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ReCPro™ User Manual

	Version 1.33
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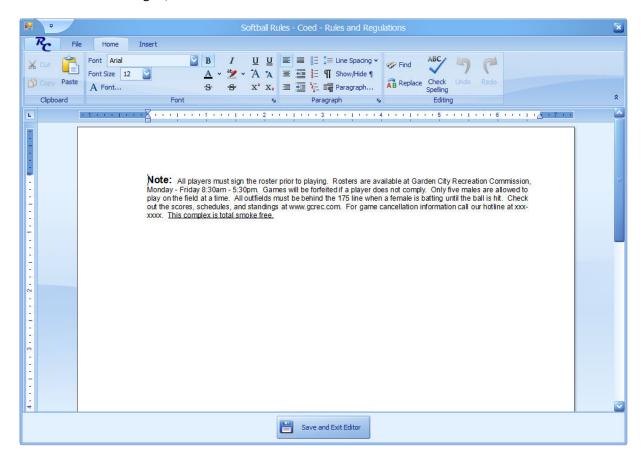
Admin Setup - Rules and Regulations

From the main menu, go to Setup > System Documents > Rules and Regulations

Add **Description** in the table and click **Save**.



At the bottom of the grid, click Edit Rules and Regulations button



Add text for Rules and Regulations, click Save and Exit Editor and close.



Sample Game / Practice Schedule Report with League Rules & Regulations



Dete	Time	Location	Home Team	A.u.aTaaaa	Sco	A	Toma	Status
Date	Time	Location	Home ream	Away Team	п	А	Туре	Status
Wed 06/10/2020	4:00 PM	Gym A @ Anchor Bay High School	(1) Team 01	(6) Team 06			RS	
	5:00 PM	Gym A @ Anchor Bay High School	(2) Team 02	(5) Team 05			RS	
	6:00 PM	Gym A @ Anchor Bay High School	(3) Team 03	(4) Team 04			RS	
<u>5:0</u>	4:00 PM	Gym A @ Anchor Bay High School	(1) Team 01	(2) Team 02			RS	
	5:00 PM	Gym A @ Anchor Bay High School	(6) Team 06	(4) Team 04			RS	
	6:00 PM	Gym A @ Anchor Bay High School	(5) Team 05	(3) Team 03			RS	
	4:00 PM	Gym A @ Anchor Bay High School	(3) Team 03	(1) Team 01			RS	
	5:00 PM	Gym A @ Anchor Bay High School	(4) Team 04	(5) Team 05			RS	
	6:00 PM	Gym A @ Anchor Bay High School	(2) Team 02	(6) Team 06			RS	
Wed 07/01/2020	4:00 PM	Gym A @ Anchor Bay High School	(6) Team 06	(5) Team 05			RS	
	5:00 PM	Gym A @ Anchor Bay High School	(1) Team 01	(4) Team 04			RS	
	6:00 PM	Gym A @ Anchor Bay High School	(2) Team 02	(3) Team 03			RS	
Wed 07/08/2020	4:00 PM	Gym A @ Anchor Bay High School	(5) Team 05	(1) Team 01			RS	
	5:00 PM	Gym A @ Anchor Bay High School	(3) Team 03	(6) Team 06			RS	
	6:00 PM	Gym A @ Anchor Bay High School	(4) Team 04	(2) Team 02			RS	

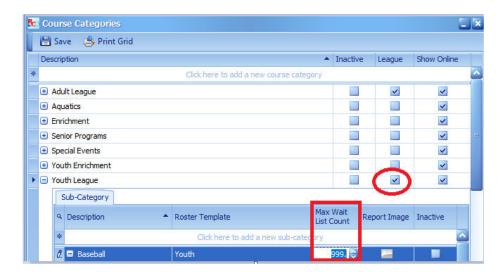
Course / League Setup Options

Items listed in the Course Setup Options menu, such as Fee Descriptions, Roster Templates, etc., are also used in Course Module Setup Options, so this document is addressing the unique features of League Scheduler only.

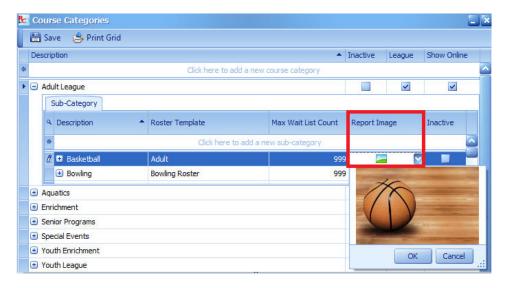
From the main menu, go to Courses > Setup Options > Categories / Sub-Categories

When setting up a League course category, check the box 'League'. This will display the league tab when adding a new course/league. Indicate 'Max Wait List Count' as needed.





Report Image - click drop down arrow, right mouse click in white area, menu displays, select **'load'**; this becomes a browser to your network to find image. Insert image and click **OK** button.



