ArbiterSports Ecosystem

ArbiterGame= School's Dashboard
ArbiterOne= Assigners/Officials Dashboard
ArbiterPay= Payment system for schools to pay Sports Officials/Event Workers

- The ArbiterSports system is a very integrated software, meaning when one-person does something in one of the platforms above, others are impacted throughout Arbiter.
- This makes it important to communicate with all parties about who is responsible for doing what. Good communication will prevent duplicate entries and things from getting missed.

-School Preferences

- Each school can determine what preferences apply to their school. See the different preferences you can manage below.

- To prevent other schools from being able to accept contracts on your behalf, please mark the first check box. This means you will be the only one to accept contracts for your school.
- To prevent opponents from creating additional teams for your school, please mark the second check box. We strongly recommend this box being checked as you should know which teams you have and don't have.
- Enable approving payments creates an additional optional step in the payment process where the payor can approve the payee. This is often used if there are multiple people involved in the payment process and one person must indicate to another that the payee is ready to be paid.

-Adding Games

- Schools should add all games to their ArbiterGame dashboard using the different game creation tools. (i.e. importing, league scheduler, or adding games one by one)
- Games need to be added far enough in advance or by the deadline set by the assigning group to ensure officials are properly assigned to the games in time.

- Schools need to make sure and indicate if the game is assigned by an ArbiterOne assigner. If so, that needs to be marked as each game is created. Your games will not appear on the assigner's schedule if they are not marked as the assigning group for the game.
- Schools should set up their default assigning group under each Team in their TEAMS tab.
- https://arbitersports.force.com/schools/s/article/How-To-Link-your-ArbiterOne-Assigner-to-your-Teams
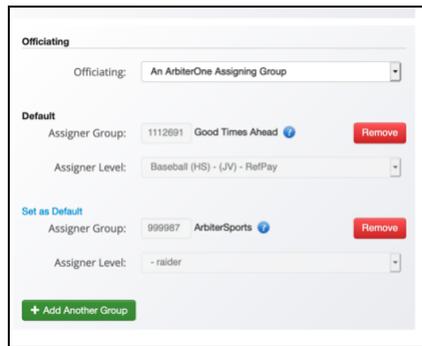
- We strongly recommend schools should only add their home games or events they are the host school. Unless a league scheduler is assigned to the task of adding the games.
- This prevents duplicate entries and saves everyone time.
- If you do try adding a game that someone else has already added, you will get a ==conflict warning== like you see above. This means the game has already been created and a duplicate should not be created.

-Editing/Removing Games

- Games edits can occur for multiple reasons. There might be a time change, site change, or a team change. If a game edit is needed, one of the teams involved needs to make the update. Once one team makes the update, the opponent and the assigner can both accept or decline the game edits made by the original team.
- https://arbitersports.force.com/schools/s/article/Edit-Cancel-and-Delete-Games-in-ArbiterGame
- Games should rarely be deleted from the dashboard. Instead, a game status update can often be used instead of deleting the game entirely. This status update will give everyone the proper update that the game has changed in status.

Game Conflict Warning!

1. TEST - Bear River High School Girls Varsity Softball
   This team is currently booked at 5:15 PM to 7:15 PM (GameId: 1130653, Group#: 102458)
   - Contact Name:
   - Mobile:

Cancel   Create Game Anyway

- If games do need to be deleted entirely, it's a three-step process. If you delete a game from your dashboard, it only removes it from your schedule. It does not remove it from your opponent's schedule or the assigner's schedule. They must also remove the game from their schedules if they no longer want that game showing. This process is to avoid someone accidentally removing a game that someone else did not want removed.
- If someone deletes a game from their dashboard that you are involved in, that game will show on your schedule with a TBA for the team who deleted the event. You can remove that event from there or leave it on your schedule.

-Game Contracts

- When you first enter a game, the contract icon appears yellow because your opponent needs to accept the contract. However, when your opponent logs into ArbiterGame, he/she sees the event as red because he/she needs to take action on the contract. If/when your opponent accepts the contract, you both see the icon as green because both parties have accepted the contract. If you edit the game details (e.g., date, site, time, home/away), the icon reverts back to yellow for you, and red for the opponent until your opponent accepts the changes. Both home and away teams can create events. However, both teams must accept the event contract before it can be considered valid.

Contract icon — Can be red (You need to take action), yellow (another party needs to take action), or green (no action needed). See below for more details about contracts.

-Paying Officials

- Once the assigner has assigned officials to the games created by the schools and sent over to his assigning group, the schools will be able to see the officials assigned.

1. In ArbiterGame, go to the **Schedule** tab.
2. *Click* the **official jersey icon** on the game in question to view the officials.
3. In the lower right–hand corner of the game below the officials, you should see "Print Voucher" if the game is correctly set for you to pay.

- Once the game has occurred, those officials assigned by the assigner, will flow to the payment screen of the team responsible for payment of that game.
- https://arbitersports.force.com/schools/s/article/Paying-Officials-Through-ArbiterGame