



LeagueAppLive Quick Setup Guide

LeagueAppLive is designed to capture teams' and players' scores during a league or a tournament on smart phones and tablets so that "live" results can be provided. Results can be viewed via the App or on the website. Live screens can be projected to displays in the venue for tournaments.


Download the Application

Download the Application from your App store (Android or Apple) on your device by searching for "LeagueAppLive". Once installed, click the icon on the device's screen.


Start Screen




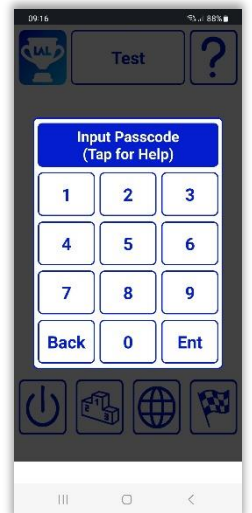
Click **Enter League Name** to enter the short league name assigned to you, this links the App with your league or tournament.

Click  to enter the player's or team's passcode given to you

This will then display a list of fixtures if more than one match is available. Select a match to continue to the scoring screen.

Click  to display the current competition's live scores, fixtures, results or player statistics.

Click  to view your league LeagueAppLive website.




Scoring Screen




Team matches First you select your players for each set, if you are the home team then pick the players on the left of this screen using **Select Player**.



Then once both teams have picked their players and the App has refreshed from the server you will see the pairings.

Click  to force a refresh if required.

Once the players have played each game click **Enter Result** to record who won the frame. Then click **Save** to return.

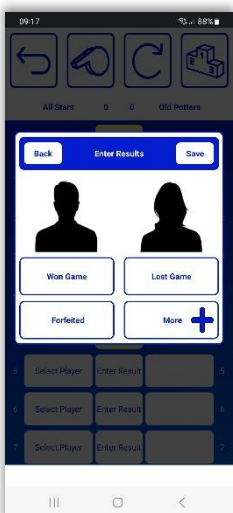
Click **More +** to record optional information (Sport specific)

Click  to call a referee (if enabled).

Click   once your match has been completed.



Single matches - Record scores using the arrows. Click **+** to record optional information (Sport specific)



Live Scores

Home	Score	Away	Table(s)
All Stars	3-1	Old Potters	
Hustlers	3-0	Mega Cues	
John Smith	1-1	Harry Johnson	
Paul Mitty	1-0	Fred Davis	
Jack Clark	0-1	Joe Jones	

