

Create leveladjusted gameschedule



Click on the planning phase and then on Groupsettings and time calculation:

Design and settings Referee management Register phase **Planning phase** Done

33445: Helsingborg Open (Cup)

2: Group settings and time calculation

You can define conditions for groupplay and playoffs. In the time plan, you can select pitches, start and finish times etc.

Time calculation creates a full schedule that can then be printed or fine tuned in the activity calendar.

[Create match schedule](#)

3: Activity Calendar

The calendar shows all matched and start times in graphical format. You can easily adjust the matches in the calendar. For example, move the game to a different time or a different pitch.

You can print the calendar via [Print Central \(Admin\)](#) - or here: [CLICK](#)

[Activity Calendar](#)

Click New Class:

Group settings and time calculation

Copy settings from previous tournament: [Select classes for copying](#)

Select classes from the list below. You have the following options to choose among:

- * TIME CALCULATION - Mark all classes to be time calculated. Maximum 12 classes in a row.
- * REMOVE CLASS - Mark class to be removed. This is a permanent remove! All deployed teams for this class is restored from the draw.
- * CHANGE CLASS - Mark class to be changed. Group settings and playoff conditions can be altered.
- * NEW CLASS - Create groupplay and playoff conditions for a new class.

Select	Class	Status	Open	Info
--------	-------	--------	------	------

[Return](#) [Remove class](#) [Manually schedule](#) [Change class](#) [World cup play](#) **[New class](#)** [Time calculation](#)

6 steps to take into account before you head on to the next part:

Groups, settings and conditions

Class: **1** **2** Level-adjusted class: ☒ Ball size:

Normal time W/D/L: / / After extended time/penalty shots: / / Table/point calculation: meeting between teams: **5**

Table/point calculation for Beachhandball: / / Points, period diff, goal diff

GROUPS

Return meeting? Click on the group name on the next page in graphical design and checkmark the return meeting

Startvalue for group: Default number of teams in group: **4** **4** Number of groups: Activate elite groups: ☐

Groupname	Nbr team in group	Info
Group 1	4	6 matches
Group 2	4	6 matches
Group 3	4	6 matches
Group 4	4	6 matches

Distribution playoffs:

Goalscorer can be registered per played match with criteria team, number of player and number of goals. Table for best goalscorer per age group can be presented as a report.

GOALSCORER

Activate team lineup / goalkeeper: ☐ Number of groups of goalkeepers per age group shown to visitors:

FAIRPLAY

The Fairplay function is a score/grade system of a team, given by the referee after played match. Calculation of total score is sum of scores / nbr played matches. Score 1 is the worst grade.

Activate Fairplay: ☐ **6** Highest rating: Number of teams per age group shown to visitors:

[Return](#) [Save and return](#) [Save, continue to graph conditions](#)

1. Select class - You work with one class at a time

- Here you get to design the next stage games

1. POGRP gives you the opportunity to add a new groupstage
2. Rename the group name and select the number of teams to be included in the group
3. Click Done
4. Repeat again for more groups

This is what it now looks like in my example:

Change Playoff Stages

☐ A: 1/4
☐ B: 1/4
☐ C: 1/4
☐ D: 1/4

↺

+

+

✖

↺ Back

Continue ↺

Group Games / Special Conditions

✖

Play off groups / Qual. Rounds

Playoff

Participants

Group 1

6 M

★

Group No 1

≡

Group No 2

≡

Group No 3

≡

Group No 4

≡

Group 2

6 M

★

Group No 1

≡

Group No 2

≡

Group No 3

≡

Group No 4

≡

Special Conditions

?

?

?

Leveladjusted group 1

6 M

Team A-1

≡

Team A-2

≡

Team A-3

≡

Team A-4

≡

✖ Leveladjusted group 2

6 M

Team B-1

≡

Team B-2

≡

Team B-3

≡

Team B-4

≡

Drag and drop links between group play and next stage group.

