

SKY COURT FITNESS

Box League #1

Group A

Session complete

League Player	Brock vs Opponent	Points	Session Record
Brock Lee	---	6	1-1
Mario Speedwagon	2-3	3	1-0
Paul Molive	3-1	1	0-1
Terry Aki	?	0	0-0
Anna Mull	??	0	0-0
Cliff Hanger	??	0	0-0

Box League Players Guide

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Welcome to SkyCourt

SkyCourt is an online league management system that your club is using to run its box league. This document will cover the basics of being a player in a box league. It will help you get up to speed quickly on using the features of SkyCourt to view standings, communicate and record scores for the league.

REGISTRATION

To start with, you should have received an email from SkyCourt asking you to complete your online registration. This email contains a link that you need to click on in order to finish the registration and set up a password. If you have not received this email, please contact the person running the league and they will be able to resend the registration email.

WHAT IS A BOX LEAGUE?

A box league is a league that stack ranks all the players, then divides that ranked list into a set of boxes based on a fixed number of players per box. During the session, the players play each other in a round

robin fashion to accumulate points based on the results. Figure 1 shows an example box where 15 players have been ranked from 1 to 15 and then broken down into 3 boxes of 5 players each.

▼ Group A	Points	Matches
Brock Lee	0	0-0
Mario Speedwagon	0	0-0
Paul Molive	0	0-0
Terry Aki	0	0-0
Paige Turner	0	0-0
▼ Group B	Points	Matches
Barb Ackue	0	0-0
Anna Mull	0	0-0
Cliff Hanger	0	0-0
Greta Life	0	0-0
Monty Carlo	0	0-0
▼ Group C	Points	Matches
Gail Forcewind	0	0-0
Walter Melon	0	0-0
Petey Cruiser	0	0-0
Ira Membrit	0	0-0
Hal Appeno	0	0-0

Figure 1- 15 players in 3 boxes

In addition to a box league defining the number of players in each box, the league also needs to define how long the players have to schedule and play their matches. Box leagues commonly contain 5 players and run for 1 month at a time. This results in each player playing one match per week on average.

For instance, in Figure 1, Brock Lee, in box 1 (Group A), has to play Mario, Paul, Terry and Paige during the 1-month session.

As the scores are entered, the system will assign points for

the outcome of the matches based on a scoring system that the league administrator has put in place.

At the end of the session, the player(s) with the highest points will move up to the next higher box and the player(s) with the lowest number of points will move down to the next lower box. Once this movement has happened, a new 1-month session will start, and the cycle will continue.

Player Home Page

The player home page, or Player page, is the page you see when you log into the system. You can also navigate to this page by clicking on the word “Player” in the top navigation bar.

The player page shows you what you need to know about your status in any leagues that you are participating in. For each league that you are participating in, there will be a home page **tile** for that league. This tile will give you information about the current status of that league. Below is a typical home page for a player, Terry Aki, who is playing in a single Box League. See Figure 2.

Figure 2 - A typical home page view

Each of the green circles represent an area of the screen that provides valuable information. The number in each circle corresponds to the number in the list below.

1. This is where to look to see your upcoming court bookings (if your club has signed up for online court bookings, that is). Look here first every time you visit the site to see when you play next. Even if your club is not using online court booking, you may see court assignments here if you are part of a house league (A house league is a scheduled box ladder)
2. This is the box league tile for the league that Terry plays in. This tile provides a quick view of the box that Terry plays in. In this case, Terry is in the top box (Group A). His opponents are Brock Lee, Mario Speedwagon, Paul Molive and Paige Turner.
3. This is the area that shows you the status of your box. It is also the leaderboard for your box. Win your matches to get to the top of this list.

