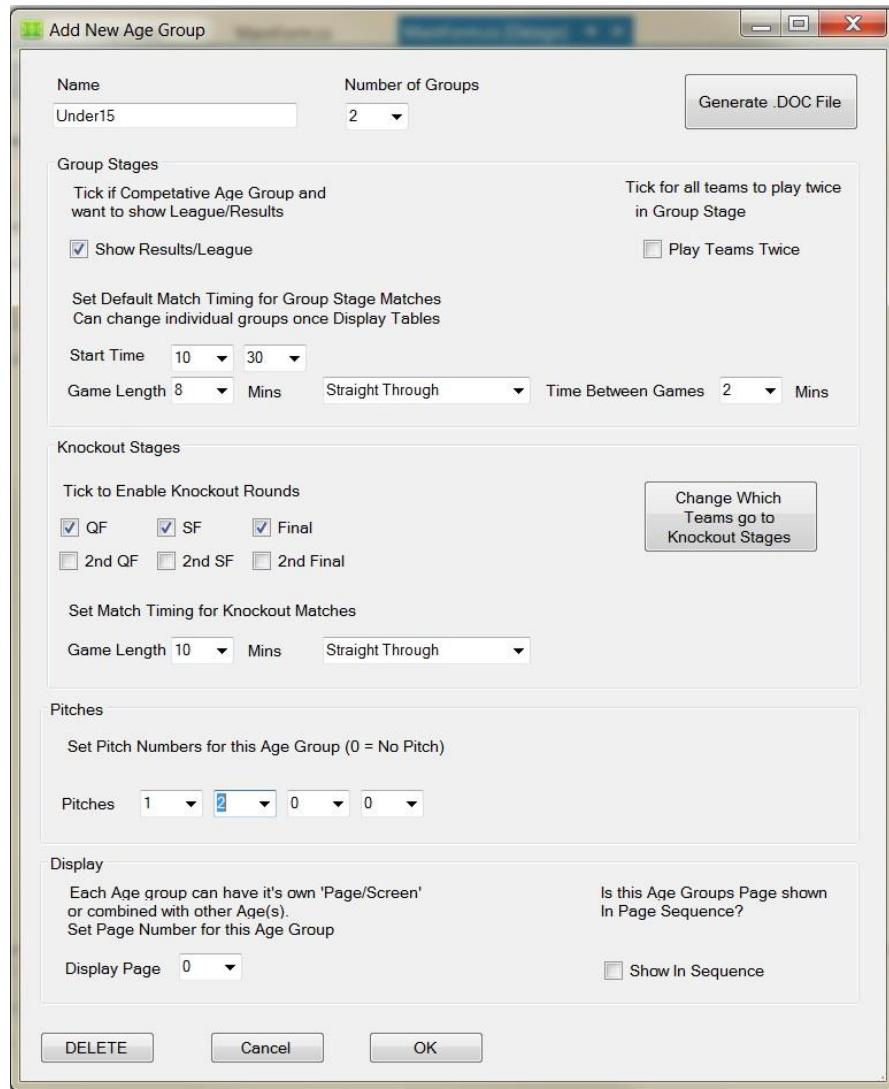
Group Stages Options:

- Show Results/League - Tick if competitive age group and want to show league table and results
- Play Teams Twice - For small groups, tick you if want all teams to play each other twice
- Start Time for age Group, Game Length, each way or one way match and gap between games. These settings are used to generate fixtures once teams are added.

Knockout Stages Options:

- Tick boxes to Enabled QF and/or SF and/or Final. There is an additional extra set of QF/SF/Final which can be enabled, should a second 'plate' competition be required for lower finishers in group stages.
- Set match length and each way/one way for knockout matches
- The software will generate a default set of rules for proression to and through the knockout rounds, based on the number of groups and which knockout rounds are enabled.

Pitches:

- Select which pitches are allocated to this age group. The software will cope with simple dividing of pitches (e.g 2 pitches for 2 groups), when generating fixtures. More complicated allocation may require manual changing.

Display:

- Choose Display page number for this age group.
  Normally each group will have its own page (e.g. If under 14 = Page 0 and under 15 = Page 1 they will be shown on separate Pages).
  Small age groups can be combined on same page if not too crowded (e.g. If under 14 = Page 0 and under 15 = Page 0, they will be shown together on same page.
- Show in Sequence. The software can automatically cycle though the display pages. Tick box to include this age group in the sequence.

