

# System Updates

Last updated: August 5, 2020

## Version 3.2: Fall 2020 ("Stripe") Update

- **Merchant Services:** Implemented [Stripe support](#) for all payments. Sunset Paysafe/Authorize.net accounts as of 11/1/2020.
- **Volunteer Queue:** Added a button to transfer a list of volunteers in the queue to the email manager.
- **Event Manager:** Added a multiselect and a button to email the attendees for multiple events at one time.
- **Event Manager:** Added a bulk event refund function to quickly cancel multiple signups for an event.
- **Volunteer Certifications:** Certifications are now retrieved from AYSO and stored by AYSO ID and not by inLeague user ID, such that users with multiple inLeague accounts will not have to be synchronized or managed separately.
- **API:** Numerous API endpoints added with OpenAPI documentation in support of next-gen inLeague application.

**Feature Freeze:** In the Spring of 2020, inLeague instituted a feature freeze on our primary (soon-to-be legacy) platform. inLeague and inLeague Mobile are being re-written from scratch with an estimated launch date of early 2021. inLeague Legacy will be supported indefinitely as the transition will be a multi-year process.

## Version 3.1.1: Fall 2019 Update 2

- **Games / Referees:** Added half-time scores and match reports.
- **Scoring / inLeague Mobile:** Added support to enter halftime scores via web application or inLeague mobile.
- **Report Builder:** "Under the Hood" update to the report builder for better performance and new, date-based standard reports.
- **Report Builder:** Added standard report for match reports and added divisional support to the dropped players report.
- **Authorization / Email Manager:** Added Email Administrator role that has complete access to the email manager but no other permissions.
- **Medical Releases / E-Signature Archive:** inLeague now converts Yozons e-signature documents to PDF on-the-fly to avoid browser performance issues.
- **Sterling Volunteers:** Added MY2020 support for Florida Division of Law Enforcement requirement for FL-based leagues.

## Version 3.1.0: Fall 2019 ("Invoices") Update

- **Merchant Services:** Added support for Authorize.net Payment Gateways.
- **Invoicing System:** All-new system for [invoice templating](#), assignment, payment plans, and responsive, mobile-friendly email receipts.
- **Volunteer Points Assignment:** Re-written points assignment tool with new competition-level option to restrict volunteer points to teams with players from the volunteer's family.
- **Referee Scheduler:** Updated display for referee self-scheduler and administrator views to use space more efficiently and improved mobile device responsiveness.
- **Referee Statistics:** Display date of non-game credits (e.g. clinics) on statistics page
- **Referee Statistics:** Group teams by division.
- **Game Scheduler:** Added option to bulk-change game fields and a confirmation box when bulk-deleting games.
- **System Log:** Improved load times for master system log displays with very large numbers of log entries.
- **Volunteer Queue:** Added a 'check underway' status visible in the volunteer queue and the report center to reflect volunteers who have completed their Sterling background check orders but whose results have not yet been adjudicated.
- **AYSOU Login Sync:** Added **AYSOU Login** button to family profile to re-synchronize login credentials with AYSO.

