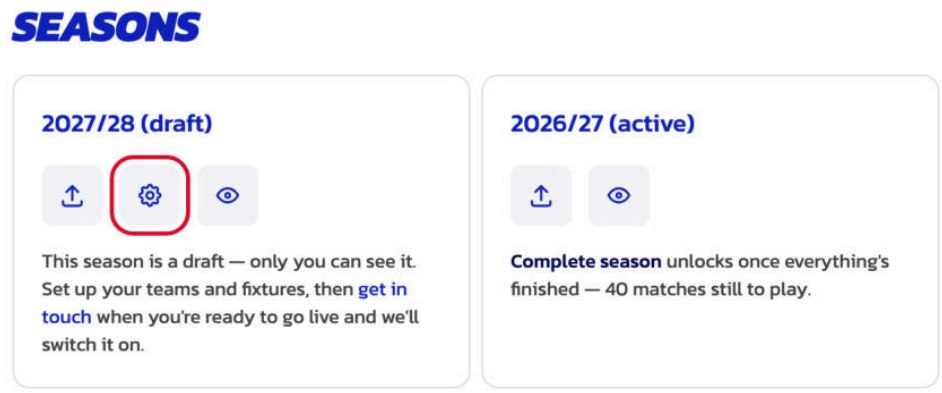
CREATING AND EDITING A SEASON

How to set up your next season yourself, change its settings before it starts, and what happens when we switch it on.

HOW SEASONS WORK

A league runs one season at a time. When you create the next one, it starts as a **draft**. A draft is private: only you can see it, so you can set it up in peace.

Once you've set it up, get in touch and we'll switch it on. Until then your current season carries on as normal. You'll see both on your admin home, with each one's status in brackets.



The cog on a draft's card is **Edit season**. We'll come to that below.

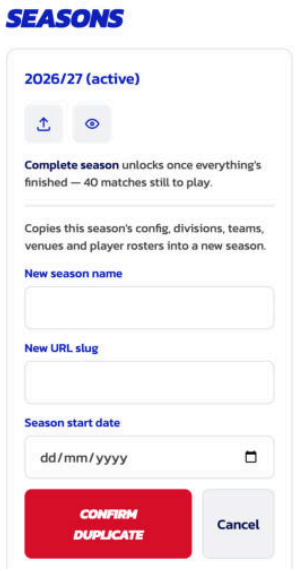
STARTING THE NEXT SEASON

There are two ways to begin, both on your admin home page.



DUPLICATE FOR NEXT SEASON

This is the quickest way for a league that's carrying on. Tap **Duplicate for next season** on the season you want to copy. It copies that season's settings, divisions, teams, venues and player rosters into a new draft.



Give the new season three things:

- **New season name** – for example 2027/28.
- **New URL slug** – the season's web address, such as 2027-28. Use lowercase letters, numbers and hyphens.
- **Season start date**.

Tap **Confirm duplicate** and you'll land on the new season's Import data page. From there, update your teams and players for the new season, then generate fixtures, exactly as in the importing guide.

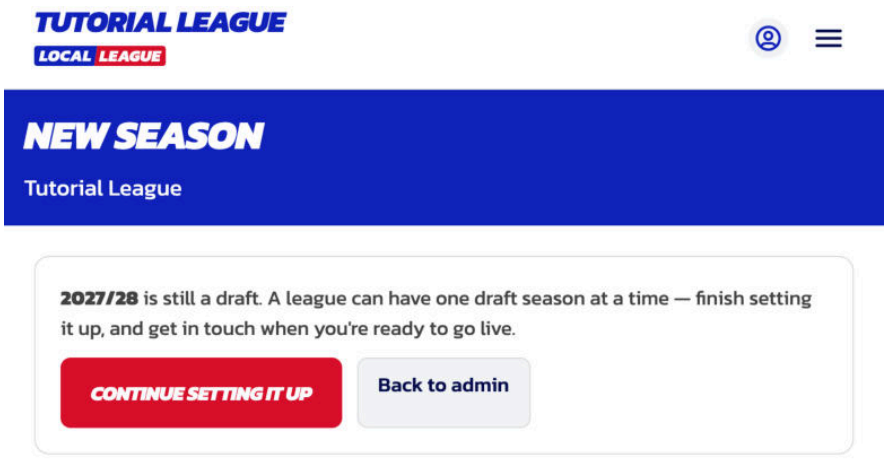
CREATE A SEASON

Use **Create a season**, under your season cards, to start from a blank form. You'll fill in the season's settings (explained below), and then you're taken straight to Import data to add your divisions, teams and players.