Configure Knockout Stages:

Once the number of groups and number of knockout stages has been selected, the software will generate a default set of 'rules' for progression from the group stages to the knockout rounds. To view or change, click the 'Change Which Teams go to Knockout Stages' button.
The following screen will be displayed.
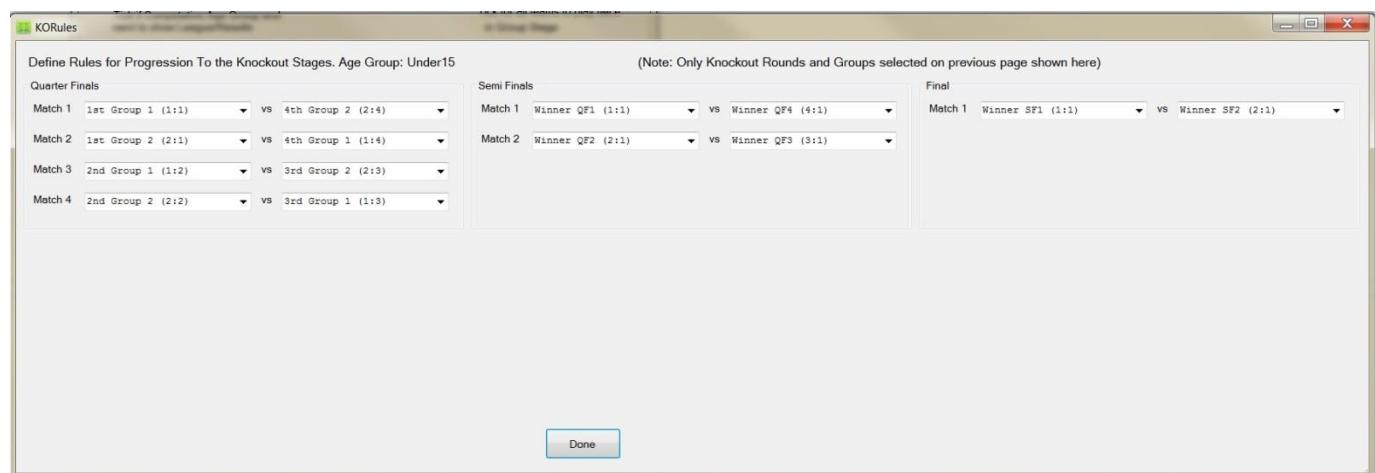
Use the drop down boxes to change the rules. If none of the rules match the desired outcome, they can be adjusted manually later.

Generating Doc files:

Click the 'Generate .DOC File' button to generate a word document with all the details about this age group. This is still in the development stage so documents generated will still need a bit of manual editing to make them look 'prettier'.
It may still prove helpful however, in generating a booklet for an event or printing out any late changes to the fixtures in the event of last minute add/removal of teams.
At the moment this will generate a very empty document as we have not added any teams yet so there are no fixtures. This page can be revisited at any time by clicking the 'edit' button next to the age group on the main 'Admin' page.

Once this Age group has been configured as required, click the OK button to add details to the database and return to the main 'Admin' page.
The page should now look as follows:
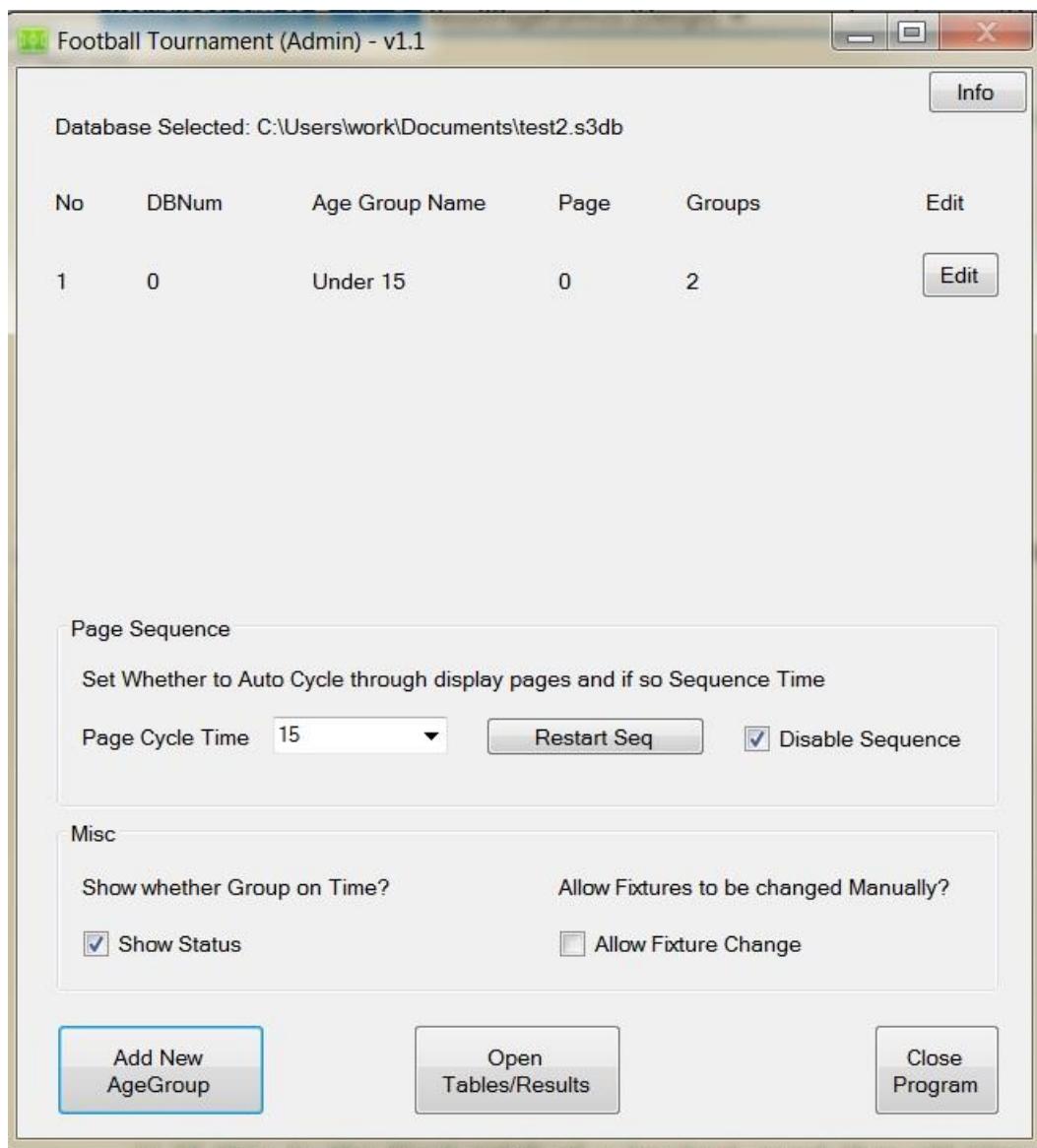
Click 'Edit' to change any details for age Group.
Click 'Add New Age Group' button and repeat stage above to add another age group (Max 4)