Example of 'Report Image' on Games / Practice Schedule report

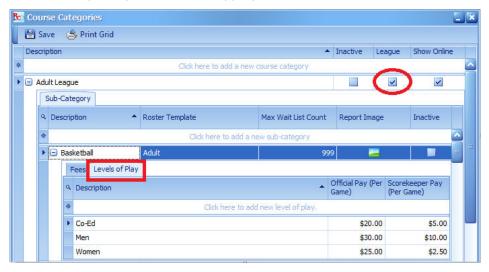




Levels of Play

From the main menu, go to Courses > Setup Options > Course Categories

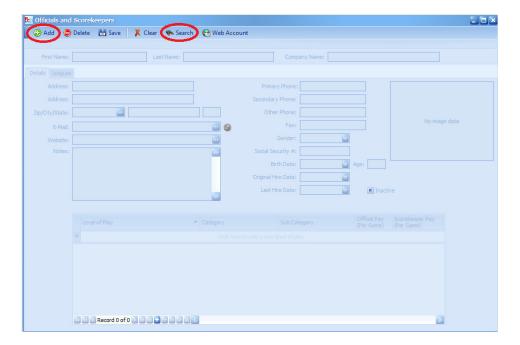
To setup **Levels of Play**, the 'League' box must be checked to enable the tab '**Levels of Play**' located under sub-category. Type the Levels of Play description and add pay amount for Official Pay (Per Game) and Scorekeeper Pay (Per Game) in appropriate fields.



Officials and Scorekeepers

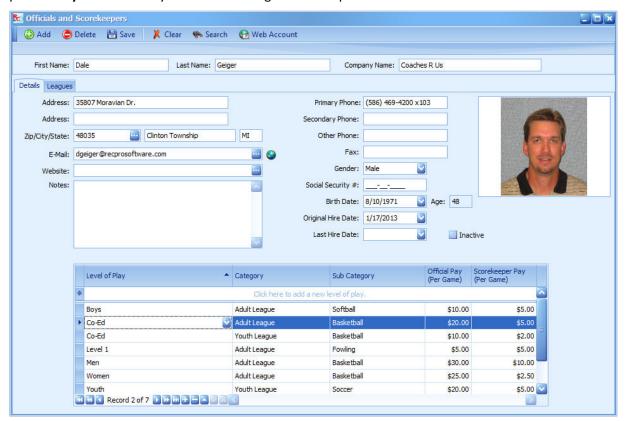
From the main menu, go to Courses > Leagues > Officials / Scorekeepers

The **Officials and Scorekeepers** screen will display; click **Add** button to enter a new official or scorekeeper to the database or select the **Search** button to locate a record.





Required fields are: First Name, Last Name, Address and when you enter the zip code, *ReCPro™* will pull the city and state for you. The remaining fields are optional.

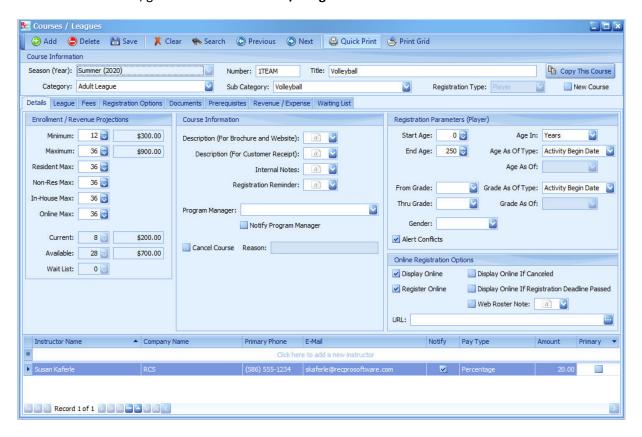


Multiple 'Levels of Play' can be attached to the **Official / Scorekeepers** record. **Category, Sub-Category, Official Pay** and **Scorekeeper Pay per Game** will load automatically based on setup options in course categories (see admin setup).



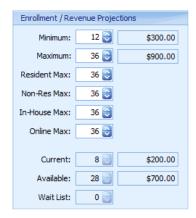
Courses / Leagues

From the main menu, go to Courses > Courses / Leagues > click Add button



Course Information required fields are: Season (Year) or change from pick list, add Number (can be alphanumeric), enter Title of course or league name, select Category and Sub-Category from the pick list. Leagues tab will only display if it was checked in Setup Options (see admin setup). Selecting the checkbox 'New Course' will display in the course brochure and online with NEW written next to it.

Enrollment / Revenue Projections



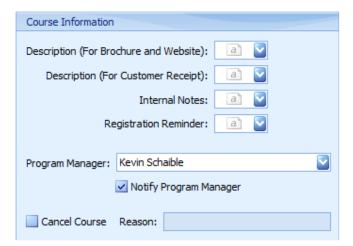
Enter Minimum and Maximum enrollment numbers.

Determine if there is a restriction for number of **Resident**, **Non-Resident**, **In-House** and **Online Maximum** enrollments.

If fields are not changed from zero (0), upon the first save all fields will default to **Maximum** number entered.



Course Information



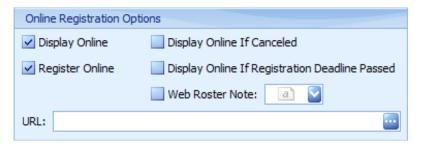
Enter details about the **Description** (For **Brochure and Website**) and the **Description** (For **Customer Receipt). Internal Notes** (only displays on entry screen) and the **Registration Reminder** is a popup staff reminder while registering customers in-house. Optionally select a **Program Manager** from drop down menu that can be used as a filter when running reports. To send email notifications, check box **Notify Program Manager**.

Registration Parameters



Enter Start Age, End Age, From Grade, Thru Grade and Gender. Age in: Years or select Months for toddler classes. Age as of Type and Grade as of Type have 3 choices: Activity Begin Date, Registration Date, or Custom Date with date field. Check box Alert Conflicts to notify user or customer if the schedule of the activity they are registering for conflicts with the schedule of previous registrations.

