



How to Manage Gameday as a Coach or Manager Using the ECNL App

ECNL Regional League utilizes the ECNL APP for league and gameday management. This article provides a detailed walkthrough and overview of these processes.

Only those coaches and managers fully registered and eligible will be able to manage gameday tasks (referee check-in, etc.) in the ECNL App.

If you are not yet eligible, you will be asked to pay for the ECNL App when logging in...do not pay for the subscription as this will not gain you access to gameday management.

Complete your requirements and wait for your eligibility to be approved.

*** Please contact your Club Administrator if you have questions about your eligibility status for app access. ***

How to Access the ECNL App

Once loaded to your phone, you will be able to log in to the ECNL App using your athlete one login and password if your eligibility status is approved in athlete one (see note in yellow above). App access is free if you are a registered, eligible and approved team staff member.

[Download the ECNL App in Google Play](#)

[Download the ECNL App in the Apple App Store](#)

Creating a Match Roster in the ECNL App

A coach or manager will use the athlete one app to designate a match roster of players and team staff that will then be checked in in collaboration with the referee on gameday. Basic steps include:

- Accessing the specific match roster through your team's Game Manager in the ECNL App
- Adding players to the Player Game Roster
- Verifying all players have the correct jersey numbers listed
- Adding team managers and coaches to the Staff Game Roster
- See page 4 for details surrounding using Club Pool and Special Exception players

Gameday Team Check-In

A coach or manager will work collaboratively with the referee to check in players and team staff through the coach/manager's ECNL App. Once checked in, the app provides a QR code for the referee to scan to access match scoring and reporting.

- Entering the referee name
- Checking in players and validating jersey numbers
- Checking in team staff
- Providing the QR code to the referee for scoring

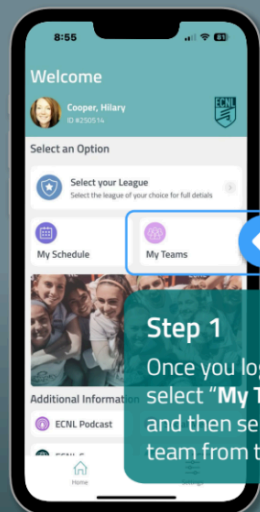
*****The images on the following pages contain detailed screenshots and a walkthrough of these processes. *****

ECNL RL

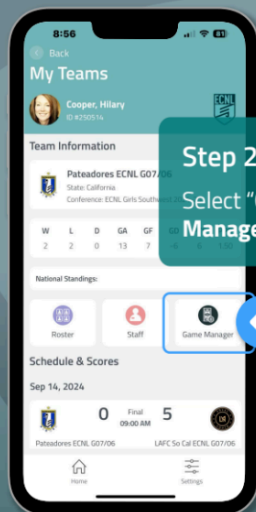
TWIN CITIES



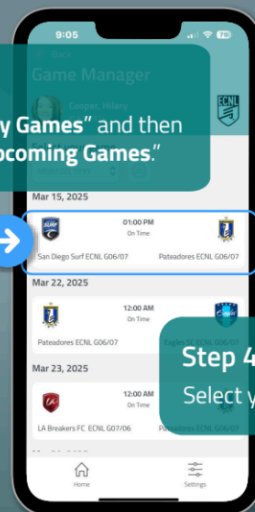
ECNL APP: MATCH ROSTER CREATION



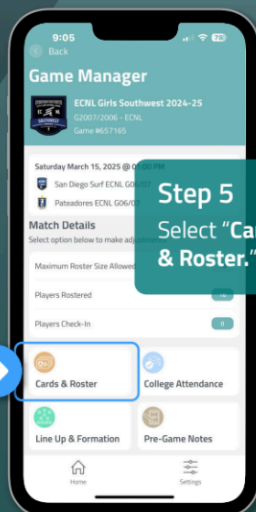
Step 1
Once you login you will select "My Teams" and then select your team from the list.



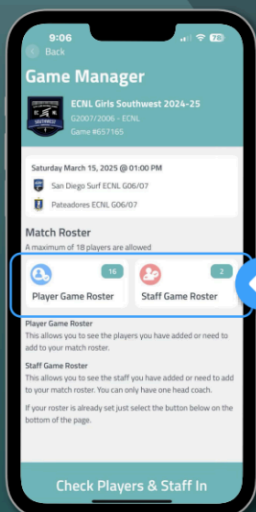
Step 2
Select "Game Manager."



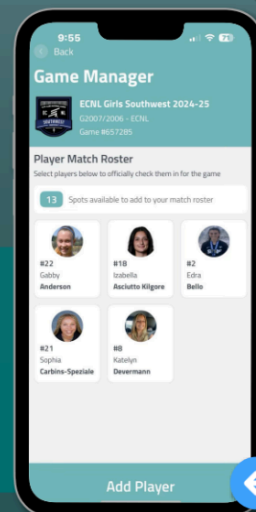
Step 3
Select "My Games" and then select "Upcoming Games."