- a. *You can click on a person's name on a mobile phone, or hover over a person's name on the desktop to reveal options for sending that person a message or viewing that person's match history.*
 - b. *You can click on the "?-?" link to record your match against that person (see below in the section called Recording scores)*
4. *Another option for recording the score of a box league match is to click on this Record Score link. When you use this link, you will have to select the person you played from a drop-down list.*
5. *Once you have recorded some scores, your ratings will get updated. Your current rating and your current club ranking are shown here on the home page and will update live as new matches are recorded*
6. *If you want to see how other players are doing in the league, click on the View Standings link to view all the boxes in the league.*
7. *If your club has signed up for online court booking, you can use the button here to book a court. Once you have booked that court, it will show up in your "Up Next" section. (Note that the name on the button will be different for your club. In a club that plays Tennis, the name might say Tennis Courts).*
8. *You can also see the court schedule by clicking on the "Courts" menu item at the top of the page.*
9. *(Optional – your club may have disabled this feature) Once you have a rating (either assigned by your sport professional, or by playing other rated players and winning), you can find other players to play outside of the box league by clicking on the "Find an opponent" button to send email to a number of similar rated players indicating that you are looking for a match.*

Communication

SkyCourt has a built-in instant messaging system to make communicating with your fellow box mates easy.

Right from the home page tile, you can send and receive instant messages. These messages can be sent to all the players in the box, or they can be sent to a single player.

The screenshot shows a user interface for 'Box League #1'. At the top, it says 'Group A' with a speech bubble icon and a blue arrow icon, followed by a green circle containing the number '3'. To the right, it says '28 days left in session'. Below this is a table with the following columns: 'League Player', 'Terry vs Opponent', 'Points', and 'Session Record'. The table lists five players: Brock Lee, Mario Speedwagon, Paul Molive, Terry Aki, and Paige Turner. Each player's 'Points' column shows '0' and their 'Session Record' shows '0-0'. The 'Terry vs Opponent' column shows '?-?' for Brock Lee, Mario Speedwagon, and Paige Turner, and '---' for Terry Aki. There are communication icons next to Paul Molive (a blue speech bubble) and Paige Turner (a blue speech bubble and a blue bar chart icon). Green circles with numbers '1' and '2' are placed over the communication icons for Paul Molive and Paige Turner, respectively. At the bottom of the interface, there are three links: 'Record Score', 'View Standings', and 'Step Out'.

League Player	Terry vs Opponent	Points	Session Record
Brock Lee	?-?	0	0-0
Mario Speedwagon	?-?	0	0-0
Paul Molive	?-?	0	0-0
Terry Aki	---	0	0-0
Paige Turner	?-?	0	0-0

Figure 3 - Communicating with your fellow players

Figure 3 shows the home page tile for Terry after some communication between members has occurred. Each circle shows the following events

1. *Circle 1 shows that there is a new, unread message waiting for Terry from Paul Molive. By clicking on the blue chat bubble icon, a window will pop up showing the message from Paul. In that window, Terry can compose a response to send back to Paul.*
2. *Circle 2 shows Terry getting ready to send a message to Paige. Here Terry has hovered over or clicked on Paige's name and the chat bubble icon has appeared. It is grey because there is no new, unread message in this conversation. Terry can click on the chat bubble icon to bring up a window to compose a message to Paige (Note: on a phone, you must click on the player's name for the chat bubble and stats icons to become visible)*
3. *Circle 3 shows the group and league chat area. The grey chat bubble is the indicator for the group chat. Clicking on this icon will bring up a window where a message can be sent to everybody in Terry's group. The bullhorn icon indicates that there is a new, unread message waiting for Terry from the league administrator. Clicking on the bullhorn will bring up the message.*
 - a. *Note that messages from the league administrator are generally important and should be read as soon as you notice them.*
 - b. *You will not be able to respond to league administrator message. It is a read only conversation.*

SkyCourt's built-in messaging system makes arranging a court time quick and easy. For instance, Figure 4 shows a typical conversation between Terry and Paul arranging when to play their league match.

