RUNNING THE SEASON AND FIXING RESULTS

Most match nights sort themselves out. This guide covers what to keep an eye on while your season runs, and how to put things right when a match doesn't go to plan.

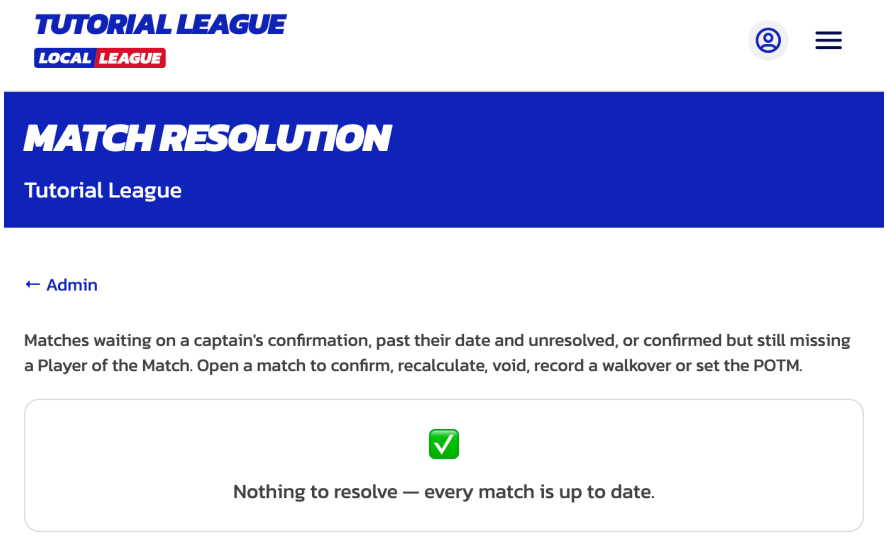
HOW A SEASON RUNS

Most of it runs itself. Captains pick their lineups, record the results and confirm them, and the league table and player stats update as they go.

Your regular job is one page: **Match resolution**. It collects anything that's stuck, so a quick look once a week is enough.

MATCH RESOLUTION

On your admin home, tap **Match resolution**. When something needs you, a number appears on the button. If the list is empty, your league is up to date.



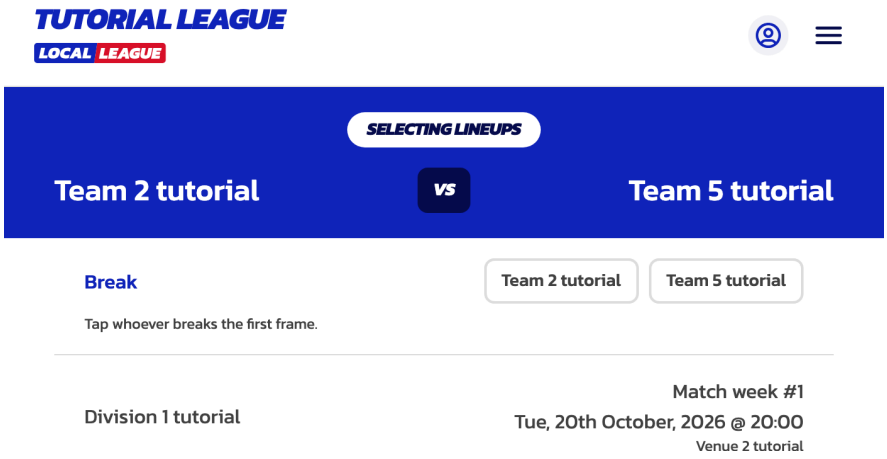
Anything that needs attention appears as a card with a coloured tag:

- **Awaiting home / Awaiting away** – one captain has confirmed the result and the other hasn't. The tag says which side is still to confirm. Usually someone left the pub before finishing, and occasionally the two sides disagree.
- **Overdue** – the match date has passed and it was never resolved. The card shows how many days overdue. These quietly hold up your league table, so they're worth clearing weekly.
- **POTM needed** – the result is confirmed but a Player of the Match hasn't been picked. The card names which team's pick is missing.

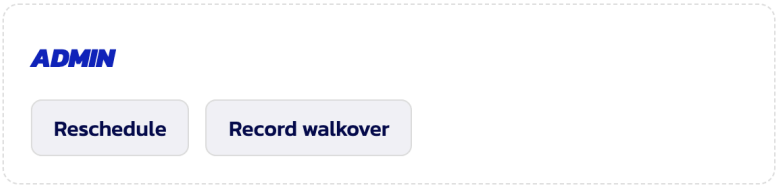
Tap any card to open that match and fix it.

