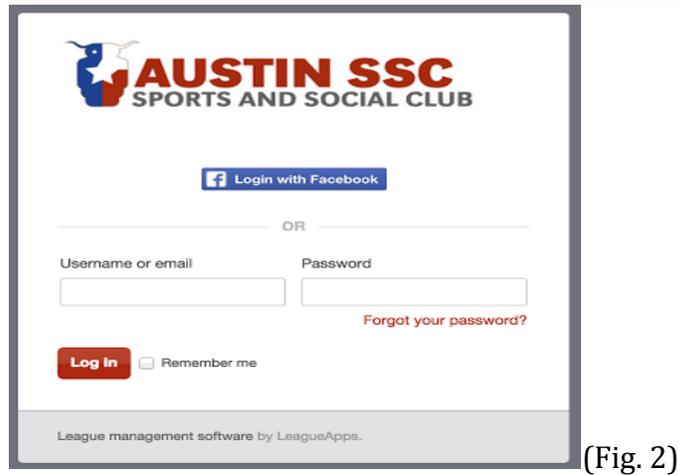


# Roster Additions How-To

For the first step we will want to start at the home page of the Austin SSC website. It the top right of the page you will see an icon that looks like a calendar (Fig. 1), click on this icon and it will take you to the LeagueApps log in page. (Fig. 2)



Once you enter your information and log into your account you should be taken straight to your team dashboard. If this is not the case click the dashboard button on the top right of the page and you will be taken there. (Fig. 3)



From the dashboard look for the option that reads "Manage or Add Players" (Fig. 4) click on this option.

## My Registered Activities

PROGRAM	ROLE/TEAM	STATUS	ACTIONS	ALERTS
█ Begins Dec 4 '14 →	█ Captain Manage or add players	TENTATIVE SPOT RESERVED DUES PAID Paid: █ Owe: \$0.00	Edit Registration Settings	No pending alerts or invites.

(Fig. 4)

After that you will be taken to another page with your teams name list at the top, to the right of your teams name will be a red button reading "Add players to your full team" (Fig. 5) follow this link.



(Fig. 5)

From there you will be take to another page the top will read "Full Team Roster" below this there will be two red buttons, one saying "Add Player" and another saying "Invite Players". (Fig. 6)

## Full Team Roster



(Fig. 6)

You have two options, following the "Add Players" options you will be prompted with a list of needed information to register your teammate. You will need their name, email address, phone number, and birthdate (since we are 21 and up). (Fig. 7)

### Add a Player

First Name \*

Last Name \*

Email Address \*

Gender \*  Male  Female

Birth Date \*

Name of Apartment Complex (if applicable):

Phone (Primary): \*

(Fig. 7)

Your other option is to invite your teammate to the team, if your players already have accounts with LeagueApps this is the easiest way to go about adding them to the team. You can also use this option for players that do not have accounts, once they accept the invite they will be required to enter their own information. When inviting players you can enter all of their email address at once, just be sure they are all separated by a comma. (Fig. 8)

## Invite Players

To:

*comma-separated email addresses*

John.Doe@gmail.com, Jane.Doe@gmail.com, etc.

Subject:

John Doe is inviting you to join full team 'Made up Team'

Message:

Leave a personal message for you team here.

(Fig. 8)