League Manager
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WELCOME TO LEAGUE MANAGER!

League Manager enables you to create and manage an unlimited number of leagues and teams (creating additional teams squads requires the registered version).
This software has been mainly intented for managing football (soccer) leagues. However, it is also possible to use League Manager to manage leagues concerning other sports, such as hockey or handball for example.

League Manager speaks 4 languages. You can select the language from the menu, or by clicking one of the flags from the screen "About League Manager". Supported languages are: English, French, Dutch and Spanish.

Managing leagues

Managing team squads

The main screen: all functions of League Manager accessible through a single clic!

How do I register?

Tips and tricks

Credits

Please do not hesitate mail the author for any suggestion or comment you may have on League Manager! Your comments are valuable for the future of this software. Should you like to have more functionalities in a future version of League Manager, leave a e-mail to the author to the following address:

chris.bouscaut@pi.net

Disclaimer

League Manager is provided "as-is", without any guarantee of any kind. Under no circumstances will the author or any company involved in the writing, the distribution, the support or the administration of the software, be liable for any damages of any kind, including   profit loss, data loss, arising out from the use or inhability to use this software. The author states that his software contains no dangerous functions.

Managing leagues

League Manager enables you to create an unlimited number of leagues. You can then create leagues to follow national leagues, european competitions such as the champions' league, but also amateur leagues of any kind.

If you are involved in the management of an amateur club, League Manager will be helpful to manage leagues concerning all the teams belonging to your club, to print reports, league tables and statistics about the leagues and all the players.

Creating a league

Clic on File/New league and enter the data concerning your league: complete name of the league, team names, points allocated for each victory, each draw, each defeat, and the number of points taken off in case of forfait.
Then enter a filename for the league (league files have a *.LGE extension). It is important to make sure not to modify the extension, so that the league can be also opened from the main screen, with a single clic, without having to select "File/open league".

Entering games' results

Select the option "View/enter games" from the "League" menu (or click on the button of the same name from the main screen). The game window appears. Click on "Team 1" and select the home team from the scroll list that appears. Proceed the same for "Team 2" and for the goals scored by each team. Make sure you fill in all data for each game (home team, visitor team, goals scored by team 1 and goals scored by team 2). If you select the same team twice for the same day, League Manager will bring up a warning message so that you know you should correct the error.

To scroll through one day to the other, you just have to click on one of the arrows underneath the games list, or simply type in the number of the day and press ENTER.

Attention:
In case of a game won by forfait, you have to select "-2" in the goals list for the team that has caused the forfait. Then the opposite team will be automatically allocated a victory, whereas the "culprit" team will get a number of point deducted (according to the number of points you declared when you created the league). This option will be mainly used for the amateur leagues.

The leagues tables

League Manager comes with several kinds of league tables. Select "League/league tables" (or click on the "tables" button from the main screem). For each league, you can display the following tables:
- general table
- attacks and defenses tables
- wins, draws and defeats tables
- home and away table
- goal average table

By default, each league table will be calculated according to all the games entered for the

league. However, you have the possibility, for instance if you want to see the table of the 5 last days, to select to "start" day and the "ending" day for the table, in order to see what is the ranking of the team within a specific time frame.

Games played by a team

Click on "Team games" and select a team. By default, the list of all the games played by the team is shown. You can then choose to display in order to list only the victories, ony the draws, only the home wins, the away draws, etc...

Games view

The is the most simple functions that   comes with League Manager, Click on this option and the list displays all the games played, day by day, for the opened league.

Multiple view

This function is particularly interesting to compare the results and the games of several teams in one screen. You can select up to 4 teams and display all the games played by each.

Managing team squads

League Manager enables you to create (registered version only) and manage (shareware version and registered version), squad files for an unlimited number of teams.

For each player, the following data are managed:
- surname and first name
- age
- position (goalkeeper, defender, midfield or forward)
- number of games played
- number of goals scored
- number of yellow cards received
- number of red cards received

Creating a team squad

From the "Squads" menu, select "create squad". Enter the complete name of the team. You can then go to the option "Players names" to enter the surnames and first names of each players (up to 26 players for each team).

Displaying information about the players

Click on "Display" from the main screen (or select the option from the "Squads" menu) et the list of all the players is displayed. On the bottom of the screen, several buttons enables you to sort the display according to different criteria. You can then display the players in function of their age, the number of goals scored, the number of yellow cards received, etc...
From this screen, you can also click on "Modify", to edit the players' data. The informations displayed will then be updated on the players table.

Scorers' statistics

Select this option from the "Squads" menu, or click on "Scorers" from the main screen. Two types of data are displayed:

- Goal average statistics

The table of the best scorers appears (sorted according to the average of goals scored per game for each player). The second column shows the percentage of goals scored by each player in relation with the total number of goals scored by the whole team.

- The goals scored by position

The "pie" graph in the right handside on the screen is a graphical display of the number of goals scored by the team, in function of the scorers' positions.
For example, you may noticed that 75% of the goals scored by a team have been scored by forwards, 15% by the midfields and 10% by the defenders).

