



COMPUSPORT DIRECTIONS

All teams **MUST** appoint a score keeper. Teams can have more than one score keeper. **If team is using a new score keeper that has not registered with Compusport from past seasons, this person will need to create an account in Compusport. Please see instructions below.**

If a past score keeper has a new email address you can change email address in Compusport under log-in area. If you have forgotten your password you can reset password in log-in area.

Score keepers are encouraged to use app to input scores as game is progressing. One change to inputting scores is that either score keeper can update line up & scores as game is going on. Home team score keeper should log in and input players line up and get correct averages. Then visiting score keeper can log in and input their players and get averages. Setting lineups can be done at the same time. In order to see what opposing score keeper has entered close score sheet and open back up as a refresh. Once match starts either score keeper can enter scores. Score keepers can take turns inputting the scores. If one is busy playing a match the opposing score keeper can input score. Reminder only need to input losing score, the winner will automatically receive the 10. Again if both score keepers are entering scores remember to close score sheet & re-open to refresh. At the conclusion of the match check over scores once they are correct in Compusport one score keeper will need to send off to opposing team for approval or rejection. If anything needs to be corrected such as a score or missing ERO. Reject score sheet and first score keeper can make change. Do this the night of your match and standings on Compusport will be updated that night. Once a score sheet is approved only league office can make correction.

If not using app feature, match needs to be entered into Compusport within 24 hours of completion of match. Once match is entered it will be sent for approval to the opposing team. **Opposing team then has 24 hours to validate score sheet.**

All scores need to have been entered and approved within 48 hours of the match.

Score keepers to enter or verify scores go to <http://compusport.us> choose the BMW logo, then follow the instructions below. Or download the free app.

Please still turn you white original paper score sheet into envelope, just in case we need to make any corrections.

PRINTABLE STADINGS: Will be available on bmwbilliards.com website or you can print from the Compusport site under reporting.

- If using phone to enter scores, use app feature. App is much easier than through Google Chrome internet. If using Google Chrome make sure in desktop version not mobile version.
- If entering a new player not in system, both first and last name **MUST** be entered.
- Compusport will use last season history average till a person has 3 weeks played in a league. (If this average does not show up in Compusport please reference the history average sheet posted on BMW website at www.bmwbilliards.com.) If opposing player has no average established it is important to remember to cross out corresponding player's average in Compusport. Whatever handicap you have used during match (even if incorrect) must be the averages you report in Compusport. Type over average in Compusport, to make it match score sheet. Here is the already existing rule about handicaps from the player's handbook: "New players with no history average will shoot as highest average, but no handicap will be given. They cross out with opposing high shooter. It is teams responsibility to make sure they are using the correct averages. It is both captains responsibility to make sure handicap and lineup are correct. **Once play starts, handicap can not be adjusted.**"

- If the paper copy of score has been added incorrectly and round total or points change due to miscalculations, Compusport will not allow incorrect addition and will correct points and round wins. Even if both teams have signed the paper copy of score sheet the score sheet will be corrected with the correct scores. As teams should not lose or gain round wins or points due to bad math.
- When entering scores also enter feats ERO, 8-Ball Break, & Table Run in box below score.
- If a score sheet has to be denied, make sure to keep the reply polite and detailed with exactly what is incorrect. League office does receive a copy of rejection emails, so remember good sportsmanship.
- If score sheet has not been accepted by opposing team after 72 hours (3 days) that the match has been played, the league office will accept the score sheet.
- When new app is released will have a feature that every player can upload a photo for personalizing their player profile. No longer will need to send in photo to league office.

FREE Compusport App: There is no cost for downloading the CompuSport App. Can follow teams/players (like tournaments). The app is available on: App Store (Iphone/Ipad), Windows Store (windows phone), and Google play (Android phones).

League office recommends all score keepers download app. And enter scores during match on the app feature.

Since the schedules are done at the beginning of the season, will not receive notifications on schedule unless a match is moved (date/bar). Example matches on a position night receive notification of location of match, if following yourself or your team with the app feature.

Compatibility: Compusport is now web based and works on all systems.

However, Internet explorer 8, which is still available on Windows XP is no longer supported (for security reason). If have an old computer with Windows XP, use Google Chrome.

Score keeping by players after each match

With Compusport league system, each team can enter the score directly online. Each team will have to choose a score keeper.