## Version 3.0.0: Summer 2019 ("Lucee") Update

- **System Architecture:** Underlying Java virtual machine language interpreter.
- **Birth Certificates:** Added new system for parents to upload birth certificates for league review and approval. Birth certificate files are stored securely and deleted after a (configurable) interval of days following approval.
- **Report Builder Performance:** While a major re-work of the report builder is underway, an incremental update has been released that greatly enhances performance on larger reports.
- **Rosters / Line-Up Cards:** The old HTML-to-PDF line-up cards have been retired and replaced by the official AYSO Line-up cards with edit-able form fields. They are automatically populated with the team roster, including player loans.
- **Rosters / Line-Up Cards:** The "traditional" (2 per page) line-up card has been updated with an edit-able PDF courtesy of Region 76. Alignment and borders have also been cleaned up.
- **Rosters / Volunteer Membership:** Coaches without valid AYSO Volunteer Membership will be highlighted as such on rosters. Replaced the 'work phone' field on the standard team roster format to make space for MY display.
- **Volunteer Membership Queue:** Removed the limit of 100 records and added a divisional view that will only show coach and referee volunteers in the selected division. Enabled sorting via datatables.
- **Volunteer Membership Queue:** Added league option to automatically pre-approve any user with an existing application that has already been assigned to a team as a coach or referee.
- **User Custom Fields:** User custom fields are now visible (for division directors) and editable (for registrars) in the user editor under the 'custom fields' tab.
- **URL Shortening (/inleague):** The **/inleague** portion of the URL is no longer necessary. If a page on your production site was underneath [www.myleague.org/inleague/](#), you may now access it at [www.myleague.org](#). The previous **/inleague** URL will continue to work as a redirect.
- **URL Shortening (index):** URLs containing **/index.cfm/** no longer require it. For instance, if your login page was **/inleague/index.cfm/Main/login** then it is now accessible as **/Main/login**. Links containing **index.cfm** will continue to work.
- **Event Administration:** The user interface for the event list has been updated to enable the selection of several events and a bulk email function to transfer the attendees for those events to the email manager. This feature is available on the legacy inLeague site as well.
- **Housekeeping:** Removed old line-up cards, divisional line-up cards (as the team roster line-up cards function allows a multi-select), and eAYSO sync functions.

## Version 2.3.0: Spring 2019 Update

- **AYSO Integration:** The [Volunteer Membership Program \(VMP\)](#) is now live for MY2019 registration and later. It is set to be "invitation only" until early to mid May. Several regional controls have been added pertaining to pre-approval, regional commercial card synchronization, and reporting on AYSO registration status (the field formerly referred to as "Last EAYSO Year").
- **AYSO Integration:** Effective February 2019, all non-waitlisted player registrations are sent to AYSO's E3 system through their updated API. Players are no longer sent to eAYSO and eAYSO support is now ended.
- **inLeague API Infrastructure:** While the customer-facing inLeague API is not yet live, significant back-end work has been completed to enable it later in 2019.
- **Youth Volunteer Update:** Youth volunteers are now properly registered with AYSO as Youth Volunteers as part of the VMP (though they are excluded from background checks). Youth volunteers can only volunteer as referees or "flex" codes and cannot be assigned to teams as coaches.
- **Registration Cloning:** Player registrations may be cloned within a Membership Year (e.g. Fall to the following Spring or vice versa). [See documentation](#) for details.
- **Referee Scheduling:** Numerous UI and code improvements to the Referee Scheduler, thanks to feedback from Referee administrators (particularly Region 611)
- **Referee Statistics:** The referee statistics pages have been re-written from the ground up with a modern chart/graph implementation.
- **Match Reports:** Referees may now fill out match reports from the referee scheduler and they can be viewed from the scores & standings page by referee administrators and competition managers.
- **Score Entry:** Score entry page UI improvements.
- **New User Fields:** Date of Birth is now mandatory for all users. The last 4 digits of SSN are mandatory for any volunteers participating in the Volunteer Membership Program.
- **Cash/Check Entry Page:** Treasurer-level users now have access to the cash/check processing page for player registration.
- **Event Manager:** Event coupon manager has been re-written to be clearer, easier to use, and generally less 2007
- **Event Manager:** Improved multi-select menus for division restrictions.
- **Email Infrastructure:** All inLeague emails are now sent through Amazon's email backbone rather than inLeague's in-house email service.
- **Automatic Email Pruning:** To comply with Amazon's email quality requirements, any emails sent via inLeague that bounce will result in the relevant user being automatically opted-out of all emails. Amazon sends inLeague an automated notification whenever a bounce occurs and inLeague "opts out" the user.
- **inLeague Hosting Infrastructure:** In anticipation of inLeague's upcoming system architecture and application engine changes, inLeague is now hosted out of the NYC datacenter at DigitalOcean and all inLeague application and DNS services have been successfully transferred from our previous host in Phoenix, Arizona.