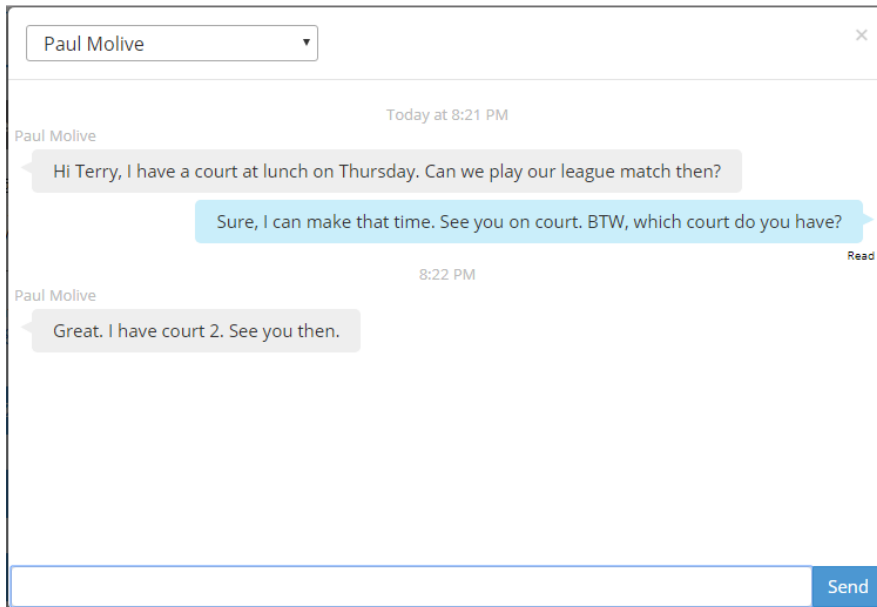


Figure 4 - a typical conversation to schedule a league match

Once a chat window is open, the drop-down at the top of the window can be used to switch between conversations. For instance, you could click on a new message from one player, respond, then switch to a conversation with another player or the whole group.

DELIVERY OF MESSAGES

SkyCourt has been designed to reduce the amount of email while trying to ensure that people see new messages from their opponents. As a result, SkyCourt follows these rules for turning the instant message into an email:

1. *If the recipient of the message has the chat window open and viewing the chat, then no email is sent. The message is marked as read immediately upon delivery to the recipient's browser.*
2. *If the recipient is on the home page, where she will be able to see the new message indicator, then SkyCourt waits 5 minutes before sending an email.*
 - a. *If the message gets read in that 5 minutes, no email will be sent.*

- b. If the message is not read in that 5 minutes, then an email will be sent*
- 3. If the recipient is not on the home page, or isn't logged into SkyCourt, then an email is sent immediately*

REPLYING TO EMAILS

If a chat message gets turned into an email and sent to you, the email will clearly indicate who the message is from and what chat or league the message pertains to. It will also contain the message so that you don't have to come back to the SkyCourt site to read the message.

You can respond to the message in one of two ways, you can click on the link in the email to be taken to the SkyCourt site to read the message and reply, or you can reply to the email and SkyCourt will parse the response and send the reply to the appropriate person or people. Using your email client to respond to the message makes using the messaging system even easier to use.

Also, when you open the email in your email client, the message will get marked as read on the site so the sender knows that you have seen the message.

Recording scores

SkyCourt provides three ways to record a score for a box league.

- 1. Click on the "?-?" link on the player home page*
- 2. Click on the Record Score link at the bottom of the home page tile for the league*
- 3. Click on the "Record Match Result" button on the left side of the home page*

The recommended way to record a score is to use the "?-?" link. That is the most optimized way to record the score and requires the fewest clicks. When you use this link, you are pre-selecting the opponent you played because you are clicking on the "?-?" that is beside the opponent's name. The dialog is shown in Figure 5.

