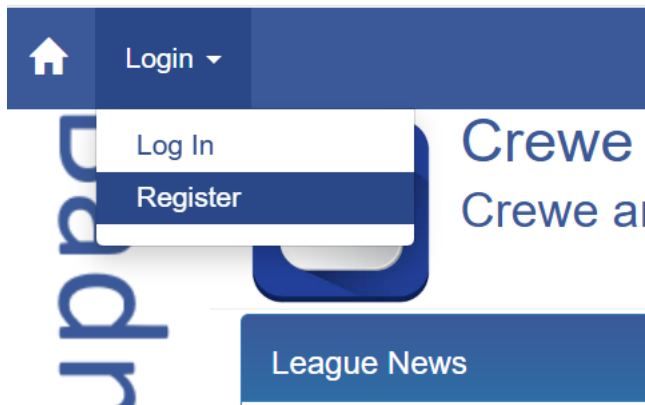


Player Registration & Results Entry Guide

To be able to register players and enter match scores an individual will need to be registered as a player on the site, be able to login and have valid admin permissions.

How to access the site

If you don't already have a login go to the top left hand side of the page and in the login drop down select register:



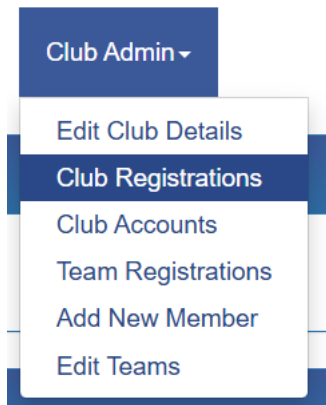
Once clicked fill in the relevant details and submit, please note the login details will not be generated instantaneously as they are checked against the details already held by the league to confirm validity and then an email will be sent to you. If you don't receive anything in the next 24 hours please double check your Badminton England number that is registered on the site with your club secretary as this is often the most common issue.

If you already have a login but have forgotten your password please select the login option and 'forgot password'.

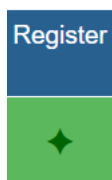
To be able to input scores the club secretary will need to set you with results entry permissions. They can do this by going to their club on the website and then selecting 'Club Admin' then 'Club Registrations' and then ticking the 'Results Entry' column against your name.

Registering Players

To register players for your club you will need to have admin rights for your club – check with your secretary to see if this is the case. To see which players are already registered for your club you'll need to login to the site and in the 'Senior Clubs' drop down go to your club. In here select 'Club Admin' and then 'Club Registrations':

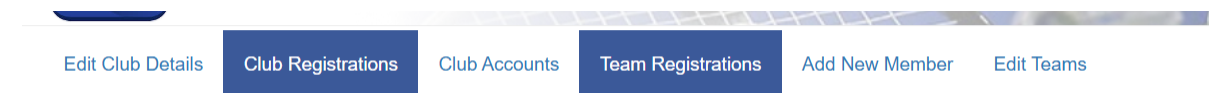


In here you can see who is currently registered as they'll have a green dot in the register column:



You also may have some players that are red in this column as they may have played for you in a previous season, if you would like to activate them simply click the red box which register them. Please note if they're red and you don't envision them playing going forward it's worth deleting them as it can make the registration list easier to manage.

Once the player is activated then to assign them to a team just click 'Team Registrations' option:



In here you'll have a grid that looks like this along with player names on the left hand side:

Hybrid 'A'	Hybrid 'B'	Ladies 'A'	Mens 'A'	Mens 'B'	Mens 'C'	Mixed 'A'
	✓				✓	✓
✓		✓			✓	✓
	✓			✓		✓
	✓	✓			✓	✓
	✓				✓	✓
					✓	✓
						✓

To register players to a specific team just click in the relevant box. Please note where a club has multiple teams in one league (for example two Hybrid teams and three Mens teams in the example above) a player can only be registered for one team in that league. A player can be nominated for a higher team but should you need to move any players into a lower team then you'll need to contact the fixtures secretary as the change can only be made by them.

To register a player that hasn't played for your club before then just select the 'Add New Member' option:

[Edit Club Details](#) [Club Registrations](#) [Club Accounts](#) [Team Registrations](#) [Add New Member](#) [Edit Teams](#)

Which will give you this option:

Clubs can only add Badminton England affiliated players.

BE Number: ?

Last Name:


Search Results:

In here you can either search on the Badminton England number or the last name, it's worth noting that once you press the green search button it'll only bring up results if the player has previously been registered in the league before (it doesn't search the Badminton England database). If they player you want to register doesn't appear then select the 'New Registration' and click the green button below:


Clubs can only add Badminton England affiliated players.