## Version 2.2.1: Fall 2018 Update

- **Referee Scheduling / inLeague Mobile:** Referee self-scheduling is now available through inLeague mobile.
- **Referee Scheduling:** The new referee scheduler (on the web application) and schedule administration have been updated with bugfixes and UI improvements; these are ongoing and should be live prior to the start of the Fall season.
- **eAYSO Certification Automation:** The new [automated synchronization for volunteer certifications](#) is live.
- **Player Loans:** Players may now be "loaned" to rosters regardless of the destination division (e.g. a B10U player may now be loaned to a B12U team or a G8U team)
- **Team Cloning:** Teams may now be cloned from neighboring divisions to accommodate players who have graduated since the team was formed (e.g. B8U Fall 2017 team can be cloned into a B10U Fall 2018 team)
- **Referees:** Chief referees can now email neighboring divisions in the email manager for leagues that enable access to neighboring divisions for division directors.
- **Team Assignment Email Blasts:** If a team's game schedules are published, team assignment email blasts will now include a link to the game schedule.
- **System:** Major "under-the-hood" re-writes of underlying inLeague engine in preparation for infrastructure improvements in 2018/2019.

## Version 2.2.0: Spring 2018 Update

- **Referee Scheduling:** Updated version of referee scheduler and administration utility launched (beta release alongside traditional version)
- **Rosters:** Line-up cards now sort alphabetically or by team number.
- **Rosters:** Coaches may now access e-signed medical release archives for their players.
- **Game Schedules:** All public game schedules now have a link back to inLeague.
- **Registration:** When dropping a player, "Notify DDs" option will now include head coach(es) for any teams to which that player was assigned.
- **Player Ratings:** Cleaned up player ratings view in player editor to ignore team assignments without player ratings.
- **Admin:** Added tool to auto-promote division directors and divisional chief referees to the next division up.
- **Team Assignment Cloning:** Improved UI for team assignment cloning on divisions with a large number of players.
- **Email Manager:** Competition/division-specific email recipient lists for parents will now include division heads in the selected division(s).
- **Email Manager:** Competition-specific divisional referee lists now check both for eligibility rules and divisional preferences (e.g. "Core Program B19 Referees" will not email all referees eligible to ref B19 per the rule; it will only email those who are both eligible and who selected B19 as a division preference)
- **System:** Internal framework updated to Coldbox 5; initial framework design for inLeague API.

## Version 2.1.3: Fall 2017 Update

- **Mobile App:** Added player lookup for division heads and league administrators. Mobile records show contact information, parent information, team assignments, and link to eSignature archive.
- **Mobile App:** Added volunteer lookup for division heads and league administrators. Mobile records show contact information and link to registered players.
- **Referees:** Eligibility rules for the referee scheduler may now include a description of the rule that will be displayed to ineligible referees so that they may see why they are ineligible.
- **Referees:** Automatic volunteer point assignment tool that will distribute credits earned to the volunteers' players' teams in lieu of manual assignment. (coming mid September)
- **Referees:** Manual volunteer point allocation may now be enabled or disabled on a per-competition basis from Competition Referee Setup under the Other Options tab.

