Playwaze

Note: Playwaze does not support IE browser, instead please use Chrome.

If you prefer to use the App rather than the desktop version, then you can only view data without incurring a fee. In order to have edit functionality using the App, then this is chargeable to the user. Feedback suggests that it is easier to use the desktop version and its free.

Different ways to set up an account:

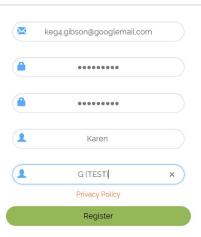
Search for Playwaze and click the register – search for the HADTL community

Receive link with HADTL community code

https://playwaze.com/ConfirmInvitation?token=hudd5693



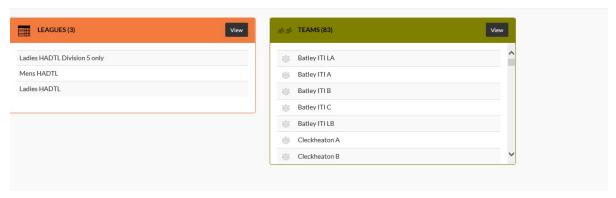
Registration -



Enter Email address, and name.

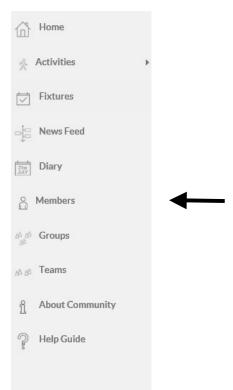
Once registered you will be directed to the HADTL dashboard.





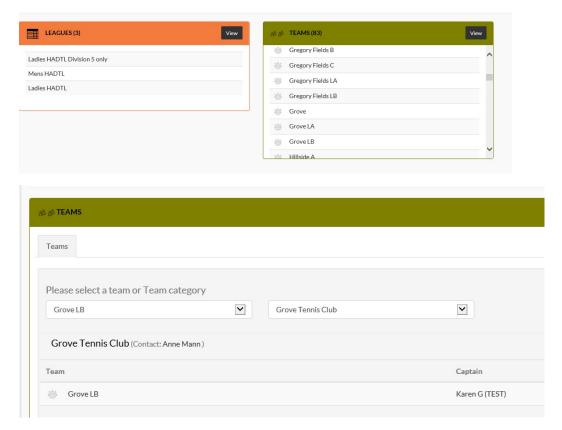
It is important that all your team players are registered before you set up your team information. You cannot pick a player and add them to your team if the player does not exist in the system.

You can search for players – select the members tab



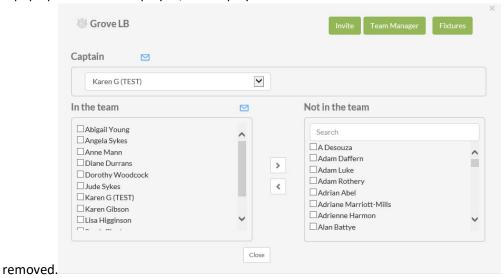
Once your players have registered, then you can start to populate your team with players.

Click on the relevant team (remember you will only have permission for the team that you have been assigned as captain) (you must have registered in the first instance to be granted Captain permissions)



Click on the team name.

A pop up box will be displayed, where players can be added or

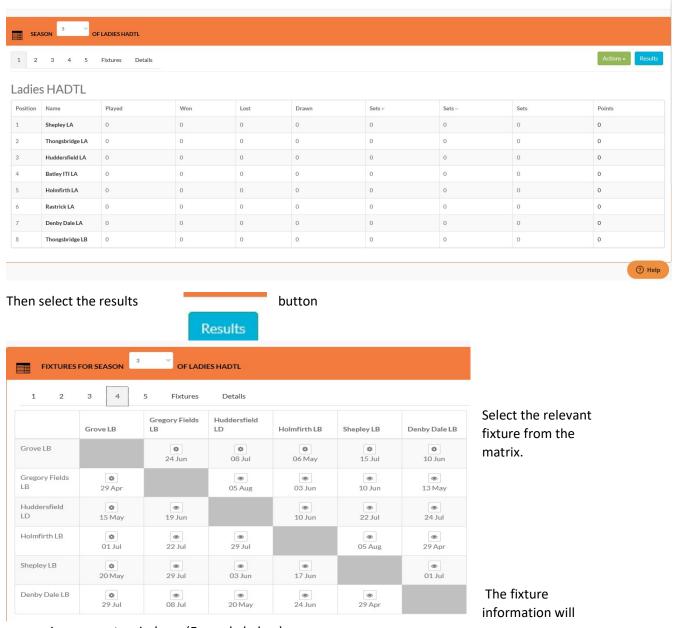


Use the right/left arrows to add or remove players, confirmation of changes saved will appear on screen.

Once players have been added to the teams, then they can be picked from a drop down list when inputting results, which need to include sets and pairings.

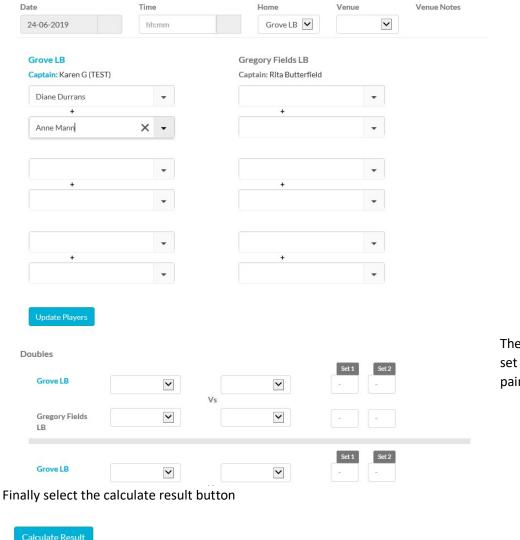
Results:

Click on either the Men's league or ladies league and select the relevant division. Ensure you are in season 3 for 2019 results.

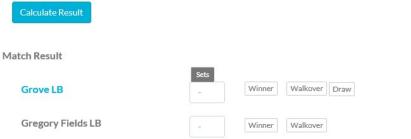


appear in a separate window. (Example below)

Enter the players and click the update players button.



Then enter each set score including pairs.



If required notes can be added to the result. Don't forget to SAVE