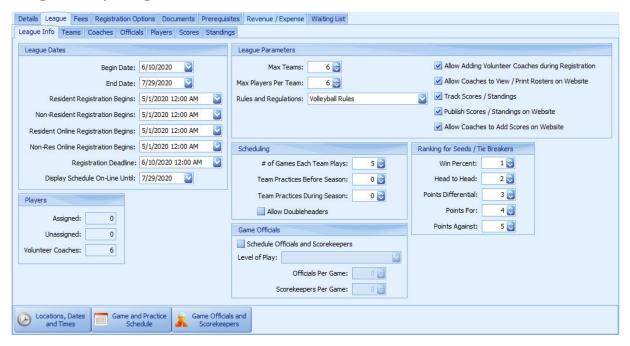
Online Registration Options



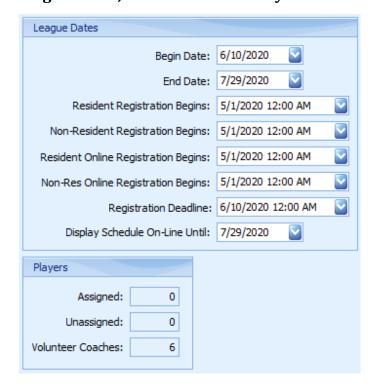
Check **Display Online** and **Register Online** to enable showing as well as allowing online registration. Courses / Leagues will automatically drop off website when they have been cancelled or the registration deadline has passed unless user checks boxes for **'Display Online if Canceled'** and **'Display Online If Registration Deadline Passed'**. When these boxes are checked, the Courses / Leagues will remain viewable online. Use **Web Roster Note** to ask participant a question that needs a response. User can add a URL for a link to a website such as a venue or where to purchase a uniform.



League Tab / League Info



League Dates, Enrollment and Players

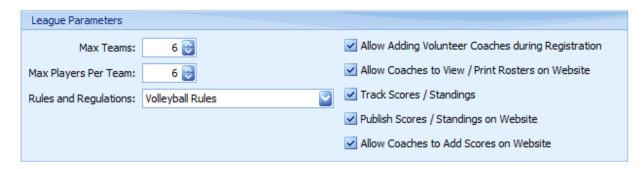


League Dates allows user to set the league Begin and End Dates and Registration Begin Dates are broken out by Resident, Non-Resident, Resident Online and Non-Resident Online as well as Registration Deadline. Display Schedule Online Until defaults to the End Date.

Players are for display only and whether the participant is assigned to a team and if there are volunteer coaches.

League Parameters

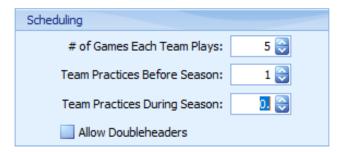
Enter the number of **Max Teams** and **Max Players Per Team**. If the registration type is 'Teams', then the 'Max Players Per Team' will be grayed out.



Optional Items:

- Rules and Regulations select from the drop-down menu (you must first setup 'Rules and Regulations' in the default setup. From the main menu, go to Setup > System Documents > Rules and Regulations).
- Allow Adding Volunteer Coaches during Registration check box to enable this feature to automatically ask if a parent would like to be a volunteer coach when registering participants.
- Allow Coaches to View / Print Rosters on Website check box to enable this feature. Coaches must have a customer account with login and password. They will only be able to view and print rosters for teams they coach.
- Track Scores / Standings check box to enable this feature.
- **Publish Scores / Standings on Website** check box to enable scores / standings to show on website. 'Track Scores / Standings' must be enabled for this item to display.
- Allow Coaches to Add Scores on Website check box to enable this feature. Coaches must have a
 customer account with login and password. They will only be able to add scores for teams they
 coach. 'Track Scores / Standings' must be enabled for this item to display.

Scheduling

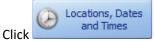


Enter numeric value for # of Games Each Team Plays, Team Practices before Season and Team Practices During Season. Check Allow Doubleheaders feature to enable the game scheduler to automatically schedule teams to play back to back.

Game Officials



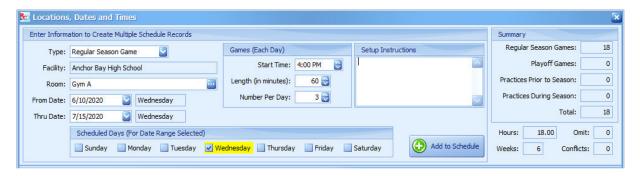
Click checkbox to **Schedule Officials and Scorekeepers**. Select **Level of Play** from pick list (see admin to setup), enter numeric value of **Officials Per Game** and **Scorekeepers Per Game**.



button, the screen will display.

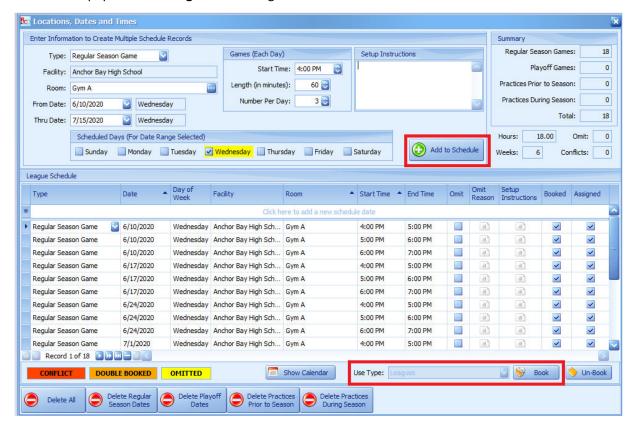
Location, Dates and Times

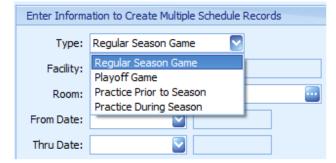
This feature is to schedule the dates, times and locations of games and practices.