Click + hold the button on the gray box (1) and drag it to the gray box (2) release

Change Playoff Stages

A: 1/4 B: 1/4 C: 1/4 D: 1/4

QUAL PGRP Back Continue

Group Games / Special Conditions	Play off groups / Qual. Rounds	Playoff
Participants	Leveladjusted group 1 6 M	
Group 1 6 M	Team A-1	
Group No 1	Team A-2	
Group No 2	Team A-3	
Group No 3	Team A-4	
Group No 4	Leveladjusted group 2 6 M	
Group 2 6 M	Team B-1	
Group No 1	Team B-2	
Group No 2	Team B-3	
Group No 3	Team B-4	
Group No 4		
Special Conditions		

When you are satisfied click on validate (1) and after that on continue (2)

Change Playoff Stages

A: 1/4 B: 1/4 C: 1/4 D: 1/4

QUAL PGRP Back Continue Plac

Group Games / Special Conditions	Play off groups / Qual. Rounds	Playoff
Participants	Leveladjusted group 1 6 M	
Group 1 6 M	No 1 from Group 1	
Group No 1	No 1 from Group 2	
Group No 2	No 2 from Group 1	
Group No 3	No 2 from Group 2	
Group No 4		
Group 2 6 M	Leveladjusted group 2 6 M	
Group No 1	No 3 from Group 1	
Group No 2	No 3 from Group 2	
Group No 3	No 4 from Group 1	
Group No 4	No 4 from Group 2	
Special Conditions		

Now you have a "frame or template" for how you want the class to play their cup including leveladjusted playoffs groups

Continue with the next class and build it in the same way and do it until all classes are finished.

The next step will be to set dates, times and plans for all matches

Time calculation:

Group settings and time calculation

Copy settings from previous tournament: Select classes for copying

Select classes from the list below. You have the following options to choose among:

- * TIME CALCULATION - Mark all classes to be time calculated. Maximum 12 classes in a row.
- * REMOVE CLASS - Mark class to be removed. This is a permanent remove! All deployed teams for this class is restored from the draw.
- * CHANGE CLASS - Mark class to be changed. Group settings and playoff conditions can be altered.
- * NEW CLASS - Create groupplay and playoff conditions for a new class.

Select	Class	Status	Open	Info
<input checked="" type="checkbox"/>	Boys 05 : 4 groups. A Playoff.	Conditions		
<input checked="" type="checkbox"/>	Girls 06 : 4 groups. A Playoff.	Conditions		

Return Remove class Manually schedule Change class World cup play New class **Time calculation**

Choose classes that are to play in the same court/fields on the same dates and times.

Boys 05 **Girls 06**

Latest publish time on web site: **2020-02-03 13:55**
Total **32** matches, whereof **24** groupplay matches in 4 groups, **8** playoff matches.

Copy settings from other class: Copy pitches ☐ Copy round ☐ Copy all

Pitch	Fill all	Group [24]	quarter [4]	semi [2]	3rd [1]	Final [1]
[1] Court 1	<input type="checkbox"/>					
[21] Field 1	<input type="checkbox"/>					
[22] Centercourt	<input type="checkbox"/>					

Click on the pitches to use in each stage, don't forget to click play off as well

Set up what gametimes, pauses and other

TIPS! Click on Information icon for more help

Match form for class:

Groupplay: ☐ 2 X 10 min. Pause incl halftime: ☐ 4 min.

Playoff: ☐ 1 X 25 min. Pause incl halftime: ☐ 14 min.

Playoff B.C.D: ☐ 1 X 10 min.

Lowest time between groupplay matches: 30 min.

Lowest time between playoff matches: 30 min.

Rounding of starttime: ☒ No rounding ☐ 5 mins ☐ 10 mins ☐ 15 mins ☐ 30 mins

Extra pause after final: 0 min.

Order in groupplay

☐ Groups are played individually

☒ Groups are played by turns

Number of groups played by turns: 4

Nbr matches in row per group: 2

Prioritize playoff: ☐

Max.nbr minutes calculated matches can be moved: 0 min.

Set up dates and timeframes incl possibility to split up groupstage, playoff and other

In this case groupstage is played between 09.00-18.00 the first day and leveladjusted second groupstage starts 09.00 and ends 18.00 the second day.