ONE DRAFT AT A TIME

You can have one draft season at a time. While you have one, the Create and Duplicate

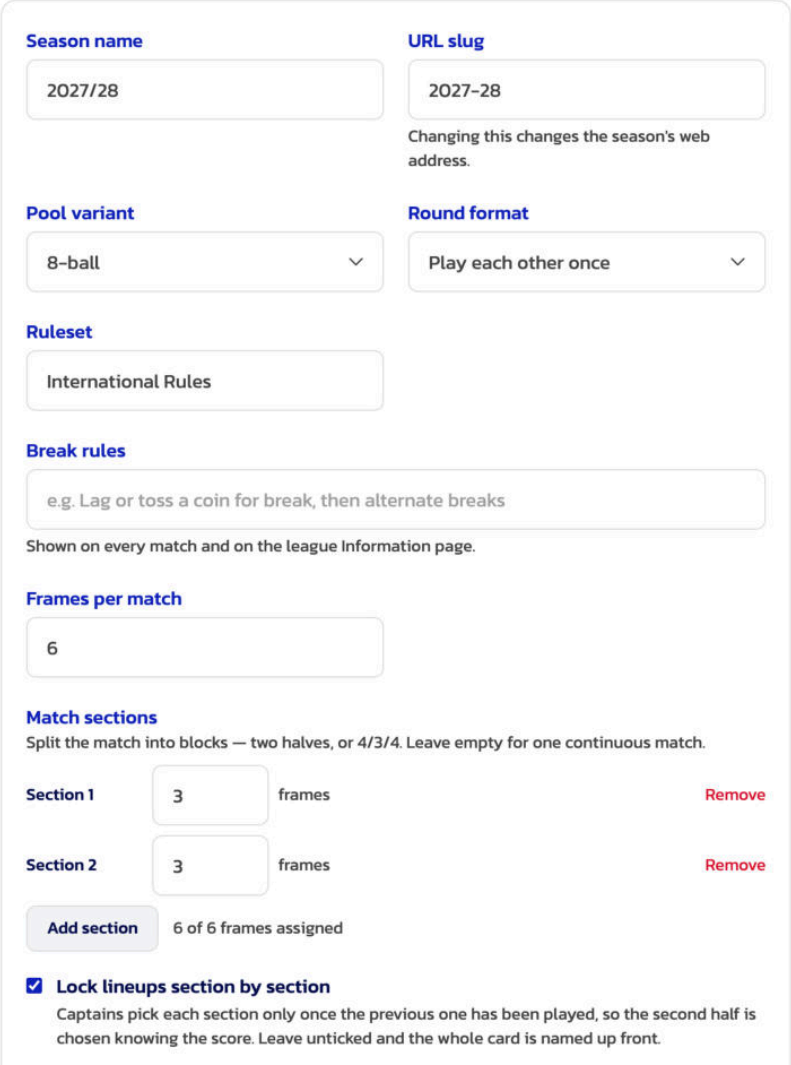
options disappear. If you go to create another, you'll be shown this instead:



Finish setting up your draft and get in touch to go live. Once it's switched on, you can create the next one.