THE MATCH PAGE AS AN ADMIN

Every fixture has its own match page. You'll find them from the Fixtures page, or from Match resolution. As an admin you can do everything a captain can, and more.



Further down the page is a dashed **Admin** box with your extra tools. Which buttons you see depends on where the match has got to:



- **Before the result is confirmed: Reschedule** and **Record walkover**.
- **Once it's confirmed: Recalculate from frames** and **Void match**.

FIXING COMMON PROBLEMS

ONE CAPTAIN HASN'T CONFIRMED

Chase them first. It's their result, and the system is designed for the two captains to agree it between themselves.

If they've gone quiet and you're happy the score is right, use **Finalise result (admin)**. It

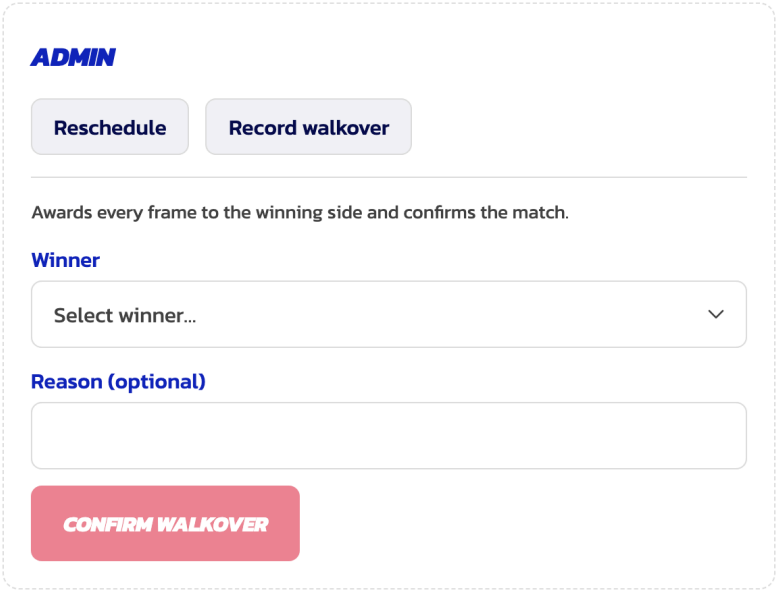
appears under the frames once every frame has a winner. It confirms the match on both captains' behalf and updates the table.

THE TWO CAPTAINS DISAGREE

Don't finalise anything yet. Talk to both, work out what actually happened, then fix the frames on the match page. You can change any of them, and neither captain's confirmation survives a change, so nothing gets locked in behind their backs. Once the frames are right, ask them to confirm, or finalise it yourself.

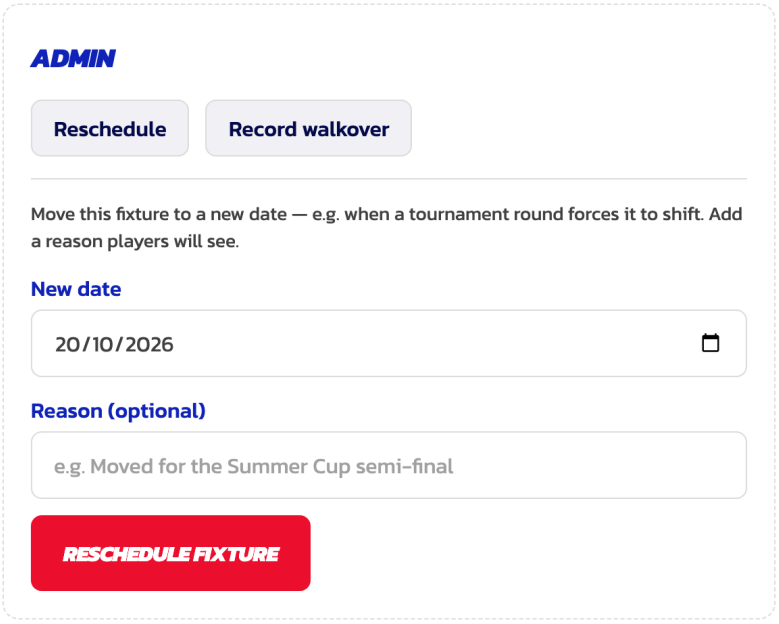
NOBODY TURNED UP

Tap **Record walkover**, choose the winning side, and add a reason if you like. Every frame is awarded to that side and the match is confirmed in one go.