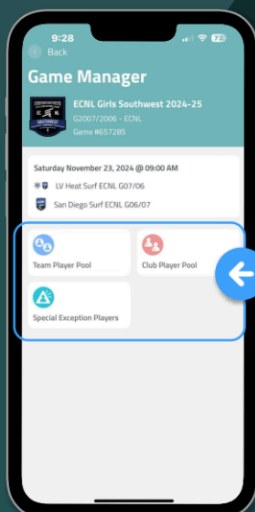
Step 5
Select "Cards & Roster."



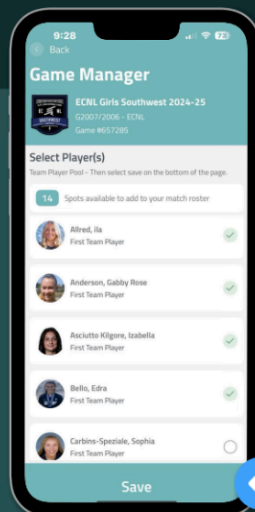
Step 6
Select "Player Game Roster or Staff Game Roster" to add players or staff to your match roster.



Step 7
You will see players currently on your match roster. Select "Add Player" to add additional players to your match roster.



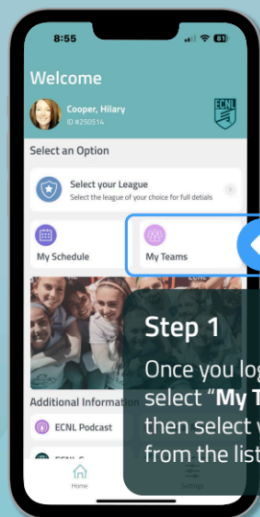
Step 8
You can add players from **Team & Club Player Pools**.
Special Exception Players are an option as well.



Step 9
Select the players to add to your match roster then click "Save."

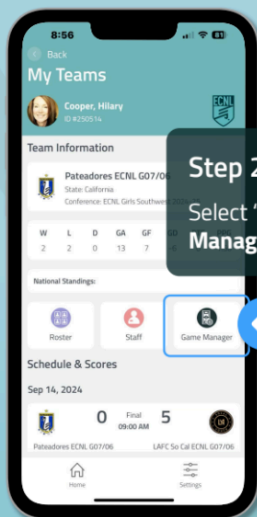


ECNL APP: GAME DAY CHECK-IN TEAM VIEW



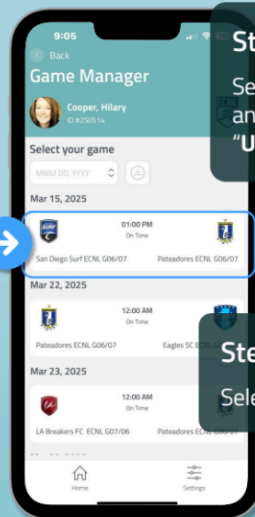
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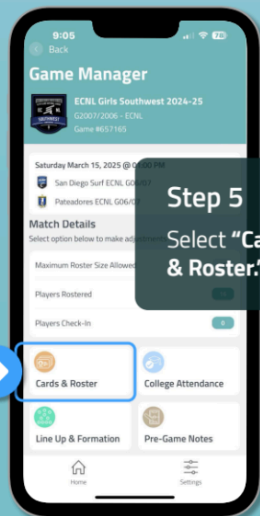
Step 2

Select "Game Manager."



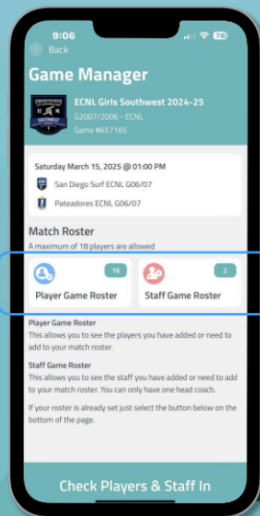
Step 3

Select "My Games" and then select "Upcoming Games."



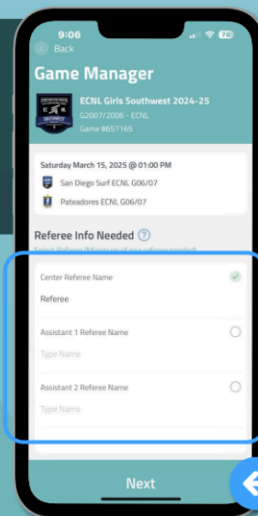
Step 4

Select "Cards & Roster."