- **Referees:** When emailing referees their assignments for a weekend, a referee administrator may now attach a file of up to 1 MB.
- **Referees:** Added an option that allows referees to cancel confirmed referee assignments up to a specified number of hours prior to a game. This option may be configured under Referee Competition Setup under Other Options.
- **Email Manager:** Added a standalone 'opt out' function that does not require a login. A link to this function is attached to every email sent through the email manager. The same tool will also enable users to opt back in.
- **Email Manager:** Added recipient groups for non-waitlisted players so that division heads may email the entire division, only waitlisted players, or only non-waitlisted players.
- **Email Manager:** Division names are now the configurable, cosmetic name rather than the old-style, internal reference.
- **Report Builder:** User interface update to highlight interactive elements when constructing a query.
- **Report Builder:** Saved queries may now be downloaded directly without needing to be run and displayed on the page first.
- **Report Builder:** Added refund-related columns to registered player reports.
- **Report Builder:** Rewrote custom league player ratings function for increased performance.
- **Report Builder:** Added query filters for referee positions (e.g. volunteers with X number of ABC type volunteer position, e.g. CR, AR, AR2)
- **Report Builder:** Added CDC Concussion = Yes or No for volunteer reports, similar to Safe Haven; will scan any certification matching CDC Concussion Awareness.
- **Admin:** Display coach and referee volunteer divisions when performing volunteer lookups to assign volunteers to teams.
- **Registration:** Volunteer preferences will now 'follow' a player if the volunteer's player is moved from division A to division B and the volunteer had coach or referee division preferences in division A.
- **Game Scheduling:** Rewrite of Publish Games tool to allow for better compartmentalization of access roles (e.g. competition manager + division head).

## Version 2.1.2: Summer 2017 Update

- **Registration:** Added optional refund holdback for default retention of non-refundable fees (e.g. first refund option is a full refund - \$17.50)
- **Registration:** Added "confirm waitlist" option to control panel registration options that adds a required checkbox on the "review registration" page to require registrants to acknowledge that their registration is wait-listed.
- **Registration:** Added player-based eligibility rule support for priority registration to complement existing user-based rule; previously, any eligible family member would allow any player in the family to pass the registration check (e.g. 'all returning coaches' get priority registration); with player-based rules, any player meeting the criteria can register (e.g. 'BU10 registration only' or 'Travel registration only')
- **Registration:** Re-wrote family profile registrar/admin utilities for moving players and family members between families to accommodate new Family Profile UI.
- **Admin:** New & Improved Authorization Center (**Utilities** menu) that shows all authorized users with any access role (user/permissions-based, or division- or competition-based) and allows removing any individual user from those roles.
- **Admin:** Added "cannot be waitlisted" and "does not count toward division caps" registration categories for specified registration types, e.g. "member only" (camps/clinics) registrations.
- **Email Manager:** Added sub-categories to email only "core" ('count toward division caps') or supplemental ("does not count toward division caps") registrations.
- **Registration:** Waitlisted players are no longer confirmed as registered with eAYSO until they lose waitlist status (from a team assignment or otherwise).
- **Referees:** "Referee Weekend Report" rewritten to be aware of custom referee position setups per-division or per-competition.
- **Games:** Rewrote score input utility (web version) to allow optional head coach score entry and for improved usability and performance.
- **Check Requests:** Numerous tweaks & usability improvements.
- **Report Builder:** Added "game age group" filter parameter and display field to volunteer point/ref assignment reports.
- **Report Builder:** Add event payment sum (sum of all event sign-up payments) display field to event reports.

## Version 2.1.1: Spring 2017 Update

- **User Registration and Volunteer Preferences Rewrite:** Detailed in the [Spring 2017 Update article](#). (Briefly detailed below).
- **User Registration:** Re-write of public entry point into inLeague Registration; prominent placement of Translate function.
- **User Registration:** Coach division preferences are now explicit (chosen during registration) rather than linked to player registrations.
- **User Registration:** Head Coach and Assistant Coach volunteer roles now have distinct division preferences.
- **User Registration:** Division preferences and coach/ref volunteer roles are pre-selected based on previous volunteer registrations from within one membership year (e.g. a Fall 2016 Coach signing up for Fall 2017 will have the coach volunteer role pre-selected)
- **Medical Releases:** The medical release button in the new family profile will now retrieve a player's eSignature archive (for all registrations made since the launch of eSignature integration).
- **Registration:** Re-design of Family Profile to support multiple seasons and improved usability.
- **Registration:** Added Eligibility Rule support to Registration to enable Priority (or "qualified users only") Registration
- **Registration:** Added Seasonal options to require 0, 1, or 2 volunteer codes per family to register players, as well as override options if one of those codes is Head Coach or Referee.
- **Registration:** Added seasonal options to enforce the selection of coach or referee divisions (ref divisions only enforceable if they are enabled application-wide from the control panel)
- **Referees:** Retired "My Referee Record" and "Activate Referee Functions" and rolled functionality into **My Volunteer Preferences** and updated Family Profile.
- **Referees:** Retired **Highest AR** and **Highest CR** fields from **My Referee Record** in lieu of eligibility rules to enforce divisional requirements.
- **Admin:** Updated User Editor to remove **Referee Info** but add **Volunteer Preferences** tab.
- **Events:** Added bulk event upload tool for mass creation of events. Added upload template example file.
- **Events:** Added DOB to Event Rosters with player signups.

