

# Team Settings

This screen allows the maintenance of default settings at the team level. An Association is able to update team settings for all teams allocated to the specified Grade for that season. The settings will be reflected in fixtures and ladders.

## Editing Team Settings

It is recommended that team settings for all teams are updated prior to creating draws.

### Maintain Team Settings

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Season 
 Grade

#### Grade: VNL Championship

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NAME	SQUAD SIZE	DEFAULT VENUE	TEAM (DISPLAY) NAME	TEAM MEDIA NAME	TEAM START TIME (HH:MM AM/PM)	TEAM MATCH DAY (IF DIFFERENT)	DRAW SEED	HIDE IN LADDER	UPDATE EXISTING FIXTURES
ACU Sovereigns	20 	Select... 	ACU Sovereign	ACU Sovereign	7:00	 	<input type="text" value="8"/>	<input type="checkbox"/>	<input type="checkbox"/>
Ariels	13 	Select... 	Ariels	Ariels	7:00	 	<input type="text" value="1"/>	<input type="checkbox"/>	<input type="checkbox"/>
Boroondara Express	25 	Select... 	Boroondara Exj	Boroondara Exj	7:00	 	<input type="text" value="3"/>	<input type="checkbox"/>	<input type="checkbox"/>
City West Falcons	19 	Select... 	City West Falco	City West Falco	7:00	 	<input type="text" value="6"/>	<input type="checkbox"/>	<input type="checkbox"/>
DC North East Blaze	19 	Select... 	DC North East I	DC North East I	7:00	 	<input type="text" value="2"/>	<input type="checkbox"/>	<input type="checkbox"/>
Geelong Cougars	24 	Select... 	Geelong Couga	Geelong Couga	7:00	 	<input type="text" value="9"/>	<input type="checkbox"/>	<input type="checkbox"/>
Hawks Netball	16 	Select... 	Monash Univer	Monash Univer	7:00	 	<input type="text" value="4"/>	<input type="checkbox"/>	<input type="checkbox"/>
Melbourne University Lightning	27 	Select... 	Melbourne Uni	Melbourne Uni	7:00	 	<input type="text" value="5"/>	<input type="checkbox"/>	<input type="checkbox"/>
Peninsula Waves	17 	Select... 	Peninsula Wave	Peninsula Wave	7:00	 	<input type="text" value="10"/>	<input type="checkbox"/>	<input type="checkbox"/>
Wilson Storage Southern Saints	22 	Select... 	Wilson Storage	Wilson Storage	7:00	 	<input type="text" value="7"/>	<input type="checkbox"/>	<input type="checkbox"/>

<b>Squad Size</b>	The number of players in the team's squad is indicated. Click the  button to add or remove players from the squad.
<b>Default Venue</b>	Select the default venue for each team in this grade. This should be done before creating draws, as the default venue is used to pre-populate venues within the created draw (although these can be changed).

<b>Team (display) Name</b>	<p>This allows overriding of the default club display name (that is entered on the Club control panel screen). The display name is used to represent the club/team in fixtures, ladders etc on the public site.</p> <ul style="list-style-type: none"> <li> <b>Child organisation teams:</b> This allows overriding of the default club display name (which is entered on the Club control panel screen).  It is usually only necessary to specify a display name when a club has more than one team in a grade - e.g. the 'South Yarra' club may have 'South Yarra Gold' and 'South Yarra Blue' teams in a grade.  If the display name was not entered then both teams would have the default club display name and could not be distinguished.  Delete the name and re-save to return the display name to the default. </li> <li> <b>Entity teams:</b> This allows overriding of the Entity team name.   Delete the name and re-save to return the display name to the default (displayed in green). </li> </ul> <div style="border: 1px solid #ffc107; padding: 5px; margin-top: 10px;">  The display names must be unique within the grade and season. </div>
<b>Team media name</b>	<p>The media name is used in media extracts (via the 'Download Match Data - Media Reports' screen). You may wish to abbreviate names here to save space in the media reports. For example, South Yarra could be specified as 'SY'. This does not affect how the names are displayed elsewhere on the public, or admin sites.</p> <ul style="list-style-type: none"> <li> <b>Child organisation teams:</b> This allows overriding of the default club media name (which is entered on the Club control panel screen). </li> <li> <b>Entity teams:</b> This allows overriding of the Entity team name. </li> </ul>
<b>Team Start Time (hh:mm AM/PM)</b>	<p>A default match start time may be entered here, that will override and default the start time entered against the grade (at the 'Grade setup' screen). This should be done before creating draws, as the default start time is used to pre-populate start times within the created draw (although these can be changed). Start times must be entered in the format hh:mm AM/PM e.g. 2:30 PM or 10:00 AM. It is not mandatory to enter start times at either the grade, or team levels.</p>
<b>Team Match Day (if different)</b>	<p>If selected, the fixture creator will attempt to set home games for the applicable team on this day of the week.</p>
<b>Draw Seed</b>	<p>This is the seeding that would be used in creating fixtures for this grade. This can also be modified in the <a href="#">Draw Creator</a>.</p>
<b>Hide in Ladder</b>	<p>If this box is checked, the team will not appear in the ladder (takes effect after the next ladder recalculation). Use for teams that have withdrawn from grades.</p>
<b>Update Existing Fixtures</b>	<p>Checking this checkbox for the given team will update any existing fixtures with the new settings. Any matches, that haven't already been played, will be updated with the new default venue and/or start time for home matches involving that team.</p>