Starting round	End round	Date	Starttime	Endtime	Nbr matches	Locked?	not used	Calc. Endtime	Number of matches
Group 1	Group 2	06/03/2021	0900	18:00	<input type="text"/>		<input type="checkbox"/>		
Leveladjusted	Leveladjusted	07/03/2021	0900	18:00	<input type="text"/>		<input type="checkbox"/>		
(not selected)	(not selected)				<input type="text"/>		<input type="checkbox"/>		
(not selected)	(not selected)				<input type="text"/>		<input type="checkbox"/>		
(not selected)	(not selected)				<input type="text"/>		<input type="checkbox"/>		

If more classes are to play the same date do the same settings for them (different tabs)

Boys 05 **Girls 06**

Latest publish time on web site: **2020-02-03 13:5**
Total **32** matches, whereof **24** groupplay matches

Once every setting is completed Click Calculate and ProCup creates a suggested gameschedule. You get information if ProCup deploy all games immediately! If you are satisfied, click on Calculate at the bottom and continue.

Approve the game program You can print the matches and get it out in excel

total Boys 05 Girls 06						
Matchnb	Class	Group/Playoff	Date	Start	Pitch	Awayteam
1	Girls 06	Group 1	2019-10-09	08:00	1 HE	Team 1-2
2	Girls 06	Group 1	2019-10-09	08:00	21 HE	Team 1-3
3	Girls 06	Group 2	2019-10-09	08:00	22 HE	Team 2-2
4	Girls 06	Group 2	2019-10-09	08:24	1 HE	Team 2-3
5	Girls 06	Group 3	2019-10-09	08:24	21 HE	Team 3-1
6	Girls 06	Group 3	2019-10-09	08:24	22 HE	Team 3-3
7	Boys 05	Group 1	2019-10-09	09:00	1 HE	Team 1-1
8	Boys 05	Group 1	2019-10-09	09:00	21 HE	Team 1-3
9	Boys 05	Group 2	2019-10-09	09:00	22 HE	Team 2-1
10	Boys 05	Group 2	2019-10-09	09:24	1 HE	Team 2-3
11	Boys 05	Group 3	2019-10-09	09:24	21 HE	Team 3-1
12	Boys 05	Group 3	2019-10-09	09:24	22 HE	Team 3-3
13	Boys 05	Group 4	2019-10-09	09:48	1 HE	Team 4-1
14	Boys 05	Group 4	2019-10-09	09:48	21 HE	Team 4-3
15	Girls 06	Group 4	2019-10-09	09:48	22 HE	Team 4-1
16	Boys 05	Group 1	2019-10-09	10:12	21 HE	Team 1-1
17	Boys 05	Group 1	2019-10-09	10:12	22 HE	Team 1-4

All matches are time calculated

Time calculated matches are shown to the left. There is one *Total*-tab and one tab for each age class.

You can go back to the time calculation form by clicking on the icon on right upper corner

Click on **ACCEPT**-button below to continue.

Latest publish time on web site: **2020-02-03 13:55**

ACCEPT

If you want to fine-tune the match placement, you can do so in the activity calendar:

2: Group settings and time calculation

You can define conditions for groupplay and playoffs. In the time plan, you can select pitches, start and finish times etc.

Time calculation creates a full schedule that can then be printed or fine tuned in the activity calendar.

Create match schedule

3: Activity Calendar

The calander shows all matched and start times in graphical format. You can easily adjust the matches in the calendar. For example, move the game to a different time or a different pitch.

You can print the calendar via [9. Print Central \(Admin\)](#) - or here: [CLICK](#)

Activity Calendar

In it you can manually drag and move matches (drag-and-drop)

Date: 2019-10-09

Cancel Print << Prev. Day Next Day >>

Pitches Match List Search Settings Pause

View 1 View 2 View 3 View 4 View 5

Select pitches to display using drag/drop (max 16)

Available Pitches

22 : Bana 3

Selected Pitches

1 : Bana 1

21 : Bana 2

Bana 1

Bana 2

When you are done, click save and then cancel

The next step will be to validate the game program

2: Group settings and time calculation

You can define conditions for groupplay and playoffs. In the time plan, you can select pitches, start and finish times etc.

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Create match schedule

3: Activity Calendar

The calander shows all matched and start times in graphical format. You can easily adjust the matches in the calendar. For example, move the game to a different time or a different pitch.