- Type select from the drop-down menu. Choices are Regular Season Game, Playoff Game, Practice Prior to Season, and Practice during Season.
- Facility / Room click the look up button and select facility and room location.
- From and Thru Dates this will automatically check the day of the week.
- Games (Each Day) Start Time enter the first game start time.
- Length (in minutes) enter how long the game is in minutes.
- Number per Day enter how many games will be played that day.
- **Setup Instructions** enter any additional information regarding this schedule.
- Add to Schedule button *ReCPro™* will calculate the games based on the information provided. Continue with adding practices to this grid until completed.

This will populate the League Schedule grid below.





User may continue to schedule:

- Playoff Game
- Practice Prior to Season
- Practice During Season

Click 'Add to Schedule' button to load in League Schedule grid.

User may also use the buttons below the League Schedule grid to delete all or isolate which type of schedule to delete.



When finished with all schedule types, select **Use Type** and click '**Book**' to calendar button and close the screen.

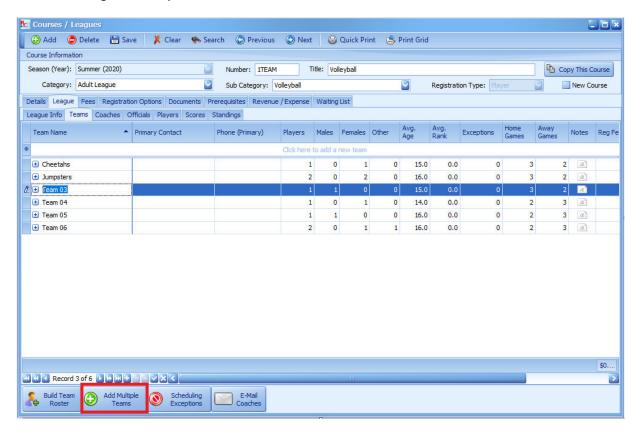


Once the 'Locations, Dates and Times' are in place, user will come back to 'Game and Practice Schedule' and 'Game Officials and Scorekeeper' features after Teams and Officials are setup.



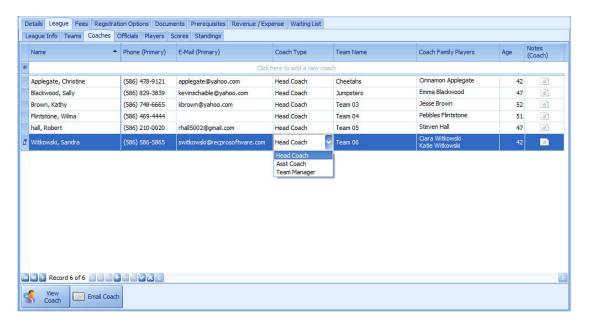
Adding Teams

User may add each Team Name manually, or click Add Multiple Teams button. The max number of teams on the 'League Info' tab is the number *ReCPro*TM will use to automatically generate teams. Once the teams are generated, you can over write the team name.



Adding Coaches

Coaches tab allows user to select **Name** from the **Customer Lookup** screen and select **Coach Type: Head Coach, Assistant Coach** and **Team Manager.**

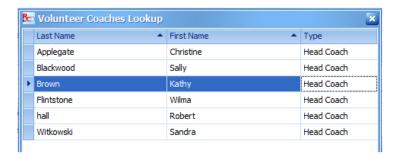


Assign Team Coaches

User can assign coaches to the team by clicking the plus sign (+) next to the **Team Name** and then clicking the blank line in the **Team Coaches** tab.



This will open 'Volunteer Coaches Lookup' screen.



Select the coach's name and click 'OK' button at the bottom of the Volunteer Coaches Lookup screen.

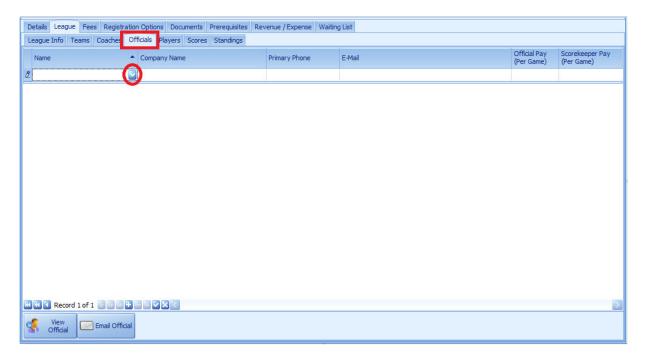


The coach name and information will display with the team.



Officials / Scorekeepers

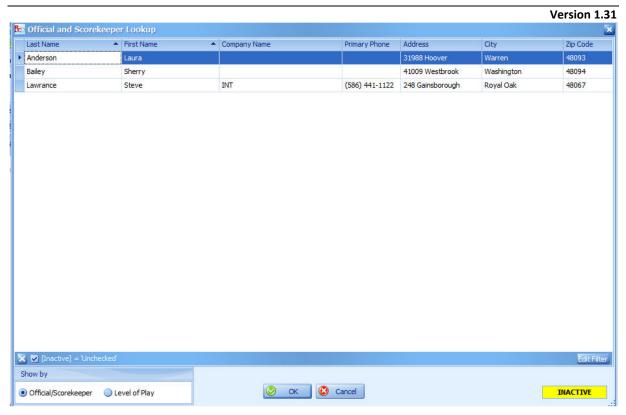
From the 'Officials' tab, click arrow to select name from the pick list



'Official and Scorekeeper Lookup' screen displays. Select name and click OK button.





