



# Club Play & mini-leagues

Who does what — admin, captain, and members

|          |                                                               |
|----------|---------------------------------------------------------------|
| Product  | Club Rankings™ (included in Club Court Manager or standalone) |
| Audience | Boards, mini-league captains, and members                     |
| Operator | StoufferAI                                                    |
| Version  | July 20, 2026                                                 |
| PDF      | /docs/club-play-roles.pdf                                     |

**One page:** Share this at league kickoff. For step-by-step signup and scoring, use the Mini-league Playbook. Captains: Captain manual.

## Glossary

| Term                    | Meaning                                                                                                                              |
|-------------------------|--------------------------------------------------------------------------------------------------------------------------------------|
| <b>Mini-league</b>      | Season container — name, eligibility, captains, and season standings (e.g. Mighty Wonders · Spring)                                  |
| <b>Club Play</b>        | The hub at <code>/club-play</code> and one dated play event inside a mini-league (day or evening) — signup, live courts, game scores |
| <b>Session (result)</b> | Completed archive after you finish a Club Play — Rankings → <b>Sessions</b>                                                          |

Members do **not** enroll in a mini-league for the whole season. They must be on the **sport roster**, then sign up for each Club Play (or get scored by a captain).

## Intent — three layers

- **Mini-league** = who the league is for, and ranking across many Club Plays.
- **Club Play** = the live tool to run *one* dated event (pairings, courts, scores).
- **Sessions / Leaderboard** = what everyone browses after the fact.

Club Play is the recommended way to run weekly or daytime league events. Manual captain entry is the backup if you did not use live play.

## Admin → captain → members

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|                 |                                                                               |
|-----------------|-------------------------------------------------------------------------------|
| <b>Admin</b>    | Creates the mini-league (templates OK), sets eligibility, assigns captain(s). |
| <b>Admin</b>    | Ensures players are on the sport roster and profile rules are set.            |
| <b>Captain</b>  | Creates a Club Play for that mini-league (date, format, courts).              |
| <b>Members</b>  | Sign up while status is <b>registration</b> .                                 |
| <b>Captain</b>  | Starts live play, enters per-game scores, completes the Club Play.            |
| <b>Everyone</b> | Checks Mini-leagues (season rank) and Sessions (that event's box scores).     |

## What the admin does

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1. Rankings → **Admin → Mini-leagues** — create the season (e.g. **Mighty Wonders**).
2. **Assign captain(s)** by roster search.
3. Roster + profile rules so members can sign up.
4. Later: archive, reactivate, or permanently delete a mini-league; assign/remove captains; club-wide scoring settings.

Admins can also run Club Play themselves (site nav, Rankings Captain tab, or Admin → Club Play).

## What the captain does

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1. Sees the **Captain** tab after assignment (admins see all active mini-leagues for the sport).
2. Creates a **Club Play** for the mini-league — share the hub or session link.
3. At the courts (phone or desktop): **Start live play** → **you enter court scores** → **Complete** — standings update. Members do not enter or confirm scores during live Club Play.
4. Backup: Captain tab → enter W/L/points manually → **Save & update leaderboard** (also no peer confirm).

Captains may create *additional* mini-leagues after they captain at least one, and may tune description/custom weights. They **cannot** assign other captains, change eligibility on an existing mini-league, archive/delete, or run disputes/CSV import.

## What members do

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1. Be on the sport roster with a complete profile.
2. Open **Club Play** → sign up for an open event.
3. Play; **watch** live scores on the same page (view only — the captain enters scores).
4. After complete: **Mini-leagues**, **Sessions**, and (if enabled) the club **Leaderboard**.

**Casual play (not Club Play):** When there was no live Club Play night, members may use Rankings → **Submit results**; other players then confirm via the Confirm tab, wallet QR, or 4-digit code. That peer-confirm path does *not* run during a live Club Play session. Events linked to a mini-league are another optional path (admin scores the roster).

## Where to click

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| Who                      | Common entry                                                                |
|--------------------------|-----------------------------------------------------------------------------|
| Admin setup              | Rankings → Admin → Mini-leagues                                             |
| Captain runs a Club Play | Club Play hub, or Rankings → Captain → Run Club Play                        |
| Members                  | Club Play (signup) · Rankings tabs (results)                                |
| Practice                 | Training on clubcourtmanager.com (sandbox — does not change live standings) |

## Worked example — Mighty Wonders

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1. Admin creates mini-league **Mighty Wonders**, assigns a captain.
2. Captain creates Saturday's **Club Play** under Mighty Wonders.
3. Players sign up → captain runs live play → Completes the Club Play.
4. Season table updates; the event appears under Sessions.

Archive Mighty Wonders to hide it from new Club Play pick lists (history stays). Permanent delete (admin only) removes the name and its Club Plays.

More detail: Mini-league Playbook · Captain manual · Club Rankings manual