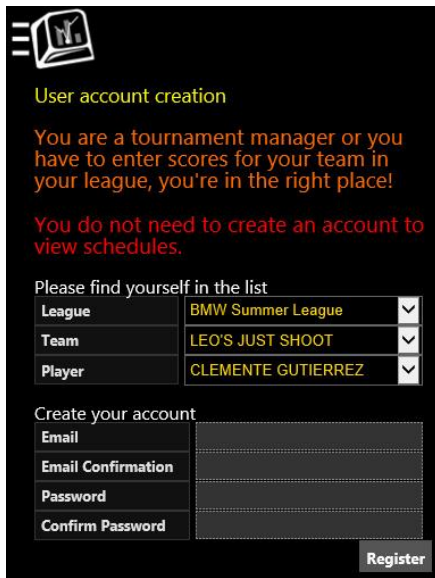
Each scorekeeper needs to have a “login name” and a “password”.

1. Go on www.CompuSport.us and select your league
2. Click on “Log in” on the top right corner
3. If you do not have an account, click on “Create account for Capt. /Score keeper”.



The screenshot shows a dark-themed login window titled "Log In". It contains two input fields for "Email" and "Password". Below these is a checkbox labeled "Keep me logged in". Underneath the checkbox, there is text that says "If you don't have an account" followed by two links: "-Create account for Manager" and "-Create account for Capt./Score keeper". At the bottom left of the window is a link "Password Lost / Reset". At the bottom right are two buttons: "Log In" and "Cancel".

4. Fill in information



User account creation

You are a tournament manager or you have to enter scores for your team in your league, you're in the right place!

You do not need to create an account to view schedules.

Please find yourself in the list

League	BMW Summer League
Team	LEO'S JUST SHOOT
Player	CLEMENTE GUTIERREZ

Create your account

Email	
Email Confirmation	
Password	
Confirm Password	

Register


- Find yourself in the list
 - #Find your team
 - Select your name
- When your name is selected,
 - Type your email
 - Choose a password
 - Confirm your password


You will receive an email to confirm your account. Click on the link to activate. If you haven't received an email, check Junk E-mail.

Your league operator will receive an email to confirm you have an account. He has to accept you before you can enter scores.

Either home or visitor team's scorekeeper will have to fill up the score sheet for each match. Opposing score keeper has to accept or reject.

- Find the score sheet to fill up, there are two different ways to find those matches

-  **Calendar** (Manage > Schedules | Charts > Calendar)


-  **Waiting Score Sheets** (Manage > Schedules | Charts > Waiting Score Sheets)

- Click on the match to select it

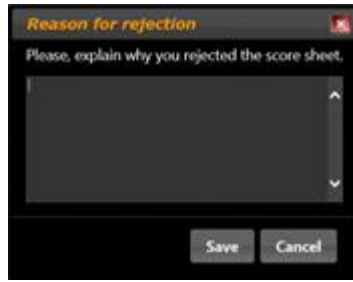


- Click on **Score** and fill the blank spaces. When this score sheet is filled up, save it.
 - Fill the Ero, 8 on Break, Table Run, for all games
 - You can save and go back on the page if you want to complete later

Send for Approval

- The opposing scorekeeper will have to be logged by the same way. After that, he will be able to approve or reject the score sheet. This score sheet will have a "yellow flag" to its status 

- If the results are good, he should click on **Accept**
 - If he accept the score sheet, the first Captain will receive a confirmation email and the stats will be automatically updated
- If there is something wrong **Reject**
 - He will have to write the reason for rejection.



- At this time, an email will be sent to the other scorekeeper and the league manager to show them the reason.
- If a score sheet has to be denied, make sure to keep the reply polite and detailed with exactly what is incorrect. League office does receive a copy of all rejection emails, so remember good sportsmanship.

The first Score Keeper will have to “Send for approval” again.

When all approbations are done, this result will be included in the league stats.

Email Example:

This is an automated Message from CompuSport System.

League: COLORADO

The User Dave Bahor (BIG BROTHER) has entered the score of the game against CRAZY TEAM played on 09/15/2013 06:00 PM.

You must log in and check the score sheet.

You will then have to accept or reject the score sheet.

This is an automated Message from CompuSport System.

League: COLORADO

The User Bob Pine (CRAZY TEAM) **has rejected** the score of the game against BIG BROTHER played on 09/15/2013 06:00 PM.

Reasons: John did a Ero on Second Round

This is an automated Message from CompuSport System.

League: COLORADO

The User Bob Pine (CRAZY TEAM) **has accepted** the score of the game against BIG BROTHER played on 09/15/2013 06:00 PM