Management – Penalties

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.
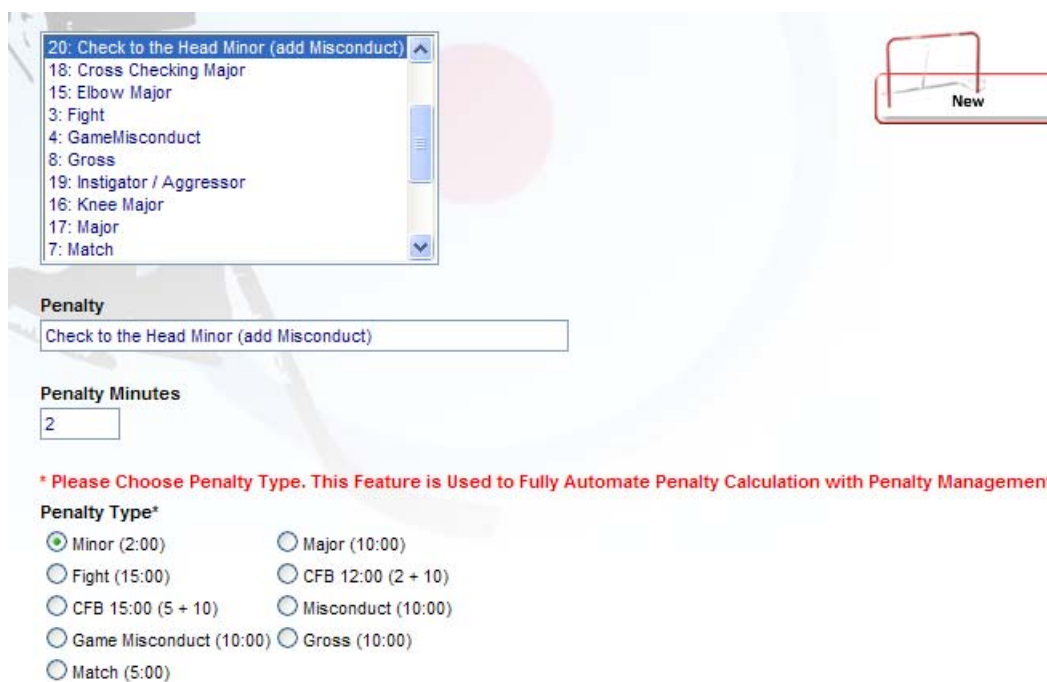
To enter new data

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'

Please do not make any unnecessary changes to this section. Penalty information is one of the most linked information required for game management and reporting.

A new section has been added for the ease of reporting and code changes. Each penalty must be labelled by its penalty type. There are 9 pre-determined penalty types that are available in the reports. The penalties for the reports are calculated through its relationship with these penalty types.

*If you need to add a penalty, the application does not need to be re-coded again. However, if you need to add an additional penalty type, please contact the Web Master.