

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 Hangel		0	0-0

Challenge Ladder Players Guide

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Welcome to SkyCourt

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

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 ladder and they will be able to resend the registration email.

WHAT IS A CHALLENGE LADDER?

A challenge ladder is a league that stack ranks all the players in a list and then players play each other to try to move up the ladder.

The ladder uses your rating in the particular sport (Squash, Tennis etc) as the mechanism that it uses to stack rank the participants. As you play matches with other people on the ladder, your rating is adjusted. The adjustment is based on your relative strength compared to your opponent and what the outcome of the match was.

For instance, you may be playing a much stronger opponent. Your rating compared to your opponent's rating might suggest that your opponent should beat you with a score of 3 games to 0 in the best of 5 match. However, if you win, or your opponent only beats you with a score of 3 to 2, then your rating will be increased and your opponent's rating will be decreased. The system compares the expected match score against the actual match score and adjusts each player's rating appropriately.

Once the match has been recorded, the standings for the ladder is updated immediately and automatically. If you gained points and moved ahead of the person above you, then you will be placed above that person in the standings for the ladder.

Player Home Page

The player home page is the page you see when you log into the system. You can also navigate to this page by clicking on the word “Home” in the main navigation (top bar on desktop, or left side navigation on mobile).

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 1.

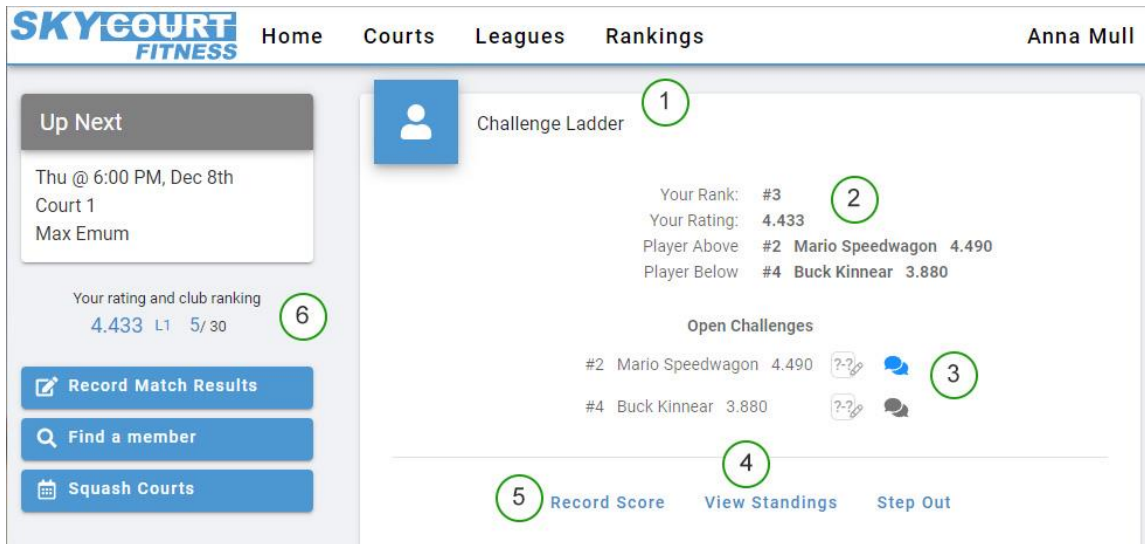


Figure 1 - A typical home page view

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 the tile for the challenge ladder that Anna plays in. This tile provides a quick view of the state of the ladder around Anna.
2. This is the area of the tile shows Anna's rank on the ladder as well as her rating and who is above and below her on the ladder. It also shows their ratings as well so Anna knows how much of a challenge a match with those players will be.
3. This section shows Anna's open challenges. In this example, there is a challenge both above and below Anna.
 - a. The blue chat icon indicates that there is an unread message in the chat between Anna and Mario. They can use this chat conversation to arrange their match time.
 - b. Next to the blue chat icon is a record score icon. Anna can click on this icon to record the match results after she plays Mario.
 - c. There is a similar line for the other open challenge with Buck.
4. Across the bottom of the tile are the action choices that Anna has for the ladder. She can choose to see the entire ladder by

- selecting the "View Standings" action. Or she can choose to step away from the ladder for a while by selecting "Step Out".*
- 5. Not all ladder matches need to be challenges. If Anna meets someone at the club on the ladder and plays them, the score can be recorded by selecting the "Record Score" action.*
 - 6. This section of the home page shows Anna's current rating and current win/loss streak. In this case, Anna has a rating of 4.433 and a losing streak of 1 match. She is also currently 5th out of the 30 rated members at the club. Note that not all 30 rated members might be part of the ladder, that is why she is 3rd in the ladder, but only 5th in the club.*