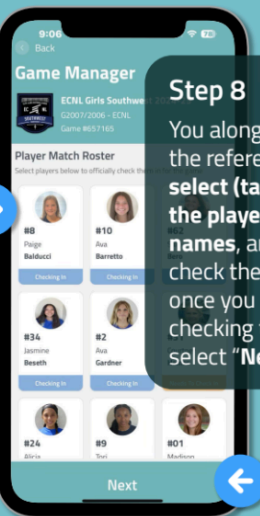
Step 5

Select "Check-In Players & Staff." If you need to add players or staff to your roster you can do so by selecting "Player Game Roster or Staff Game Roster."



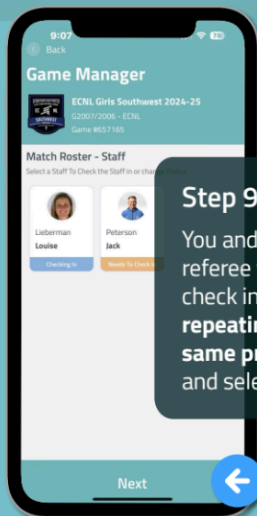
Step 6

Once your team has been checked in, your QR Code will not be displayed until your opponent has been checked in.



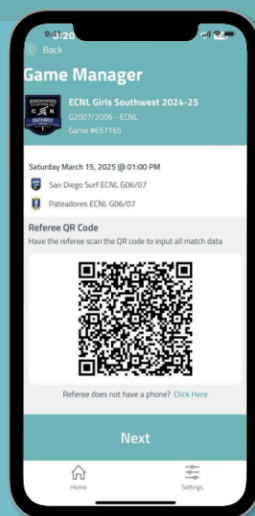
Step 7

You will see this screen displayed, please fill in the information needed provided to you by the referee then select "Next."



Step 8

You along with the referee will select (tap) all the players names, and check them in, once you finish checking them in, select "Next."



Step 9

Once both teams have been checked in, the QR Code will be displayed for the home team to share with the referee.

Step 10



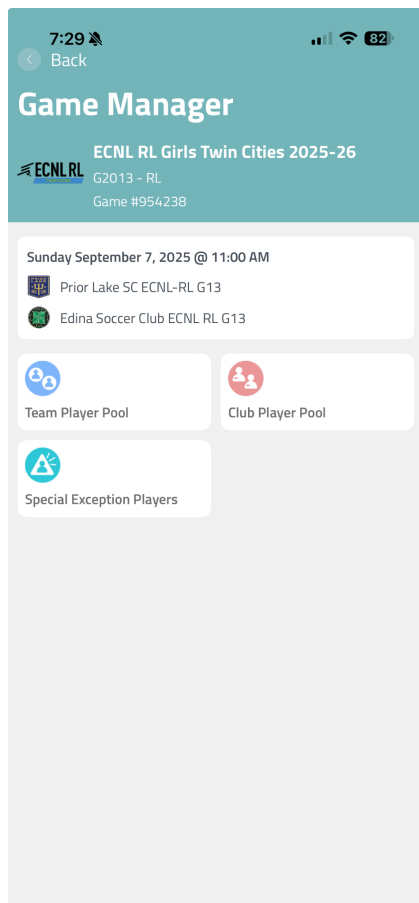
ECNL Regional League Roster Limits

A maximum of thirty (30) players may be rostered on any ECNL team's roster during any given season. Once a player is added to a match roster in any capacity they count toward this limit. You have several different "buckets" of players to choose from when building a match roster:

- **Team Player Pool:** the primary players rostered to your team by your club
- **Club Player Pool:** age-eligible ECNL RL registered players from other teams in your club
 - Example: You are an ECNL RL 2012 team and wish to use one of the players on your club's 2012 ECNL RL team, these players will be available as a Club Pool player.
 - Example: You are an ECNL RL 2012 team and previously arranged for your Club Administrator to register one of the players on your club's 2012 TCSL Regional League teams with ECNL RL to be available as a sub when needed. This player will be available as a Club Pool player.
- **Special Exception Players:** Here you will find "trapped" 2011 players eligible to participate on 2012 teams during the Fall season only.
- **NOTE:** NPL or Regional League players may be registered with ECNL RL and added as Club Pool players by your Club Administrator, but advanced planning will be needed, so be proactive. These players will also count against your annual roster maximum once added to a match roster.

How to Access Club Player Pool & Special Exception Players

Follow the instructions in the Match Roster Creation instructions on page 2, through Step 6. Once you click "Player Game Roster" you have several options:



> Select **Club Player Pool** to find ECNL RL age eligible players not on your team roster

> Select **Special Exception Players** to find 2011 players that are eligible to add to a 2012 roster during the Fall portion of your season only