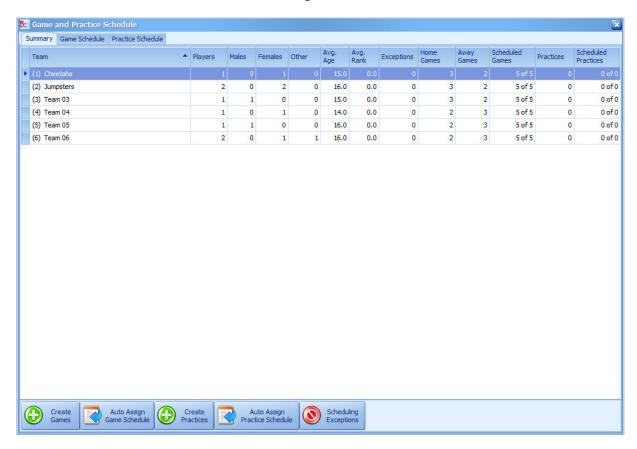


Officials Name will display in grid.



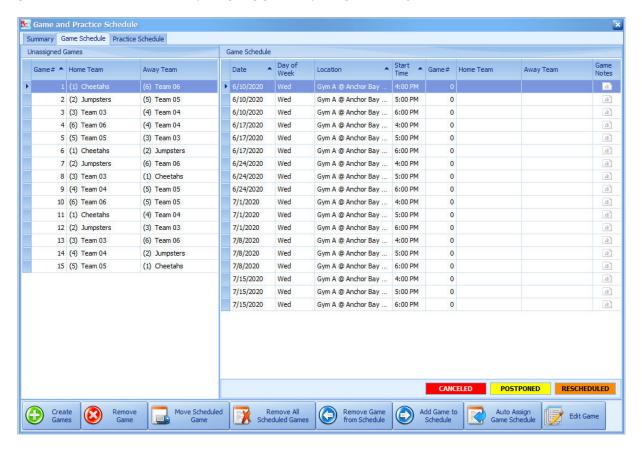
Game and Practice Schedule

From the **League Info** tab > click **'Game and Practice Schedule'** button > screen will default to **Summary** tab. Refer to each column header for what is being summarized.



Game Schedule Tab

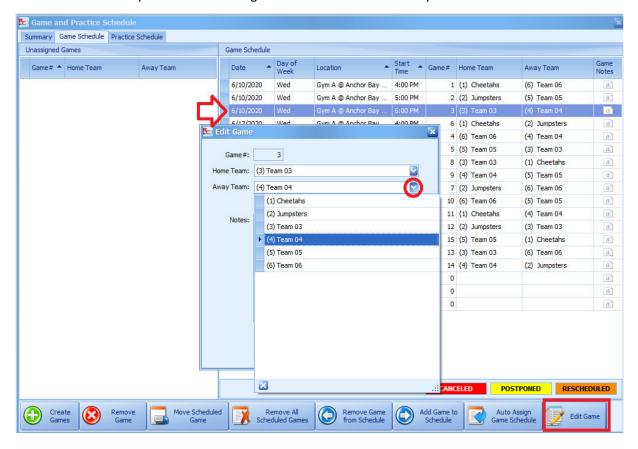
Left side of the screen displays 'Unassigned Games' and the right side of the screen displays 'Game Schedule'. User can assign teams manually by highlighting game number and moving it to a specific game schedule or automatically assigning games by using auto assign feature.



- Create Games to generate games based on the actual number of teams for the league and the
- '# of Games Each Team Plays' (located on the league information tab.)
- Remove Game to remove a game from Unassigned Games.
- Move Scheduled Game to switch games by holding down the control key button on your keyboard to select 2 games, then click the 'Move Scheduled Game' button and the 2 games selected will switch.
- Remove All Scheduled Games to undo Game Schedule and start over.
- Remove Game from Schedule to manually move a specific game back to Unassigned Games.
- Add Game to Schedule to manually move Unassigned Games to a specific Game Schedule.
- Auto Assign Game Schedule to automatically assign all the games to the schedule.



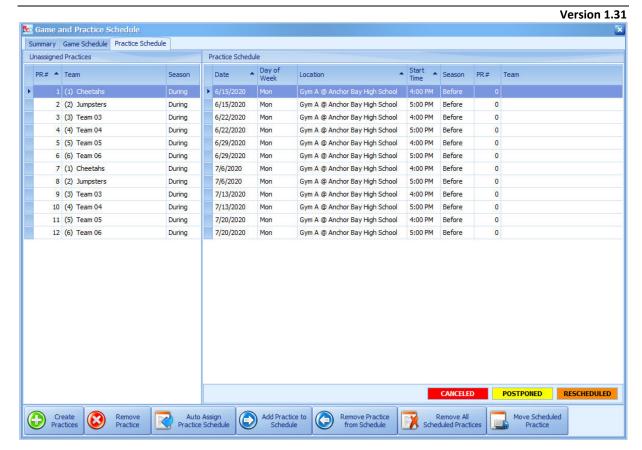
• Edit Game – to switch the teams manually, highlight the game schedule, click 'Edit Game' button and from the drop-down menu change the 'Home Team' and 'Away Team' team and add notes.