Record your score

Brock Lee
vs
Terry Aki

Click on the match result

I won 3-0 3-1 3-2

I Lost 2-3 1-3 0-3

Date Played Mon March 4

[No Show?](#) | [Player injured?](#)

Cancel Record Score

Figure 5 - Record Score from the "?-?" link

Once the dialog comes up select the score from either the "I won" row or from the "I lost" row. Then select the date the match was played in. The date defaults to today's date, so recording the score immediately simplifies the process. Then click the "Record Score" button.

Check with your league administrator before using the "No show?" or "Player Injured?" options. Some league administrators put strict rules in place for when to record an injury match or a no-show match.

If you click on the "Record Score" link at the bottom of the home page, then there is an additional step of selecting your opponent in the drop-down at the top of the dialog (See Figure 6). You will notice that the drop-down only includes players that you have not yet played. And if there is only a single player left to play, that opponent will be pre-selected. The rest of the process is the same, select the score, select the date and press the button to record the score.

The screenshot shows a web form titled "Record your score" with a close button (X) in the top right corner. The main content area displays "Brock Lee" followed by "VS". Below this is a dropdown menu for selecting a player, with the current selection being "Select a player ...". The dropdown list includes "Mario Speedwagon", "Paul Molive", "Terry Aki", and "Paige Turner". To the right of the dropdown is a red exclamation mark icon. Below the dropdown are three buttons labeled "I Won", "I Lost", and "I Tied". The "I Lost" button is highlighted in yellow and contains three sub-buttons with scores: "2-3", "1-3", and "0-3". Below these buttons is a "Date Played" field with a calendar icon, showing "Mon March 4". At the bottom of the form are two buttons: "Cancel" and "Record Score".

Figure 6 - Record Score from the home page tile link

If you choose to use the "Record Match Results", you will have an extra step of choosing the league from the "match type" drop-down list. (See Figure 7)

Record your score

Select the type of match...

- Friendly match
- Competitive match
- Box League #1
- Wednesday Houseleague
- 2019 Club Champs
- Sunday March Round Robins

Squash

Best of 5

Click on the match result

I won 3-0 3-1 3-2

I Lost 2-3 1-3 0-3

Date Played Mon March 4

Cancel Record Score

Figure 7- Record Match Result dialog with more options for recording match results

This dialog is meant for recording non-league matches, but it can also be used for recording match results. You will have to select the league, then the opponent. Even though the original dialog shows the sport and scoring system, these options vanish when a league is selected. This happens because the league already specifies the sport and scoring system that is used.

COMMUNICATION

Once a match result is recorded, an email is sent to your opponent indicating that you have recorded the match result and the score that

you entered. This allows them to ensure the proper match was recorded. And just like the chat email, you can reply directly to this email and SkyCourt will direct that response to the person who entered the score. This allows you to comment on the match or start a discussion if the score was entered incorrectly.

League Standings

SkyCourt provides a view of the entire league, including all the scores that have been entered so far this session. You can get to this view by clicking on the "View Standings" link from the home page tile. Or if you are not in the league, you can click on the "Leagues & Ladders" top level menu item, then click on "View Standings" from the league tile on that page.

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Player Rankings Leagues & Ladders Courts Terry Aki ▾

Box League #1

◀ 2019 February 3 2 Compact View

Collapse All 2019 March Standings 28 days left in session

Group A	Points	Matches	vs MS	vs BL	vs PM	vs PT	vs TA
2: Mario Speedwagon	9	3-1		1-3	3-1	3-1	3-0
1: Brock Lee	7	3-0			3-2		3-0
3: Paul Molive	3	1-2					3-0
4: Paige Turner	1	1-1					3-0
4: Terry Aki	0	0-4					

Group B	Points	Matches	vs BA	vs GF	vs AM	vs WM	vs CH
6: Barb Ackue	13	3-1		0-3	3-2	3-0	3-0
9: Gail Forcewind	8	1-2			2-3		1-3
7: Anna Mull	5	1-1	2-3	3-2			
10: Walter Melon	5	1-1					3-0
8: Cliff Hanger	4	1-2					

Group C	Points	Matches	vs GL	vs MC	vs PC	vs BW	vs BK
11: Greta Life	0	0-0					

Figure 8 - View Standings for a Box League

Figure 8 shows the view of the standings for a box league. This is where you can see all of the matches that have been entered this session for the league. There are number of points of interest on this page.

