

Running a Night with the Volunteer Link

A step-by-step guide for volunteers scoring a **league** or **ladder** night on Pickleleagues.pro

For volunteers — not organizers

The one-minute version. The organizer sends you a link. Open it on your phone, sign in once, and you'll get a simple 3-step page: ① **Check players in** → ② **Generate games** → ③ **Enter scores**. Enter scores as games finish, then tap **Finish** (leagues) or **Complete** (ladders) at the end. The *same link works every week* — keep it in your phone.

1 · Getting the Link & What It Is

The organizer turns on a **durable share link** from their League Home (or Ladder Home) page and sends it to you by text or email. You only get it once — it always points to *this week's* session, so you don't need a new link each week.

- **League link** looks like `pickleleagues.pro/v/your-league/abc123...`
- **Ladder link** looks like `pickleleagues.pro/lv/your-ladder/abc123...`

Open it on any phone, tablet, or laptop with a browser. The page is built for phones first — big buttons, no zooming needed.

The link is your key. Anyone who has it can score games for this event, so don't post it publicly. Keep it in your phone and share it only with your co-volunteers.

2 · First-Time Sign-In

The very first time you open the link, you'll be asked to sign in. This is a one-time step so your entries are attributed to you.

1. Enter your **email + password** (or use the single sign-on button if your group has one).
2. No account yet? Tap **Sign Up** and create one — name, email, password. Takes under a minute.

After you sign in, the browser remembers you on that device — you won't see this screen again.

3 · The Landing Page — the 3 Steps

Once you're signed in, the link drops you on the **volunteer landing page** for tonight's session. A header tells you which session you're on (e.g. "Week 4 · Jul 23"), and you'll see a numbered workflow:

1. **Check in players**
2. **Generate games**
3. **Enter scores**

The buttons light up *in order* — you can't enter scores until games are generated, and you can't generate games until players are checked in. Just work top to bottom.

See "No active session" instead? The organizer hasn't created tonight's session yet. Text them — it's a 30-second fix on their end.

4 · Step 1 — Check In Players

Tap **Check in players**. You'll see everyone on the roster, each with a **Present / Absent** choice. A live count at the top shows how many of each.

Substitutes / drop-ins

If someone shows up who isn't on the roster, tap **Add Substitute** at the bottom. Subs play normally, but their wins/losses don't count toward the season standings — usually exactly what you want for a one-off fill-in.

When you're done

Tap **Save Check-In**. You'll bounce back to the landing page, and **Generate games** is now active.

5 · Step 2 — Generate Games

Tap **Generate games**. The system creates all of tonight's matchups from the players you just checked in, using the event's settings (rounds, courts, scoring rules) that the organizer already set. There's nothing for you to configure — it takes a second or two.

If real names don't show yet, you'll see placeholders like "Team A Player 1." That's fine — you can score either way. When it finishes, **Enter scores** becomes active.

6 · Step 3 — Enter Scores

This is the main job. Tap **Enter scores**. You'll see every game grouped by round (or by court, on a ladder), each on its own card with a score box for each side.

Scoring a game

1. When a game finishes courtside, find its card.
2. Type the first team's score (e.g. **11**).
3. Type the second team's score (e.g. **7**).
4. Tap **Save** (some devices auto-save once both boxes are filled).

The card flips to a **Winner** badge and standings update automatically within seconds.

Rules the system enforces

- No ties — a game like 11-11 is rejected.
- Minimum winning score is 11 (some events set higher — it'll tell you).
- One side must win by the event's margin (usually win-by-1 or win-by-2).

Fixing a wrong score

Typo? Tap the **pencil / edit icon** on the game card, change the numbers, and save again. Standings recalculate on their own.

Handling a forfeit

If someone no-shows mid-night, tap the game card and choose the **Forfeit** option, then pick the winning side. The system records a default 11-0 and tags it as a forfeit so it shows correctly in the stats.

7 · Finishing the Night

When every game card has a score, scroll to the bottom of the scoring page:

- **League:** tap **Finish session**.
- **Ladder:** tap **Complete Session & Update Rankings**.

The system then confirms every game is scored, marks the session complete, sends the weekly recap email (if the organizer enabled it), and **rolls your link forward to next week**. On a ladder it also moves everyone up or down the rankings based on the night.

Don't leave games blank. If a game wasn't played (rain-out, no-show), mark it as a **Forfeit** — don't leave it empty. Blank games block the Finish/Complete button.

8 · Ladder Differences (if you're running a ladder)

Ladders work almost identically, with a few twists:

- **Courts by rank.** From Week 2 on, players are placed on courts by their current ladder rank — Court 1 has the top players, and so on. You don't arrange this; "Generate games" does it.
- **Week 1 "scramble."** If scramble seeding is on, Week 1 is a mixer that sets the starting ranks but doesn't move anyone — that's normal, movement starts Week 2.
- **Rank movement on Complete.** Tapping **Complete Session & Update Rankings** promotes the top of each court and relegates the bottom.
- **"Provisional" players.** If you see players in a separate Provisional section, the organizer requires a minimum number of nights before they count in the official standings. Nothing for you to do.

9 · Two Kinds of Link

Some organizers hand out one link; others use two. It helps to know which you have:

Link	Who gets it	What it does
Volunteer setup link	One trusted helper (you)	Full control of the night — check in players, generate games, and enter scores. This is the link this guide is about.
Player score link	Safe to share with all players	Players enter their own game's score from their phone; the opponent confirms it. Nobody can check people in or generate games with this.

If your event uses the player-score link, players may be scoring their own games — your job is mostly check-in, generating games, watching for gaps, and finishing the night.

10 · Common Questions

The link won't open / says "Not Found."

The organizer hasn't enabled it yet or has turned it off. Text them — it's one button on their side.

I lost the link.

Ask the organizer to resend. Same link, no new sign-up.

Can two of us score at once?

Yes. Each save commits immediately, and if you both touch the same game the last save wins. Agree up front: "You take Courts 1-2, I'll take 3-4."

A player disputes a score I entered.

If it's a typo, edit it (Section 6). If it's a bigger disagreement, leave it and tell the organizer — they can override anything from their side.

I tapped Finish / Complete too early.

The organizer can re-open the session from their admin view. On a ladder that also undoes the rank movement. Text them.

Someone showed up late and missed games.

For the games they missed, either forfeit them to the team that was present or ask the organizer to skip them. For the rest of the night, add the late player and let them play normally.

Am I supposed to see the standings?

No — volunteers only see the scoring screens. Standings live on the public event page, which the organizer can share.

Where do I get help mid-night?

Text the organizer first — they can see the event's state and usually fix things in one tap.

11 · Quick Reference Card

You want to...	Where
Open tonight's session	The share link — same every week
Mark who's here	Landing → Check in players → Save Check-In
Create the matchups	Landing → Generate games
Enter a score	Enter scores → game card → type both scores → Save
Fix a score	Game card → pencil icon → edit → Save
Forfeit a game	Game card → Forfeit → pick winner
End a league night	Scoring page → Finish session
End a ladder night	Scoring page → Complete Session & Update Rankings
Get help	Text the organizer