YOUR SEASON'S SETTINGS

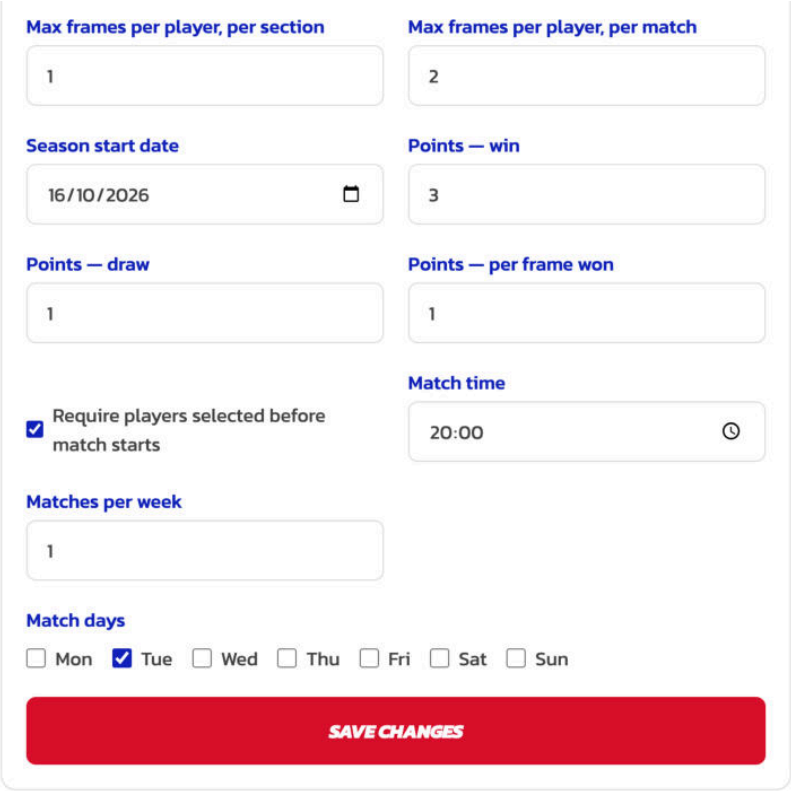
The same form is used to create a season and to edit one. Here's the top half:



- **Season name** – what players see, for example 2026/27.
- **URL slug** – the season's web address. It's filled in from the name for you. Changing it later changes the address.
- **Pool variant** – 8-ball or 9-ball.
- **Round format** – *Play each other once*, or *Home & away* where every pair meets twice.
- **Ruleset** – the rules you play to, for example International Rules.
- **Break rules** – shown on every match and on your league's Information page, for example "Lag for break, then alternate breaks".

- **Frames per match** – how many frames make up a match.
- **Match sections** – split the match into blocks, such as two halves or 4/3/4. The sections must add up to exactly the frames per match. Leave it empty for one continuous match.
- **Lock lineups section by section** – only available with sections. Captains pick each section only once the previous one has been played, so the second half is chosen knowing the score. Leave it unticked and the whole card is named up front.

And the bottom half:



- **Max frames per player, per section** and **per match** – how often one player can appear. Leave a box empty for no limit. For example, 1 per section and 2 per match for a two-section match.
- **Season start date** – when your first matches are played.
- **Points – win, draw and per frame won** – how the table is scored. Leave per frame won at 0 if you only award points for the match result.
- **Require players selected before match starts** – leave this ticked unless we've told you otherwise.
- **Match time**, **Matches per week** and **Match days** – these shape your fixtures. Tick

the days of the week your matches are played on.

EDITING A SEASON

Tap the **cog** on a draft season's card to change any of these settings, then **Save changes**.

- You can only edit a season while it's a draft. Once it's live, get in touch if something needs correcting.
- **After you've generated fixtures**, the settings those fixtures were built from are locked: round format, frames per match, sections, start date, match time, matches per week and match days. You'll see a note at the top of the form saying so. Everything else, such as the name, rules, points and appearance limits, can still be changed until the season goes live.
- If you need to change a locked setting, get in touch and we'll help.

The easiest approach is to get the settings right before you generate fixtures. Not sure about one? Edit it now, while it's cheap to change.

GOING LIVE

When your draft is ready, get in touch and we'll switch it on. Before you do, check that:

- your divisions, teams and players are all imported,
- **every team has a captain or vice-captain**, because a season can't go live until each team has one, and
- your fixtures have been generated and checked.

> **Switching on a new season completes your current one.** A league runs one season at a time, so the old season's standings lock and its awards are given out. Make sure every result is in and correct first. Match resolution (on your admin home) is the place to check.

Once the new season is live, it's the one everyone sees, and the previous season stays on the site as history with its champions and awards. You can then create or duplicate the next draft whenever you're ready.

WHAT NEXT

The next guide, **Running the season and fixing results**, covers what to keep an eye on once your season is under way and how to sort out a match that goes wrong.