1. Bubble 1 shows the box that Terry Aki is playing in. SkyCourt will highlight your box by giving the box header a darker background. In this case Group A has a darker background than Group B, because Terry is playing in Group A. Also, when you navigate to this page, it will scroll to show you your box. You can get to top of the page by scrolling the page back to the top.
2. Bubble 2 is highlighting that there are two views of this page, the expanded view that is shown, and a compact view that is shown on a mobile device by default. The compact view does not show the individual matches, it only shows the player's names,

- the points totals, and the number of matches played per person. Click on the link of compact view to switch to the compact view.*
- 3. Bubble 3 is highlighting the link to view the previous session. If you are interested in the results of a previous session, click on this link to navigate back through the previous sessions. When you are looking at previous session, there will be a similar link on the right side to move to the next session*
 - 4. To the left of each player's name is their position within the box at the start of the session. You can use this number to see if a player has moved up the ranking within the box or moved down so far this session.*
 - 5. Bubble 5 indicates where you can find the results of the matches that have been played so far. Typical box league views duplicate the score or split the score between two rows. SkyCourt keeps this view uncluttered by only showing the score in a single location. However, if you want to focus on a single player, you can hover your mouse over that player's row to see all the matches for that player. On a mobile device, you can click on that person's name to bring up all the matches for that person. All scores are shown relative to the player whose row the scores appear in.*

Also note that the coloured bars under the scores indicate how many games have been won or lost. Green indicates games won, yellow indicates games lost.

Under the Matches column, is the number of matches won and lost. Again, green is used to indicate matches won and yellow indicates matches lost. Grey indicates matches that have not yet been played. This makes it easier to visually scan the list to see who still has matches to play in that box.

Injuries and Vacation

The box league in SkyCourt is designed to run for multiple sessions, or even indefinitely. This means that it is common for players to come and go over the lifetime of the league. There are two common reasons for players to step out of the league: injury or vacation (or just needing to take a break).

SkyCourt makes it easy for the players to manage their own participation in the league. On the home page, one of the links at the bottom of the home page tile is "Step Out". This link can be used to indicate that you can no longer participate in the league until further notice. (See Figure 9)

Thanks for letting us know.

Why are you stepping out?

- I have an injury
- I am unavailable (e.g. vacation or business)
- I no longer want to play

When are you stepping out?

- I will finish the current session and leave next session
- I have to leave now

Cancel Save

Figure 9 - The Step Out dialog

When you step out, the most important question is “When are you stepping out?”. If you get injured, chances are you are stepping out of the league immediately and you won’t be able to finish any unplayed matches for this session. Be sure that when you select this option, you really mean to not finish the session because SkyCourt will mark your unplayed matches as matches that won’t get played.

Your league administrator has set a threshold of how many games must be played for any of your matches to count when you step out immediately. For instance, if the league administrator sets the threshold to 2 and you have only played 1 match before stepping out, then all of your matches will be marked as not counting towards the points total for the session. This is done to be fair to everybody in the box. If you had played 2 out of the 4 possible matches when you stepped out, then the system would mark the 2 unplayed matches as injury matches and points would be assigned to your opponents. Injury and No-Show matches do not affect player ratings.