THE MATCH NEEDS MOVING

Tap **Reschedule**, pick the new date and add a reason. Players see the reason on the fixture, so something like "Moved for the Summer Cup semi-final" saves you answering the same question ten times.



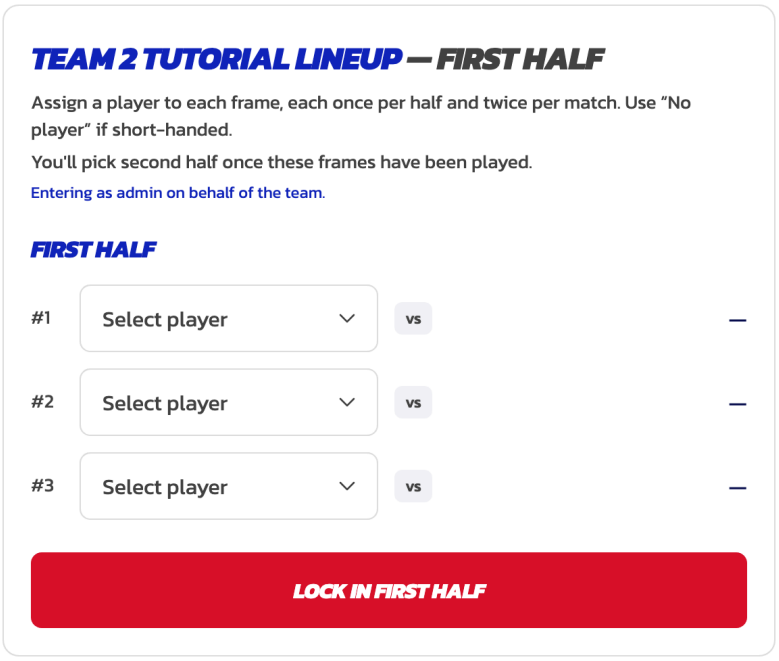
THE RESULT IS WRONG AFTER IT'S CONFIRMED

There are two tools, and it matters which one you reach for:

- **Recalculate from frames** rebuilds the score from the frames as they stand. Use it if the frames are right but the totals look wrong.
- **Void match** takes the result out of the league table and out of player stats. It's rarely needed. Use it when the match shouldn't count at all, such as a fixture played against the wrong team or one that's being replayed. You must give a reason, and players will see it. Badges already earned are kept.

ENTERING A RESULT FOR A TEAM

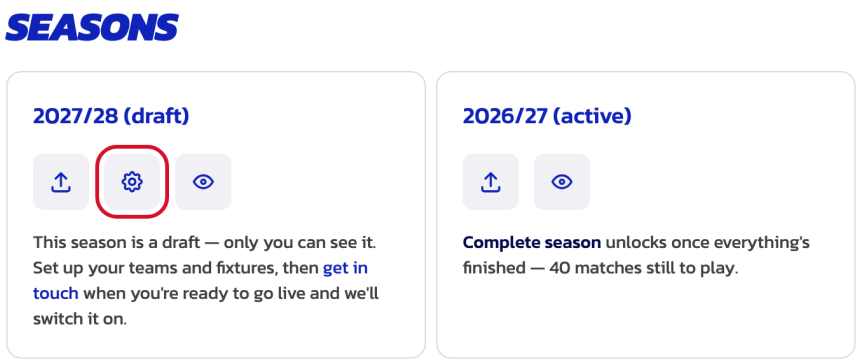
You don't have to wait for captains. Open any match and you can pick lineups and enter frames yourself. The page tells you you're acting as an admin, so it's always clear what's happening.



This is useful for teams who aren't using the app yet, or a captain whose phone died mid-match. If your league picks lineups section by section, you'll pick one section at a time, just as a captain would.

FINISHING THE SEASON

When the last match is confirmed, **Complete season** appears on your active season's card. Until then the card tells you what's left, for example how many matches are still to play or tournaments still in progress.



Completing a season settles everything:

- **Standings lock in** and division champions are crowned.
- **Season awards go out** in each division: top win percentage, most break-and-dishes and most Players of the Match.
- Those honours appear on players' profiles permanently.

Do it once you're sure. It's meant to be final, so check Match resolution first. If you'd rather not do it yourself, switching on your next season completes the current one automatically.

WHAT NEXT

The next guide, **Managing your league**, covers the smaller jobs that come up: teams that fold, players who drop out, point deductions, your contact details and committee, and your league's news.