Practice Schedule Tab

Left side of the screen displays 'Unassigned Practices' and the right side of the screen displays 'Practice Schedule'. User can assign teams manually by highlighting practice number and moving it to a specific practice schedule or automatically assigning practices by using auto assign feature.

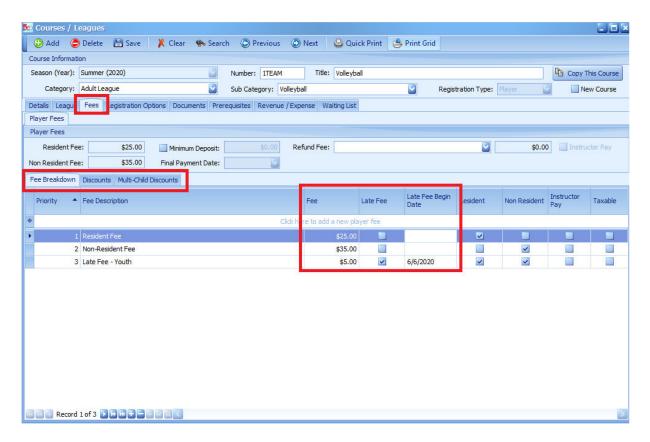




- Create Practices to generate practices based on the actual number of teams for the league and
 the 'Team Practices Before Season' or 'Team Practices During Season' (from the league information
 tab).
- Remove Practice to manually move a specific practice back to Unassigned Practices.
- Auto Assign Practice Schedule to automatically assign practice schedule.
- Add Practice to Schedule to manually move Unassigned Practices to a specific Practice Schedule.
- Remove Practice from Schedule to manually move a specific practice back to Unassigned Practices.
- Remove All Scheduled Practices to undo Practice Schedule and start over.
- Move Scheduled Practice to switch practice games (holding the control key down on your keyboard, select 2 practice games, click 'Move Scheduled Practice' button and the 2 practice games selected will switch).

Fees - Player Fees

Enter the **Fees** corresponding to **Fee Descriptions** in the **Fee Breakdown** tab. If there is a late fee, add the cost and set the date the late fee begins.



Enter **Discounts** and **Multi-Child Discounts** in corresponding tabs. If the rates are the same for number of children, user can use the button **Quick Add**.



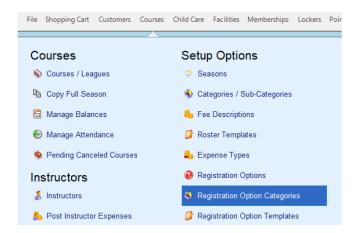




Quick Add allows user to enter Max # of Children, with a Resident and Non-Resident discount either by Percentage or Flat Rate. Check 'Other Discounts Apply' if user is allowing additional discounts such as: financial assist, staff, or other standard discounts. Click OK when finished, it will populate the Multi-child Discount tab.

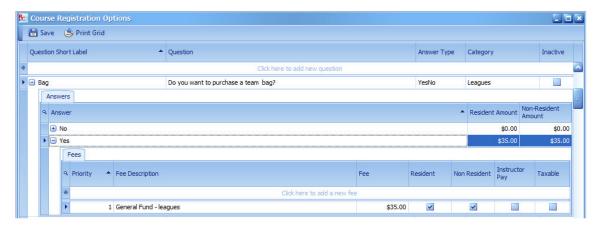
Registration Options and Categories

From the main menu, go to Courses > Setup Options > Registration Options Categories Enter categories in table (example: trips, clothing, food, etc.). Then go to Registration Options



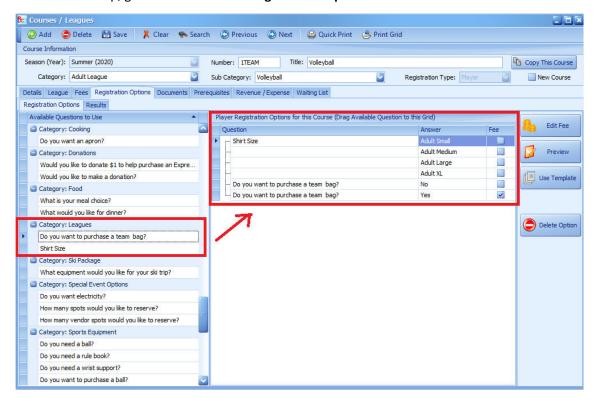


Add the **Question Short Label** (brief description), **Question**, select the **Answer Type** from the pick list, and select **Category** (optional) from the pick list.



Save then click the plus sign (+) next to brief description. Type the **Answer** and click the plus sign (+) next to the answer. Select the **Fee Description** and add the **Fee** (price).

Once this is setup, go to the **Course** and **Registration Options** tab.

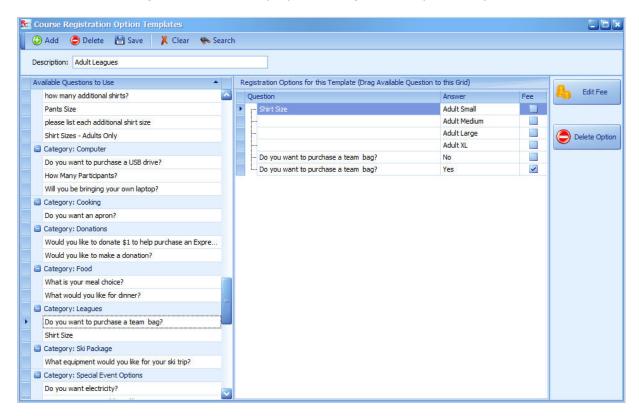


Click and drag items from left column 'Available Questions to Use' to right column 'Registration Options for the Courses'. Save and then click Preview button to review what will be seen during registration. Click Delete Option button to remove. Alternately, user can click 'use template' which is first setup as a default Registration Option.