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Activity Calendar

4: Link to tournament for your webpage

Have you your own homepage for the cup or club?

Do you want to link to ProCups registration form?

Do you want to link to proCup with English as the default language?

This menu item gives link alternatives to all combinations.

Link to tournament for your webpage

5: Full validation

This runs step by step and includes

- *Control of unique match number.
- * Control of Pitch allocations.
- * Control of match and referee.

It is **extremely important** this control is executed after you have made any changes.

Validation

This is done in three steps:

1 create unique match numbers

Create unique match number for entire tournament

STEP 1 2 3

All match numbers are unique and do not need to be recreated.

Enter the starting value for match numbers and click on 'Create unique Match no'.

You can also choose if the number series should be grouped by age. Different series are treated by age group. For example, if you choose the 100 series, the first age group to start with match number 101, the second age group with number 201. Age groups are dealt with in the order shown below.

First match number starts with match number:

Grouping by age group: ☒ No grouping (initial value is used) ☐ 100s of series per class ☐ 1000s of series per class ☐ 100 series sorted by field ☐ 1000 series sorted by field

Class	Info
Boys 05	2019-10-09, 4 groups. 24+8 matches. 1/1 pitch 2 X 10
Girls 06	2019-10-09, 4 groups. 24+8 matches. 1/1 pitch 2 X 10

[Return](#) [Create unique match number](#) [Next step](#)

2 check names of arenas

Here you can change the name

of the fields if, for example,

they have sponsors who want

their name on a plan. Click on

update pitch.

Check references to the pitches

STEP 1 2 3

Class	Info
Boys 05	2019-10-09, 4 groups. 24+8 matches. 1/1 pitch 2 X 10
Girls 06	2019-10-09, 4 groups. 24+8 matches. 1/1 pitch 2 X 10

all pitch references are correct.

During cup days it is normal to mark the different pitches with direction signs.
Eg Pitch 1 is called 'klear' during the cup. Pitch 2 is 'volvo'. Moreover, if two simultaneous matches are played on pitch 1, these may be labeled as 'klear 1' respectively, 'klear 2'.

In the fields below, you can specify the reference pitches/fields that will apply during the tournament days.
If you do not fill in the reference pitch, the pitch name will automatically be used.
If the pitches are located at geographically different sites, you can add text under 'Any arena'.

number of mat	Pitch id	Pitchname	Part of pitch	Pitch reference	possible Arena
22	1	Court 1	All	Adidas field	
23	21	Field 1	All	Field 1	
19	22	Centercourt	All	Centercourt	

[Return](#) [Update pitch](#) [Previous step](#) [Next step](#)

3 Validate the matches so that no matches collide or other problems occur

Full validation of the tournament

STEP 1 2 3

Class	Info	Minimum time in minutes - Group / Playoff
Boys 05	2019-10-09, 4 groups. 24+8 matches. 1/1 pitch 2 X 10	<input type="text" value="30"/> / <input type="text" value="15"/>
Girls 06	2019-10-09, 4 groups. 24+8 matches. 1/1 pitch 2 X 10	<input type="text" value="30"/> / <input type="text" value="15"/>

Full validation checks all the matches, groups and classes for the tournament. Correct minutes below as needed

You can choose from three levels of detailed information.

- **All information** Show all completed controls. Note that this list can become very large
- **between** show summaries and discrepancies.
- **Deviations only** show only serious errors or discrepancies that should be corrected.

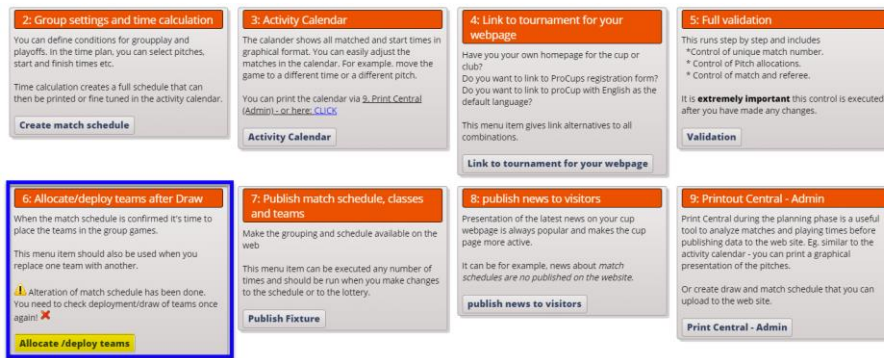
Minimum time between team matches is automatically retrieved from the settings from the time calculation - see above.

