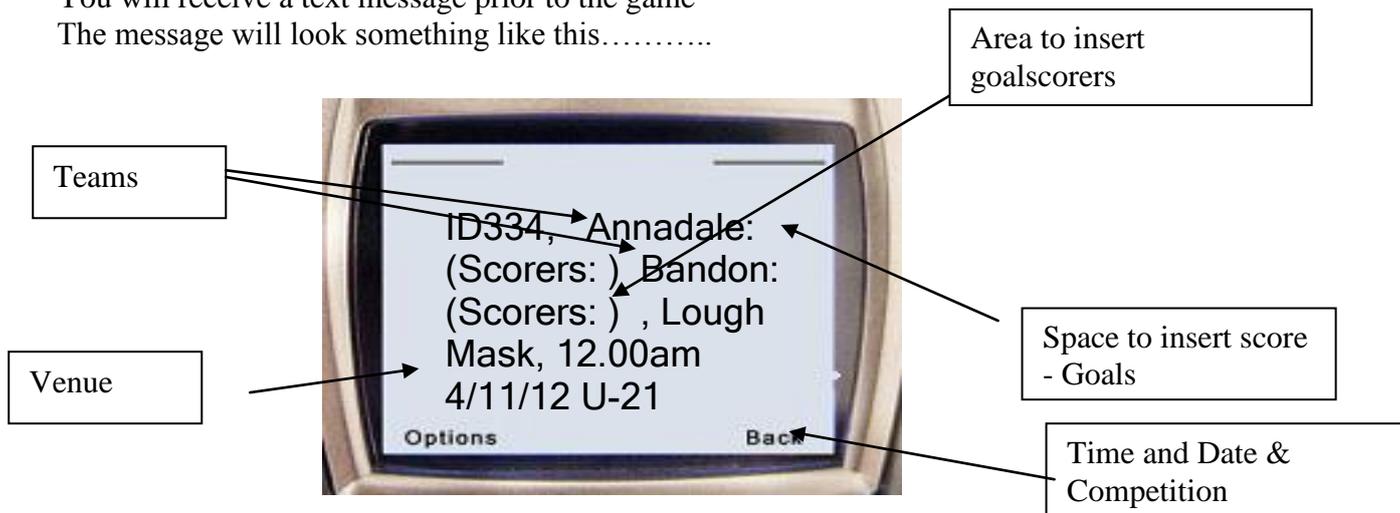


## e-Sports Manager ® Submitting match results via your mobile phone

### 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 of your phone. The easiest method is to forward the text message.

### Method 1

Forward the message and edit the original message by inserting the scores in the proper positions by using the up and down keys on your mobile phone. This number is **087 9911692** You should save this number in your phone now and call it **sportsmanager or Results** as the contact

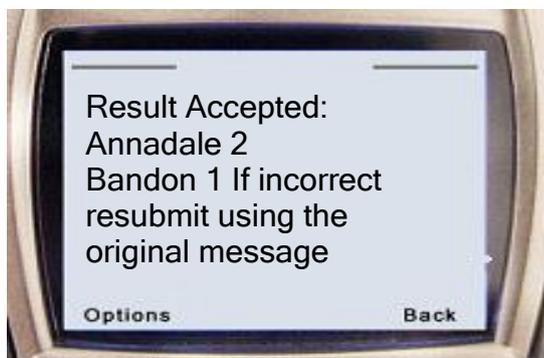


Note – If no goal has been scored enter the value 0. Do not leave this space blank.

Once the score has been entered select “send” to send the result in. The number to which the message is going will appear (this is the number from where you received the original message), select “Yes”

### Step 3

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, the website and League tables will be automatically updated. .



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 with this information

### 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 after the full colons of each team. 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.

**Important - Put in a zero (0) should there be no score. Note if a game was not played put the letter “C” into the score line (C = Cancelled)**

### Game cancelled text message response



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## 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 between the commas and send it in

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 0879911692**

4/ If no goals are scored – you must put the number 0 in for scores – The computer is expecting a numeric value so you must put in the number 0

5/ 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

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

7/ If you forward the message to Sportsmanager, please ensure that the mobile phone does not insert FW: before the message.

Example of text returned in correct format

ID935071, Old Alexandra: **2** (Scorers: **Joyce Leyden, Libby Simmington** ) Monkstown: **5** (Scorers: **Katie Hutch, Klara Schuster, Kerry Cullen, Marie Hynes, Katie Hutch** ) Alexandra College, 11:00, 09/11/2012 Ladies Div 5