Course Registration Option Templates

From the main menu, go to Courses > Setup Options > Registration Option Template

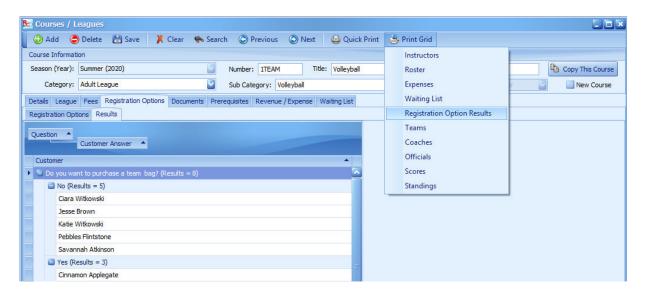


Click and drag items in left column to right column. Click **Edit Fee** button to change price. Use **Delete Option** button will delete any choice.

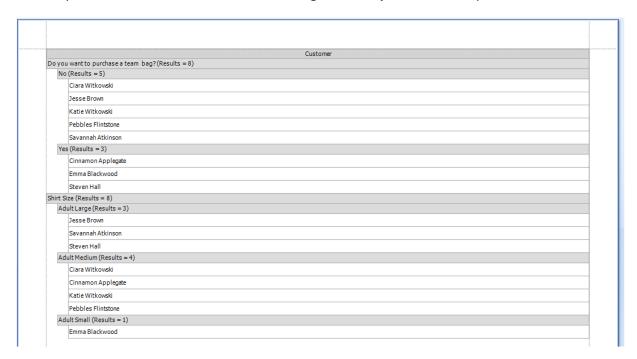


Results Tab

This tab will tally the answers to the question(s) with customer name.



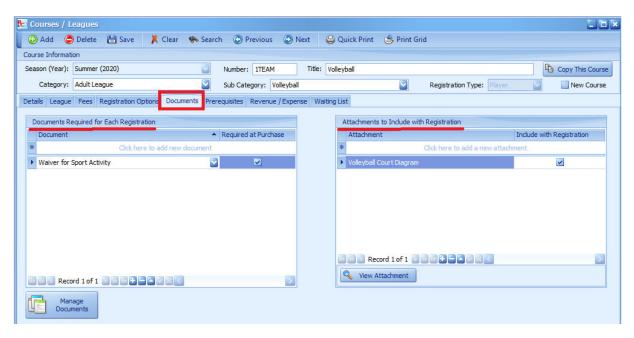
User may also click **Print Grid** button and select **Registration Option Results** to print a list of the results.





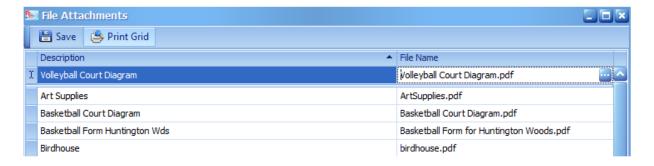
Documents

User can setup Documents Required for Each Registration and Attachments to Include with Registration such as a volleyball court diagram. See Manage Document System for details on setting up documents for registration. Select an attachment from the pick list and check the box 'Include with Registration' (optional).



Admin Setup for Attachments

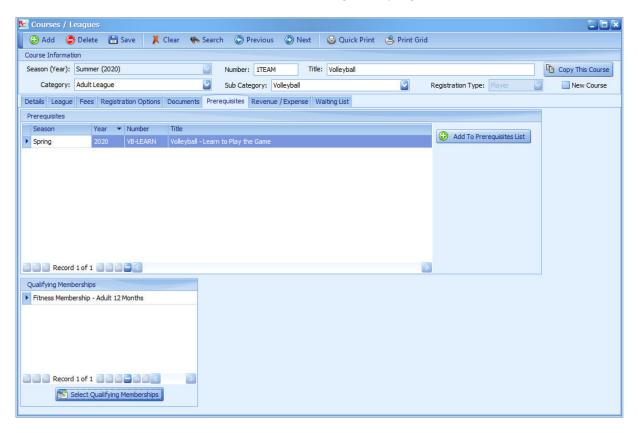
From the main menu, go to **Setup > System Default > File Attachments**. Type a description and then load a file by clicking blue button which turns into a browser to find attachment on user's network.





Prerequisites

User can add multiple courses and membership prerequisites. The online version of $ReCPro^{TM}$ will block the customer from registering if they do not meet the qualifying prerequisites. The desktop version of $ReCPro^{TM}$ will allow user to override the validation during activity registration.

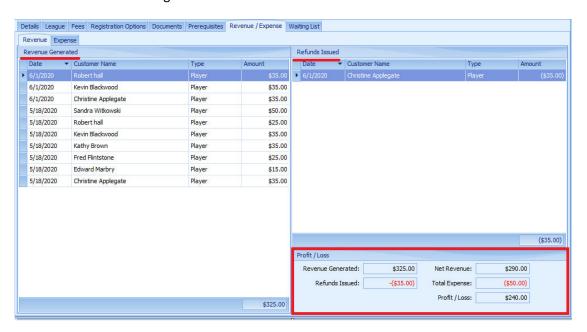


Click 'Add to Prerequisites List' to open a list of all courses that are grouped by the year, and click 'Select Qualifying Memberships' to open a list of all memberships. If this grid is used, only members with a membership shown in this grid can register online for this course. In-house the user has the option to override it.