## Version 2.1.0: Fall 2016 Update

- **AYSO Integration:** Player eSignature is now live.
- **Registration:** Player registration for more than one season may now be run concurrently.
- **Registration:** Custom questions may now be assigned to appear for some seasons but not others.
- **Registration:** New access role (Birth Certificate Administrator) and bulk-certificate approval tool.
- **Registration:** Division caps and close actions are now per-season rather than universal.
- **Email Manager:** Competition-specific groups are now sub-divided by division.

- **Dashboard:** Per-competition option to show team assignments on dashboard.
- **inLeague Mobile:** [Team Events](#) are now accessible to coaches and parents through inLeague Pro.
- **Report Builder:** New standard report: Assigned Coaches
- **Report Builder:** New fields: Gender (volunteers), School (players), Scholarship (Discount) Amount
- **Events:** Events now have Event Venues – predefined locations that may be assigned to events in lieu of entering in event location information for every event.
- **Events:** Default event portal for regular users will only show events for which they are eligible, with options to show additional events.
- **Events:** Event filter by division or name.
- **Events:** Events that are full are now indicated as such on the portal, without requiring a drill-down to the specific event.
- **Events:** Event reporter access level allows viewing all event-related data.
- **Bugfix:** Volunteer points will now display correctly when they were assigned to a team the volunteer previously had access to but no longer does.

## Version 2.0.2: Spring 2016 Update

- **inLeague Mobile:** [Team Conversations](#) released with app version 1.0.8!
- **Team Assignments:** Player Loans now carry over the player's existing uniform number from the same competition, if one exists.
- **Team Assignments:** Loaned players will now sort like every other player on eAYSO-style rosters.
- **Email Manager:** Removed 'on behalf of' from email manager "from" lines; new format is **League Name [Sender Name]**.
- **Interface:** Added system notifications for common and necessary actions (registration open; add a season; update volunteer profile)
- **Registration:** Added support for US Soccer calendar year division algorithms in lieu of old-style 'AYSO' school year algorithms.
- **Event Manager:** Indicate if an event is full on the master event index display.
- **Game Scheduler:** Added bulk team assignment pane for faster manual match-up assignments.
- **Referees:** Implemented eligibility rules for referee self-scheduler access control.
- **Reports:** Saved queries may now be shared with individual users or with all users of a specified access level.
- **Reports:** Report builder will now automatically hide result columns with no values. A toggle will appear to add empty columns back in.
- **Reports:** Added display targets for highest level coaching certification, most recent coaching certification, highest referee level, and most recent referee certification.
- **Reports:** Better support for custom registration query values.
- **Reports:** Added 'select all' and datatables display for Children with No Registrations.