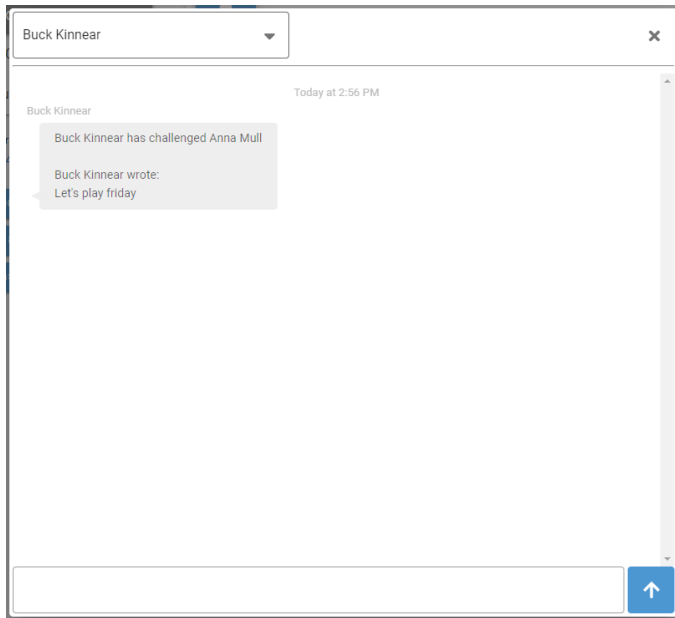
Communication

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

As was mentioned in the previous section, once a challenge has been issued, a communication chat is created between the two challenger participants.

A blue icon indicates that there is an unread message in the conversation. A grey icon indicates that all messages in the chat have been read by you.

Clicking on the icon will bring up a chat dialog where you can enter a message to send to your opponent. A great use of the chat is to organize a time to play your match.



The first message in the chat is always an indication of who challenged who and the initial message from the challenge.

Any subsequent messages are displayed with the latest message at the bottom of the list. All messages are timestamped, so you know when the message was sent.

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 challenge ladder.

- 1. Click on the "?-?" link on the player home page next to the open challenge*
- 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 2.

Record your score

Anna Mull
vs
Buck Kinnear

Click on the match result

I won	3-0	3-1	3-2
I lost	2-3	1-3	0-3

[Enter the game scores](#)

Date

[Close](#) [Record Score](#)

Figure 2 - 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.

If you click on the "Record Score" link at the bottom of the challenge ladder tile, then there is an additional step of selecting your opponent in the drop-down at the top of the dialog (See Figure 3). You will notice that the drop-down only includes players that you have open challenges with. 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. You can select "Another player in the league" to record a match that doesn't have an open challenge.

Record your score

Select your challenge opponent

- Mario Speedwagon
- Buck Kinnear
- Another player in the league

Click on the match result

I won

I lost

[Enter the game scores](#)

Date

Figure 3 - 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 4)

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 4- 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 ladder, including who is in range for you to challenge. The challenge ladder is configured with a maximum rating spread for challenges. For instance, if the ladder is configured with a .5 rating point spread and you have a rating of 4.0, you will be able to challenge people with ratings in the range of 3.5 – 4.5. 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” top level menu item, then click on “View Standings” from the league tile on that page.

