

FAQ 11/3 WIAA Training: Scheduling Games

- 1) Adding Individual Games
 - <https://arbitersports.force.com/schools/s/article/Step-5-Adding-Games-in-ArbiterGame>
 - It is suggested that all schools add their home games.

- 2) Editing, Cancelling, and Deleting Games in AG
 - <https://arbitersports.force.com/schools/s/article/Edit-Cancel-and-Delete-Games-in-ArbiterGame>
 - You must first accept the contract to make edits or delete a game.

- 3) Scheduling a Tournament
 - <https://arbitersports.force.com/schools/s/article/Scheduling-a-Tournament>
 - The host school should be the one responsible for adding the tournament.
 - The host will need to add all of the involved schools under their opponents tab.

- 4) Importing Games
 - <https://arbitersports.force.com/schools/s/article/Game-Importer-for-ArbiterGame>
 - Use this tool to quickly upload a schedule in bulk.
 - Please set up team defaults before using the import feature so the defaults are applied when the games are imported.

- 5) Scheduling a Meet
 - <https://arbitersports.force.com/schools/s/article/Scheduling-a-Meet>
 - This tool is useful when scheduling swim/dive meets, track meets, cross country, and tennis meets.

- 6) Scheduling Events
 - <https://arbitersports.force.com/schools/s/article/Scheduling-Events>
 - Use this tool when creating events that don't require any officials such as non-athletic events (graduation, choir concerts, band contest, dance recitals, etc.)
 - Allows you to assign and schedule your event workers for these events