## Version 2.0.1: Fall 2015 Update

- **Game Scheduling:** Coach Conflict Checker re-written for greatly improved performance.
- **Game Scheduling:** Matchmaker option to balance team game times added.
- **Game Scheduling:** When the matchmaker detects game slots assigned to a specific pool, it will use those first, but then include slots not assigned to any pool if it needs additional slots.
- **Game Scheduling:** Log user that created and last updated a game.
- **Team Embargoes/Privacy:** Added competition-level option to remove roster links for family members of players.
- **inLeague NEXT:** Numerous bug fixes for team selection with complex access levels.
- **inLeague NEXT:** Implemented new responsive tabbed content display for control panel, player editor, and user editor.
- **inLeague NEXT:** Removed user permissions from the main user editor tab; added Permissions tab with descriptions for each access level and division director/competition manager display.
- **inLeague NEXT:** Enhancements for mobile devices.
- **Access Levels:** Implemented Data Reader (can view all reports in report editor but no other functionality) and Scholarship Admin (can add and remove scholarships and run scholarship report.)

## Version 2.0: Fall 2015 (inLeague 'NEXT' / inLeague USWNT Edition)

- **inLeague NEXT** interface launched for all users.
- **Interface:** Tweaked quick links so that only major functions and reports will appear as quick links.
- **Interface:** Reduced vertical height of most league banners for better use of screen real estate.
- **Interface:** Added Team Chooser support to many pages for general-purpose selection of season, competition, division, and team that respects access matrix for the logged-in user.
- **Coaches:** Implemented [Eligibility Rules](#) for coach access to assigned teams.
- **Team Assignments:** Implemented [Eligibility Rules](#) for player eligibility to be assigned to teams in competitions with saved rules.
- **Team Assignments:** Edited 'neighboring division' logic such that competitions with this option enabled will use co-ed divisions that neighbor the selected division if a gender-specific division is not available.
- **Report Center:** Rewrote player team and player rating display functions for greatly improved performance.
- **Report Center:** Added bulk update function for player and user custom fields.
- **Report Center:** Added numerous standard reports.
- **Report Center:** Standard reports and all query parameters are now stored in server memory rather than read from disk for improved performance.
- **Help Index:** Migrated from inLeague / database help to Confluence.
- **Teams:** Add/edit team function now allows deleting teams with no player or game history.
- **Teams:** Add/edit team function allows updating team city and team region fields.
- **Teams:** Add/edit team function will now enforce duplicate name prevention within a single competition/division pair.
- **Report Center:** Added 'Events: Signed Up For Name' query parameter to allow a report of players signed up for any event matching the name entered (wildcard match) and the date range specified.
- **Game Scheduler:** Added Gender-Agnostic option to scheduler (replaces old **U** scheduling functionality)
- **Event Manager:** Sign-ups may now be moved from one event to another by administrators. Note that limitations on sign-ups do not apply (e.g. a U8 player can be moved to a U10 event). Invoices transfer but may only be refunded at the target event rate.
- **Event Manager:** Sign-ups may now be cancelled without issuing a refund. Sign-ups cancelled in this manner cannot later have refunds issued from inLeague.
- **General / Performance:** Updated jQuery library to 2.1.4 and Datatables to 1.10.7. **Internet Explorer versions older than 9 are no longer supported.**
- **Registration:** Added support to show or hide custom registration questions based on custom field values or predefined gate functions.
- **Messaging:** Re-write of SMS interface to email manager so that text messages are scheduled rather than transmitted all at once.