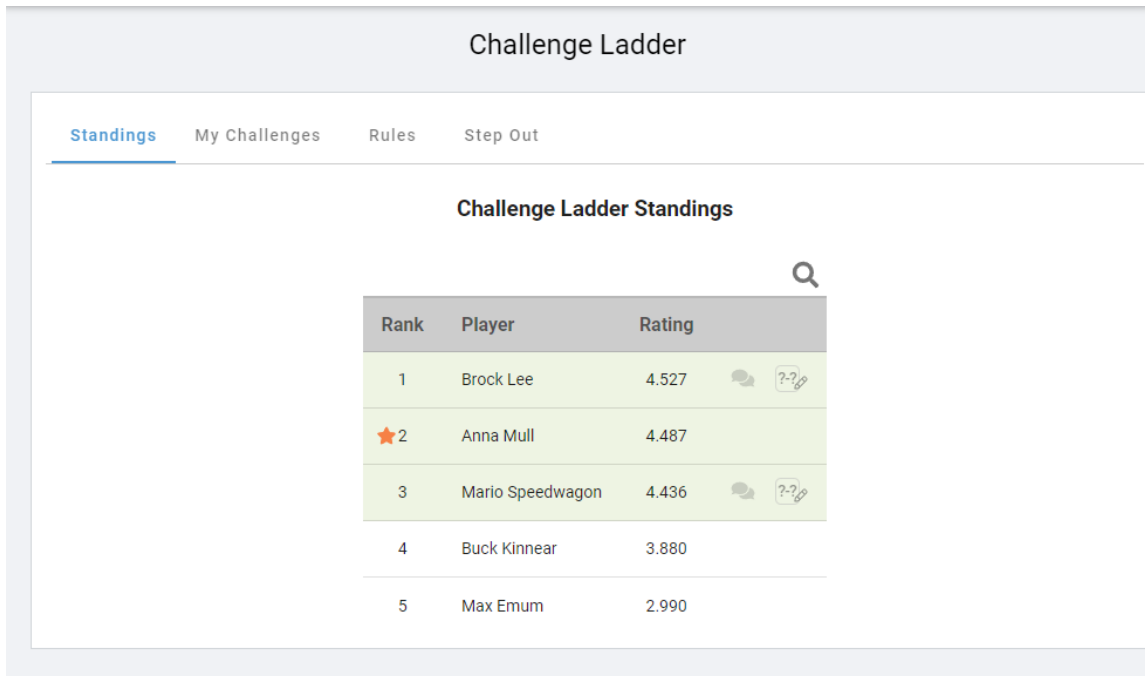


Figure 5 - View Standings for a Box League

Figure 5 shows the view of the standings for a challenge ladder. Here we see that Anna has moved up to position #2. You can quickly see where you are in the ladder by looking for the orange star. This denotes your spot on the ladder.

From this page you can issue challenges. All of the players that are in range to be challenged will be displayed with a green background. They are also the rows with the challenge icon (the chat bubbles) and the record score icon.

To challenge someone, click on the chat bubble icon to start the challenge process. When you do this, a challenge dialog will appear.

Challenge Brock Lee to a match

When you challenge someone to a match in the league, an email will be sent to them containing a message from you. This will start an email conversation where you can arrange a time to play your match. Once the match has been played, come back here to enter the score.

Enter a message to send to Brock Lee

Cancel

Challenge







Enter a message to Brock. A good message will start the conversation about when to schedule the match. When your message is ready, click "Challenge" to issue the challenge. Your message will be sent to your opponent and the challenge will be opened.

If you played a match without issuing a challenge, then click on the record score icon beside your opponent's name. Record your score in the dialog that appears.

My Challenges

You can see your open challenges on the challenge ladder home page tile. You can also click on "View Standings" and then change tabs to the "My Challenges" tab to see the list of open challenges.

The My Challenges tab provides extra information that you do not get on the home page tile.

Challenge Ladder			
Standings	My Challenges	Rules	Step Out
Open Challenges			
Date Opened	Challenger	Opponent	
Thursday, December 8th 2022	Buck Kinnear	Anna Mull	  
Thursday, December 8th 2022	Anna Mull	Brock Lee	  

You can record the score for the challenge. You can open the chat conversation for the challenge, and you can revoke the challenge.

Also, when you see your opponent displayed in blue with an underline, that means you can click on your opponent's name to go to the "Opponent Page". This is a page that displays your playing history against that person. On the Opponent page, you can see how well you

have done against this opponent over time. You can see the common people you have both played and how well you have done vs how well they have done against the people. You can also explore your opponent's ratings and match history. This is great place to go to see how well you will match up against your opponent.

Injuries and Vacation

The challenge ladder in SkyCourt is designed to run for indefinitely. This means that it is common for players to come and go over the lifetime of the ladder. There are two common reasons for players to step off the ladder: 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 6)

Stepping out of League: Challenge Ladder

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

Message for the league manager

Any message you enter here will be sent to the league manager. This is optional.

Figure 6 - The Step Out dialog

When you step out, you can specify why you are stepping out, including leaving the ladder altogether. You can also enter a message that will be sent to the ladder manager. These messages can be very helpful for the ladder manager to help understand why people are stepping out.

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 7)

Rejoining the League: Challenge Ladder

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)
- I no longer want to play

Message for the league manager

Any message you enter here will be sent to the league manager. This is optional.

Cancel Rejoin

Figure 7 - The Rejoin league dialog

If you rejoin the league, you will be put back on the ladder, ready to issue and accept challenges.