BE Number: 

Last Name:

Search Results: 

<New Registration>



Close

This will enable you to add the new players details. Once their details have been saved they will be added to your club registrations and you can now select which teams they'll be eligible to play in as above.

Inputting Scores

To be able to input scores you need to be logged in to the site. This can be done in two ways, the first is clicking on the relevant fixture in the 'Pending Results' section on the right hand side of the home page:

Pending Results			
15 Oct	Crosses 'A'	Alsager 'A'	La 1
16 Oct	Goostrey 'B'	Alsager 'B'	Me 3
31 Oct	Goostrey 'A'	North'ch 'B'	Hy 2
05 Nov	Crosses 'A'	Remnants 'A'	Mi 1
06 Nov	South Ches 'B'	Goostrey 'B'	Me 3

Result Pending, but in date
Result Pending, 5 days overdue
Result Pending, 7 days overdue

Or by clicking through to the fixtures grid and clicking the red outstanding match:

Senior Clubs ▾ Senior League ▾ Junior Clubs ▾ Junior League ▾ John Ford ▾ Tournaments ▾							
League Fixtures							
Last Updated: Wednesday, November 05 2025							
League Tables ▾ Fixtures ▾ Previous Winners ▾ Player Ranking ▾ League Rules							
Away Team	Cegelec 'B'	Goostrey 'A'	Goostrey 'B'	Northwich 'B'	South Cheshire 'A'	Weaverham 'A'	
Home Team							
Cegelec 'B'		Mon 24 Nov 0 - 0	Mon 09 Feb 0 - 0	Mon 08 Sep 15 - 3	Mon 06 Oct 6 - 12	Mon 26 Jan 0 - 0	
Goostrey 'A'	Fri 13 Feb 0 - 0		Thu 18 Sep 16 - 2	Fri 31 Oct 0 - 0	Thu 20 Nov 0 - 0	Thu 26 Mar 0 - 0	
Goostrey 'B'	Fri 05 Dec 0 - 0	Thu 02 Oct 1 - 17		Thu 23 Oct 13 - 5	Fri 16 Jan 0 - 0	Thu 30 Oct 3 - 15	
Northwich 'B'	Fri 16 Jan 0 - 0	Fri 09 Jan 0 - 0	Fri 06 Feb 0 - 0		Fri 27 Mar 0 - 0	Fri 20 Mar 0 - 0	
South Cheshire 'A'	Thu 19 Mar 0 - 0	Thu 12 Mar 0 - 0	Thu 09 Oct 15 - 3	Thu 02 Apr 0 - 0		Thu 02 Oct 7 - 11	
Weaverham 'A'	Fri 28 Nov 0 - 0	Fri 14 Nov 0 - 0	Fri 27 Feb 0 - 0	Fri 10 Oct 18 - 0	Fri 17 Apr 0 - 0		

Notes:

This can be done by clicking the relevant senior league in the top banner and then clicking through to the fixtures table. A red box indicates a fixture that has been played but the score is still outstanding. An orange box indicates the score has been entered and is just waiting on the opposition to validate

(please note this will be defaulted to accepted after 7 days). Blue boxes are matches not yet played and so there is no option to click into these. To validate a score just click on the orange box and either accept or reject the scorecard, if rejecting please let the fixtures secretary know of the reason so any issues can be resolved.

When inputting scores you'll get the following grid:

The screenshot shows a grid for entering match scores. On the left, there are three rows of player selection dropdowns, each with two 'Select a Player...' options. The grid itself consists of 10 columns and 6 rows of match cells. Each cell contains a dropdown menu with the number '21'. The cells are color-coded: blue for matches not yet played, orange for matches where a score has been entered and is being validated, and green for matches that have been completed. In the first row, the second and third cells are orange, while the others are blue. In the second row, the first and third cells are orange, while the others are blue. The remaining rows (3, 4, 5, 6) have all blue cells. At the bottom right of the grid, there are two buttons: 'Update Scoresheet' and 'Close Window'.

Please note the hybrid and ladies grids will be a little different but the same concept applies. Fill in the names of all players and input the scores, of the four options per match as highlighted in the above the two yellow scores are the home teams scores and the two blue are the away scores.

When selecting a player you'll have the option to choose any player registered for that team along with 'None' or 'Other Registered Player'. 'Other Registered Player' is when there was a player at the match but isn't eligible for that team (for example they could be registered to play for a higher team or already play for a different club in the same league), often used to help make up numbers. If you believe a player should be eligible but doesn't appear in the drop down list please reach out to the relevant club secretary in the first instance as there may have been a glitch with the registration. 'None' is only to be used when there was no player at the match.

Any questions or issues with any of the above please contact the fixtures secretary in the first instance.