

e-Sports Manager ® Submitting match results via your mobile phone

SUBMITTING A RESULT VIA YOUR MOBILE PHONE

Step 1:

You will receive a text message prior to the game
The message will look something like this.....



Step 2: Return the score using this original fixture message.

There are two methods of returning the result – the method you use depends on the functionality in of your phone. The easiest method is to edit and forward the original text message received.

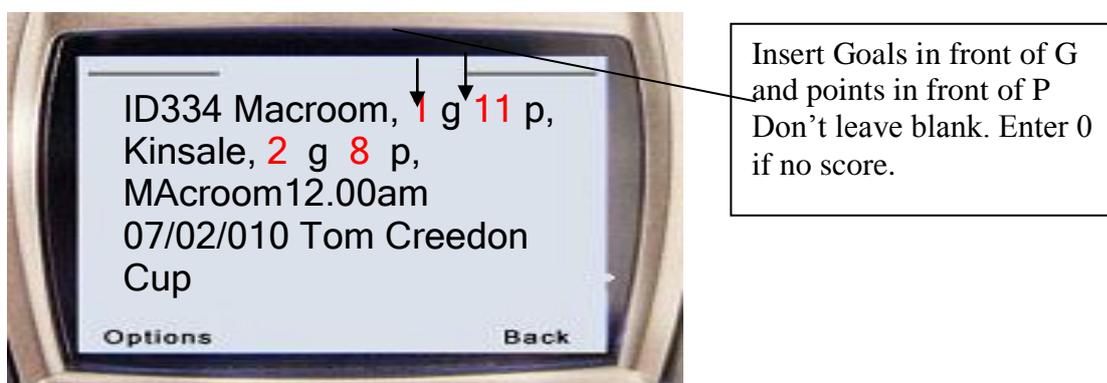
Method 1

Step 1

Select the option to **Forward** the message.

- Edit the message and enter the Scores into the original message.
- Put the Goals before the G and put the Points Scored in front of the P. (See image below)
- Enter Goals and Points for 2nd Team (see image below)
- Once Score is entered for both teams – Send the message to **087 9911692** You should save this number in your phone now and call it **sportsmanager or Results** as the contact.

Note – this a standard text message and only costs the same as a standard text message.



- After a few seconds you will receive a text message confirming that the result was accepted. This message will tell you that the result was accepted.



If you are happy that you have the right result sent in. **No further action is required on your part.** The website will be updated, League tables will be updated and the information will be sent to local and national media and to clubs with this information

If you notice that you made an error, start the process again with the original message. The new result will over-write the first incorrect result.

Alternative method of returning results to the system

Method 2: To be used if your phone allows you to reply to a message using the original text.

- When the match fixture is over open the message.
- Now select **“Reply”** from the options menu.
- Select **“Original Text”** or **“Reply with original text”**
- Using the arrow keys on your phone move to the part of the message after the team name.
- Insert the score – goals scored in front of the G. To insert a number keep the key with the number pressed for a few seconds. (When you first press the button a letter will first appear but if you keep the button pressed a number will appear). Repeat this for the second team.

Note if a game was not played put the letter **“ C ”** into the score line (C = Cancelled)

Cancelled Games

If a game is cancelled, put the letter C into the score. The computer will recognise this as “Game Cancelled” and the web site will be updated to that effect. The CCC will also know that the game was not played and will follow up directly with the club(s).

Game cancelled text message response – Put Letter **C** into score



Most Common errors

1/ People forget to use the original message when sending in the result – **you must use the original message send to you** – insert the score into the body of the message and send.

2/ Some people delete parts of the original message – **Do not change the message** – just input the score and send it in.

Do Not Delete the G or the P – the Computer needs these letters to distinguish Goals from Points.

3/ People do not remember the number to send the fixture to. You should save this number in your phone. If you change phones or forget the number you should be aware that it always appears on the bottom of the fixture text message you received. (You are sending the result back to the same number the fixture came from). The phone number is **or 00353 (0)87 9911692**

4/ Do not use the letter o in stead of the number 0 or do not use the letter I instead of the number 1 – the computer differentiates between numeric values and letters – the score must be in numbers

5/ If a game is cancelled put the letter “ C ” into the score line. The system will recognise this as game not played

6/ If a game is not played, DO NOT input a score 0 – 0 as the computer will consider this to be a Nil all Draw and league tables will be updated accordingly – only use the Letter C in the score to signify the game was cancelled.

7/ If you forward the message to Sportsmanager, please ensure that the mobile phone does not insert FW: before the message which happens on some makes of phones.

The Text message will by default be sent to the mentor for the home team. Only this person will be sent a message – if you get a message – we are depending on you to return the result.

The text message goes directly into the computer system and automatically updates the websites and automatically sends the information to the papers etc.

Do not send random messages to the sports manager number – it is going to a computer and the computer can only understand very specific message formats.