

## Management – Divisions

Please note that all data used in the management section is used for reporting purposes amongst other important functions. Any accidental deletion of data should be promptly reported to the Web Master as records will lose its relationship with other records.

Please use delete 'sparingly'. Once the data has been used in a game, it will begin its complex network of relationships that ties all the game information together.

*To view/edit an entry*

Please scroll down the available list and select an entry.

*To enter new data*

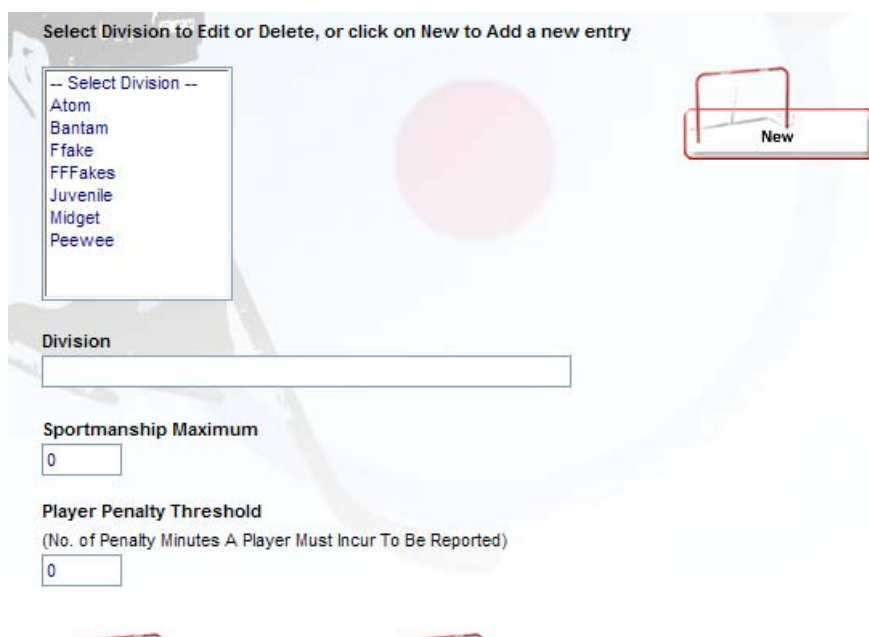
Please click on 'new'

*To reset data to its original contents before saving*

Please click on 'reset'

*To save any changes*

Please click on 'save changes'



The screenshot shows a web form titled "Select Division to Edit or Delete, or click on New to Add a new entry". On the left, there is a dropdown menu labeled "-- Select Division --" with a list of divisions: Atom, Bantam, Fake, FFFakes, Juvenile, Midget, and Pee wee. To the right of the dropdown is a red-outlined button labeled "New". Below the dropdown is a text input field labeled "Division". Further down are two more input fields: "Sportmanship Maximum" and "Player Penalty Threshold", both with a value of "0". The "Player Penalty Threshold" field has a sub-label "(No. of Penalty Minutes A Player Must Incur To Be Reported)".

**Sportmanship Maximum** – The maximum amount of penalty minutes a team can acquire before sportsmanship points are denied. Other rules apply on the application of sportsmanship points, please contact the appropriate game official for more information.

**Player Penalty Threshold** – This field is used by an external reporting system that sends an email to the appropriate managing director on player's penalties if this threshold is exceeded.

The default values for these are '0'. Please ensure that correct information is entered as this will affect the functionality of Teamlink.ca.