Page Sequence Options:

When no score is being input (10 second timeout) the software can auto cycle through the display pages so the monitor can be left unattended and all age groups can see how their group stands.

- Page Cycle Time – Time (in seconds) between sequence
- Disable Sequence – Tick to disable sequencing
- Restart Seq – Tick to immediately restart sequencing after disabled

Misc Options:

- Show Status – Tick to show whether each group is running to time in the group stages (based on kick-off time and when score is input)
- Allow Fixture Change – If ticked extra options are available to reorder group stage fixtures (not normally necessary)

Once all Age groups required have been input click 'Open Tables / Results' button.
You should be presented with a rather blank page (or multiple pages if more ages added) as below.

We now need to start adding some teams to the groups.
To add a team to a group, click the 'Edit' button in the appropriate group.

Add Team:

Enter the Name of the Team to add in box at top left and Click Add Team (or press Enter).
The Team will then be added to the list in the middle.
By default, they will be added as Not confirmed (Confirmed = 0) and Paid (Paid = 1).

Team Not Paid:

If you want a reminder that a team still needs to pay, click on the 'Paid' column next to the team and change value to 0. That team will then be displayed in Red on results page as a reminder (Once they have paid set 'Paid' = 1).

Confirm / Check in Team:

Not confirmed teams are displayed Pink initially on results page. This can be used to 'check in' teams as they arrive to identify any teams missing. To check in a team, bring up this page (with edit button), click on team name and click the 'Confirm Team' button. They will then change to a pale blue colour on result form to show they have checked in and paid.

Delete Team:

To remove a team from the group (in the event of a no-show etc.), click on the team name then click 'DELETE Team' button. All fixtures involving that team will be deleted.

'Recalc Fixtures':

If you have changed the timing of the matches, click the 'Recalc Fixtures' button. The fixtures will be regenerated with the new timings.

After a few teams have been added, the screen should look something like this.

Once all teams have been added, click the 'Done' button.

The fixtures will then be generated based on the match timing and pitch numbers input when age group was added.

The Pitch number and Kick off times can be changed manually if they do not meet with requirements (simply click on value and enter new information – be sure to keep the format of kick off the same hh.mm).

Repeat for teams in Group 2 then start to enter results (Simply click 'Gls' column for match and type value)

As soon as the score for a match has been input, the table will update and the results will be stored in the database (i.e. won't be lost if the power fails!).

The league position is set based on the following order of preference:

- Most Points
- Best Goal Difference
- Most Goals Scored
- Least Goals Conceded

This will continue until all fixtures for the group has been completed.

At this point, the first knock out round will be auto populated with the names of the teams based on the knockout rules set earlier when the age group was added.

In the event of two teams being tied on all criteria above (TIED) will be added to team name so can be decided by coin toss etc.

If best and second best 3rd place are used, all criteria above are divided by games played in case of an uneven number of teams in groups.

The Auto population will be done based on the text in the Home and Away columns. E.g. In the above example the first Quarter Final, Match 7 is between 1st Group 1 (1:1) and 4th Group 2 (2:4). The text in the brackets determines which team goes into this match - (2:4) is Group 2 position 4. The Text for Home and Away in the knockout stages can be edited. To Stop Auto Complete of Knockout Stages, simply remove the Brackets and Text.

Hopefully things will progress smoothly until the Final has been played and the screen looks something like.

Hoorah – have a cup of tea and relax.

Any problems, questions or feedback, please contact dynamos@baseley.org.uk

THE END