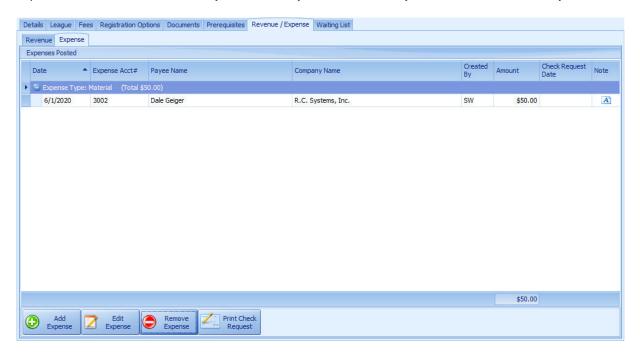


Revenue / Expense Tab

Revenue tab tracks the registrations received and refunded.



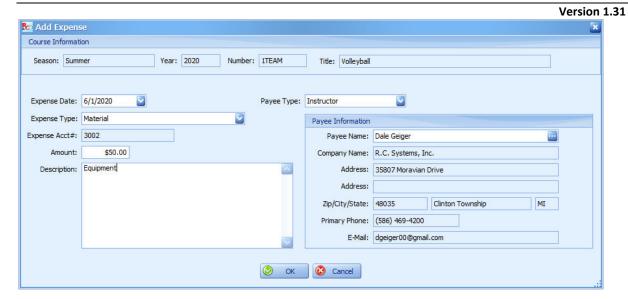
Expense tab allows user to Add Expense, Edit Expense, Remove Expense and Print Check Request.



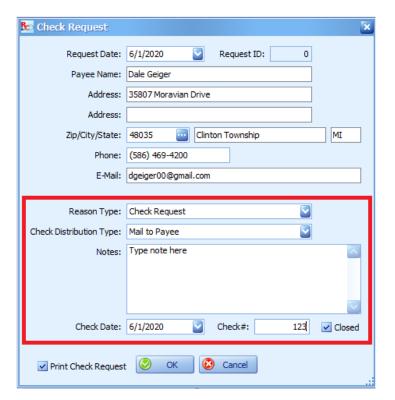
Click 'Add Expense' button, popup screen displays. Select Payee Type from pick list (choices are Instructor, Official / Scorekeeper, and Other). Enter the Amount and Description as applicable. Select Payee Name, in this example it is mapping to the Instructor database. Click OK when finished.







Edit Expense will open a previously added expense and **Remove Expense** will delete a previously added expense.

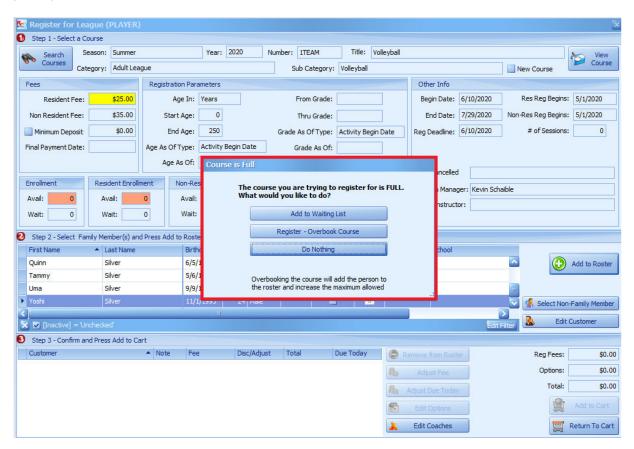


Print Check Request will open a window to select Reason Type and Check Distribution Type from a pick list and user may type additional Notes. By adding a Check Date and Check Number, ReCPro will automatically check the box 'Closed'.



Waiting List - Shopping Cart

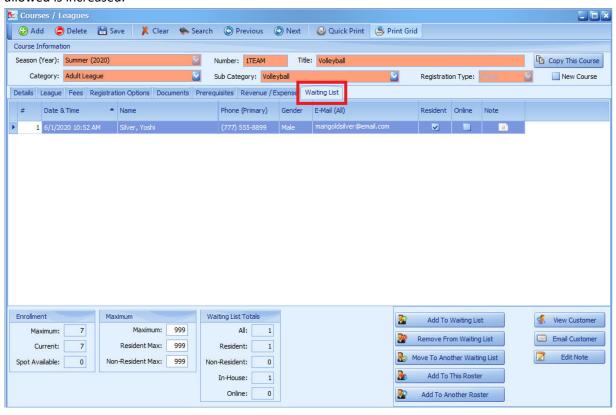
During activity registration in shopping cart, the **'Course is Full'** popup will display asking if you would like to add this person to the course and increase the maximum allowed for the course. Click **'Yes'** will add customer to the waiting list, click **'No'** will <u>not</u> add customer to the waiting list, and click **'Overbook'** will add customer to the roster list, finish the payment transaction and increase the maximum participants allowed for the course.





Waiting List - Course Module

Customers added to the waiting list grid can easily be added to the roster if the maximum participant allowed is increased.



- Add to Waiting List button User may add a customer to the waiting list without going through shopping cart. This button opens the search customer field.
- Remove from Waiting List button will remove selected (highlighted) customer from grid.
- Move to Another Waiting List button allows user to move customer to a another waiting list.
- Add to Roster button select customer will open the shopping cart screen to process transaction.
- Add to Another Roster button select customer will open a screen to search for course and then process transaction.