Level of detail of the information: ☐ All ☐ between ☒ Deviations only

Sts	Class	Mnbr	Info	Info
	Boys 05		*** Total 48 matches verified.	
	Boys 05		*** Total 16 playoff conditions verified.	
	Boys 05		*** Total 32 matches per pitch checked	
	Boys 05		*** No warnings or errors found	
	Girls 06		*** Total 48 matches verified.	
	Girls 06		*** Total 16 playoff conditions verified.	
	Girls 06		*** Total 32 matches per pitch checked	
	Girls 06		*** No warnings or errors found	

[READY](#)

Before you publish the game program, you must place team names in groups.



Drag the team from the right side and drop into the left group where you want the team to be placed.

Allocate/deploy teams after Draw

here you have the possibility to deploy teams in the groups

Drag a team to the appropriate group and place in the list on the right - and release the team.
You can also let the software do the deployment by clicking on the "Quick deployment" . NOTE! Place the seeded teams first. [?](#)

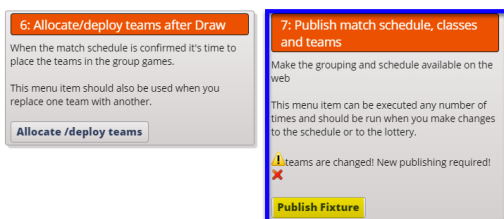
Tips to replace with a new team [?](#)
 Tips when a team has withdrawn its enrollment/application. [?](#)
 Tips to correct an incorrect team name [?](#)

Select age group: **Boys 05 : 2019-10-09, 4 groups, 24+8 matches. 1/1 pitch 2 X 10** Include teams from the waiting list: ☐

Quickregister team **Change Teamname?** Click on a team in the list below with the RIGHT mouse button.

team for deployment [18]	Group	Teamname	New Team name
(replace assigned team)	Group 1	Team 1-1	Team 1-1
(vacant)	Group 1	Team 1-2	Team 1-4
Team 1-2	Group 1	Team 1-3	Team 3-3
Team 1-3	Group 1	Team 1-4	
Team 2-1	Group 2	Team 2-1	
Team 2-2	Group 2	Team 2-2	
Team 2-3	Group 2	Team 2-3	
Team 2-4	Group 2	Team 2-4	
	Group 3	Team 3-1	

When you are done, click on update.



Now you can publish the game program on the website.

Publish match schedule, classes and teams

Last publish time on web: 2020-02-03 13:55

Select classes to be published on web.

Deployed referees will also be transferred to the web.

Select

Class

☒

Boys 05 : 2019-10-09, 4 groups, 24+8 matches. 1/1 pitch 2 X 10

☒

Girls 06 : 2019-10-09, 4 groups, 24+8 matches. 1/1 pitch 2 X 10

Info

⚠

13 teams are not deployed in the groups!

🔍

CORRECT

RADERA KLASSEN PÅ WEBBEN:

☐

⚠

16 teams are not deployed in the groups!

🔍

CORRECT

RADERA KLASSEN PÅ WEBBEN:

☐

Limit export of matches:

No limitation - all matches

Name for field, indoor court etc:

Field

Inactive teams not part of the draw:

☒

🔍

Test tournament:

☒

🔍

TOM ALLA ANMÄLDA LAG PÅ WEBBEN FÖRST:

☐

Return

Publish









You have now published the game program on the website and then it looks like this:



Group Settings » Boys 05

Boys **Boys 05** Girls **Girls 06**

Playoff  

Group 1	Group 2
 Team 1-1	 Team 2-1
 Team 1-4	 Team 2-2
 Team 3-3	 Team 2-3
 Team 1-4:2	 Team 2-4
SHOW GROUP >>	SHOW GROUP >>

GOOD LUCK!