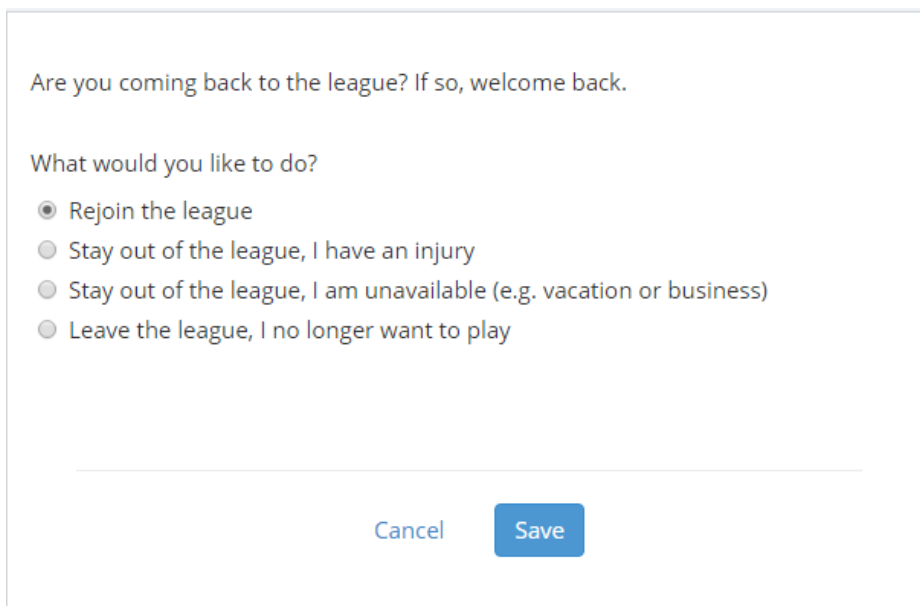
Sometimes you know ahead of time when you need to step out of the league. This allows you to plan appropriately. In that case, once you

know that you can no longer play in the league, you can choose to step out at the end of the current session. When you do this, you are expected to play the rest of the matches in the current session. When the next session is activated, you will not be included.

REJOINING THE LEAGUE

Once you have stepped out of the league, the menu choice for "Step Out" becomes "Rejoin".

Clicking on "Rejoin" allows you to change your status in the league. You can come back into the league using "Rejoin", or you can change your status from injury to vacation, or even to "I have left the league". (See Figure 10)



Are you coming back to the league? If so, welcome back.

What would you like to do?

- Rejoin the league
- Stay out of the league, I have an injury
- Stay out of the league, I am unavailable (e.g. vacation or business)
- Leave the league, I no longer want to play

Cancel Save

Figure 10 - The Rejoin league dialog

If you rejoin the league, your name will be put back on the waiting list for the next session. Your league administrator will see that you want back in for the next session and can take the appropriate action to get you scheduled back in.

Frequently Asked Questions

Here are some of the questions that players often have about playing in a box league.

I WON MY BOX, WHY AM I STILL IN THE SAME BOX?

This is a great question. This happens more often than you would think it does. Here is why it happens. A box league works by creating a ranked list of players, then it breaks those players into groups based on the settings of how many players to put into a group.

Let's assume that the settings for the box league are as follows:

- *Box size: 5 players per box*
- *Number of players to move: 2*

What this says is that the top 2 players in a box will move up at the end of the session and similarly, the bottom two players will move down after the session. This movement **ALWAYS** happens, and it happens before the players are grouped into boxes again.

However, what also happens is that new players are added to the league and existing players step out of the league. When a new player is added to the league, all the players below this new player are pushed down a spot. When a player steps out of the league, all players below that player are moved up a spot. This movement happens before the players are put into new boxes.

The system performs these steps:

- 1. Players move up and down based on winning or losing their box*
- 2. New players are inserted into the ranked list of players*
- 3. Stepped out players are removed from the list of players*
- 4. Players are put into boxes starting at the top and working down to the bottom.*

If you find that you should have moved up to a higher box, but you are still in the same box, look at last session's results and verify that you are now higher than the players who were at the bottom of the upper box. If that is the case, which it will be, then look for new players in the boxes above you. You are sure to find one or two new players.