The main screen

When you launch League Manager, you have to open a league and immediatly afterwards, the main screen is shown. All the options of the software related to managing leagues and team squads are accessible from within this screen, it is not even necessary to select the menu options!

The main screen is divided into two parts:

The LEAGUES

In the upper-left corner, the list of the available leagues is shown. One single clic on one of those leagues enables you to open it (as if you had used the option "File/openl league" from the menu). Automatically, all the data of the league appear (number of games entered, number of days entered, number of points allocated for every win, draw and defeat, average of goals scored, etc...
Also, a reduced league table appears (you can click on "Tables" to see the complete league table). The league is then opened and you can directly click on any option concerning the league management.
From the mini table that appears, you can also clic once on one of the teams to display the games played by that team.

The TEAM SQUADS

As in the "Leagues" window, the "Squads" window shows a list of file ready to be opened by a single clic (instead of selection "Open   team squad" from the "Squad" menu).
When you click on a team file, the players name appears directly in the list underneath. If you then clic on one of the players, the dialog containing the players data is displayed, allowing you to modify those data and also access the other players' data. This can also be done through the menu "Squads/edit data".

To sum things up, using the options accessible through the main screen enables you to use League Manager in a more effective way, and also faster. With a single clic, you navigate through one league to another, to one team to another, etc...

Registration information

To get to registration key (which will automatically activate the registered version from you shareware version), you can choose among two options:

- Select "Registration" from the "File" menu, enter the information, clic on "Print" (or copy the information on a paper), and send out your order, with your registration fee (check or money order in your own currency), made payable to Christophe Bouscaut.
Upon reception of you order, you will receive your personal registration key (which will be communicated to you the way you want: either by fax, by phone or via e-mail or netmail).

- Or contact SUNSnET Boulevard BBS (League Manager support site) to get your TEMPORARY registration key (which is free). This temporary registration key will enable you to launch the software 30 more times, having access to all functions of the registered version. You have then the possibility to immediately test the registered version, for you will receive your temporary key upon reception of your fax/e-mail/netmail (or normal mail).

Once you know your personal registration key, you can instantly activate the registered version: select "Registration key" from the File menu and enter you name and your key. The registered version will then activate automatically.

To activate the temporary registered version, select the option "Enter temporary key" from the File menu, and enter the key in the text field.

To quickly get your temporary key, please contact:

SUNSnET Boulevard BBS, League Manager support site
Node 1:   (+33) 495.31.16.04
Node 2:   (+33) 495.31.19.54
Internet: sysop@sunsnet.dedal.fr.net
FidoNet: 2:323/8
SparkNet: 74:323/12
FrancoMedia: 101:175/9
(The messages have to be addressed to Franck Rayssiguier.)

Important:
For all orders concerning GERMANY, to receive the personal registration key or the temporary registration key, please contact:

PS SOFT
Kastanienweg 20
41239 Monchengladbach
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For information on the future releases of League Manager, please contact:

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Tips and tricks

This section gathers different tips and advice to use League Manager more effectively.

▪ **Troubleshooting**

Make sure that DEFAULT.LGE and DEFAULT.TEA are located in the directory where League Manager is installed. The software needs those files to function and will not run if it does not find them.
If you have accidently erased those files, a backup copy is included for each of them. Just rename LGE.BAK to DEFAULT.LGE and TEA.BAK to DEFAULT.TEA.

When League Manager launches, it checks whether or not it is executed from a CD-ROM drive. It is necessary for League Manager to have write access to his own directory, to be able to automatically save all the information you will enter concerning the leagues and the team squads.
If League Manager is run from a D: drive or a E: drive, a warning message will appear, but this will you prevent you from using the software.
If your D: or E: drive actually corresponds to a har disk logical drive, you can disable this message. You just have to run League Manager will a /NOTEST parameter in the command line. From the "File" menu in Win 3.1x program manager, select "Run" and type the followin command line:

LEAGUE.EXE /NOTEST

If you are using Windows 95, the "Run" command appears when you click on the Start button.

▪ **Using League Manager**

You will gain in efficiency and speed if you use the options accessible from the main screen, instead of going through the menus. Please refer to the section "The main screen" of this help file for more information.

To manage the European Championship, the Champions League or The World Cup, create as many leagues as groups contained in those competitions. You will then be able to keep up-to-date statistics for each of those groups.
You can manage these competitions with the shareware version, but this version is only intended for testing purposes.

Use the printing functions to keep up-to-date reports on each of your leagues and team file.

Connect to SUNSnET Boulevard BBS on a regular basis, to inquire on the latest informations on League Manager (new releases, leagues and team files ready to download, etc....).

Make backup copies of all your *.LGE and *.TEA files on a regular basis, in order to keep all your data in a safe place.

Credits

League Manager could not have been created without the help, input and know-how of several people, to whom I would like to say:
 "Thank you and congratulations!"

Anke Ridderikhof
(translation to Dutch)

Bart Ridderikhof & Youssef Qassid
(suggestions and beta testing)

Franck Rayssiguier
(SUNSnET BOULEVARD BBS' sysop, League Manager support site)