## Version 1.3.2 Spring 2015 Update

- **eAYSO:** Automated integration with eAYSO is now live. Player registrations are sent every day. Drops are sent in June.
- **Scholarships** may now be applied to individual players rather than entire families if desired. Player-specific scholarships are accessible via the player editor.
- **Scholarships** may have an optional expiration date.
- **Game Scheduler:** Added support for game swaps to scheduler v3.
- **Game Scheduler:** You no longer need to change the date range to refresh the current display.
- **Game Scheduler:** Added support for Competition Managers to access the game scheduler.
- **Scores & Standings:** Module re-write to support custom score transaction/tiebreakers.
- **Email Manager/Newsfeeds:** News feeds now support scheduled email blasts with up-to-date recipient lists for each one (e.g. 'email all parents of players without birth certificates every day until July 3rd' in which the list is always updated before sending)
- **Registration:** Added support for display conditions on custom registration questions as well as individual responses to custom fields
- **Registration:** Wait-list notification is now more prominent both on the payment page and the email registration confirmation.
- **Registration:** Zero-fee registrations are now permitted.
- **Registration:** Added support for email confirmations to cash/check payment page.
- **Registration:** Added player drop notification options for division heads and competition managers.
- **Registration:** Add the staff roster link to the registration confirmation email.
- **eCommerce / Registration:** Added support for FirstData E4/Payeezy and [Authorize.net](#) payment gateways. Deprecated support for FirstData Global Gateway API.
- **Custom fields:** Added support to limit read/write access to competition managers of specific competitions in specific roles
- **Events / Google Calendar:** Restored Google Calendar support using new OAuth2 implementation. See Help Index for documentation.
- **Logs / Audit Trails:** Added initial support for audit trails on event deletion, division-level assignments (and removals), eAYSO Integration errors, and scholarships.
- **Report Builder:** Dozens of updates on available fields and several new standard reports.
- **Report Builder:** Report builder metadata is now stored in the application for better performance.
- **Email Manager:** Added 'assigned coaches without (certification)' to region-wide and division-wide lists.
- **Team Payments:** Added cosmetic 'total amount due' field to competition setup to track ongoing team payments against the total amount due for competition participation.
- **Volunteer Assignments:** Added a season selector to team-level volunteer assignments.
- **Uniform Assignments:** Re-wrote front end interface for uniform assignments to support loaned players.
- **Referee Management:** Added cell phone to ref management report.
- **Team Assignments:** Display both average and lifetime ratings for players and team summaries.
- **System:** inLeague will now reject connections from all known bots.
- **System:** Purge of Adobe-specific Coldfusion calls in preparation for transition to open source Railo/Lucee.
- **System:** Design and initial coding for inLeague Next interface (eta Spring/Summer 2015)

## Version 1.3.1 Fall 2014 Update

- **Custom fields:** Create and control access to seasonal custom fields attached to child and user records.
- **Report Center:** initial rollout and support for division directors, player and volunteer administrators, competition managers, and registrars. Report on registered players, children, volunteers, games, teams, or volunteer certifications.
- **Report Center:** Add support for custom registration questions as well as child custom fields.
- **Report Center:** Implement saved custom reports and system-wide standard reports.
- **League Comments:** Seasonal and permanent comments attached to volunteer and/or player records. Viewable and editable from the report center.
- **Event Custom Fields:** Add form fields to event sign-ups and report on sign-up data in the report builder.
- **Tryouts system:** Implement event of type 'tryouts' with signup link in family profile (uses event custom field system to collect data)
- **Game Scheduler:** Re-write user interface of Game Scheduler v3 for greatly improved performance.
- **Social Media:** Regional facebook feed integrated into region splash page.
- **eSignature/Waivers:** Implement digital waiver system and collect IP address and timestamp for future eSignature use.
- **Coach Assignments:** Re-write coach assignments and divisional assignments page for improved functionality and performance.
- **TeamSnap:** Implement first version of external vendor connector to synchronize player, roster, coach, and game data with TeamSnap.
- **Access Levels:** Added competition manager sub-role of email admin.
- **Coaches:** Added control panel option to enable assistant coaches and team administrators to assign non-coach team level volunteers (team admin + flex codes)
- **Ratings:** Added control panel option to enable or disable assistant coach access to player ratings.

## Version 1.3.0 Winter 2013/2014 Update

- **Competition payments:** Reformatted parent payment screen for improved accessibility and distinction between registration and competition fees.
- **Game Scheduler:** Coach conflict report (aka 'busy coaches') will now suggest games to swap to resolve coach conflicts.
- **General:** Re-wrote authorization and authentication scheme for improved performance and security.
- **Access Levels:** Added competition manager sub-roles of Player Admin, Volunteer Admin, Payment Admin, Game Scheduler (not yet implemented), Ref Scheduler (not yet implemented)
- **Access Levels:** Removed Board member, Area Director, and Area Staff.
- **General:** Additional eCommerce data added to reports.
- **Coaches:** Added player absences tracker.
- **General:** Updated minimalist UI interface and menus.
- **Events:** Events may now be restricted to players that belong to one or more divisions (whether registered or not).
- **Events:** Events may now 'belong' to seasons, e.g. Fall 2013, and Fall 2013 will be used as the basis to determine age and division for any players who sign up for the event.
- **Events:** Event rosters now display age, division, and contact information for children who are not registered but who are signed up for the season.

- **Events:** Sending an email to event attendees will now include parent contact information for unregistered children who are signed up.
- **Volunteers:** Leagues may now set limits on the number of users who may select an individual volunteer code each season.
- **Volunteers:** Leagues may designate flex volunteer codes as 'unassignable,' meaning that users may still volunteer for it, but league officials may not assign volunteers to teams in this role.

## Version 1.2.9 Fall 2013 Update

- **Game Scheduler:** Complete re-write of front-end interface for improved performance, improved usability, and capacity for future functionality upgrades.
- **Email Manager:** Removed 'this email was sent by' and added capacity for league abbreviation rather than AYSO in 'from' line.
- **Registration:** Added division Display Name to registration process.
- **Matchmaker:** Schedulers may now specify the length of a game round (a period in which each team should play one time)
- **Scores and Standings:** Back-end re-write of standings algorithms and Tiebreakers may now be linked to game transactions (e.g. red/yellow cards) and ranked with respect to other tiebreakers
- **Volunteer Points:** Allocation page now shows 'my teams' - all teams to which a user is either assigned as a volunteer or has a family member
- **Email Manager:** Uploaded files may now be un-attached prior to sending

## Version 1.2.8 Summer 2013 Update

- **Admin:** Board assignments may now be updated (along with pecking order) without needing to be deleted and re-created.
- **Referees:** It is no longer possible to self-schedule for a game in the past.
- **Newsfeeds:** Create content templates based on email manager categories; update and archive them and send them out to recipient lists. Invite other users to edit them.
- **Team building:** Automated team builder is now much better at balancing teams.
- **Team building:** Administrators may specify a default rating for unrated players when building teams.
- **Game scheduling:** Coach conflicts ('busy coaches') report re-written for performance.
- **Game scheduling:** Coach conflicts report can now check for other team-level volunteers (e.g. flex volunteer codes)
- **Admin:** Division Setup added to control panel; replaces previous 'division maximums' function and permits the specification of a display name as well as default game slot lengths.
- **Email manager:** Added 'board only' category for board members who are not division directors.
- **Team-level assignments:** Added certification and eAYSO information to team-level (coach + flex volunteer codes) assignment page.
- **General:** Enabled volunteer point allocation for event attendance.
- **General:** Non-referees may now earn volunteer points. Added volunteer point history to user editor.
- **Reporting:** Greatly simplified divisional volunteer reporting; removed several older and redundant reports and enhanced general volunteer report to replace their function.
- **General:** Menu system re-write to enable mobile site access.
- **Email manager:** Integrated SMS functionality into email manager and opt-in selection for user profiles.
- **Email Manager:** Re-wrote entire back-end group fetching library for improved performance and future mobile device usage.
- **Admin:** Re-wrote player editor to incorporate new registration system custom questions.
- **General:** inLeague is now on twitter! <https://twitter.com/inLeagueLLC>
- **Registration:** Enabled edit-able text throughout registration process via 'edit page content' link.
- **Tournament Accounting:** Added a report and email manager category for unpaid players in for-fee competitions. Report includes capability to un-assign unpaid players.
- **Tournament Accounting:** Updated check request function to separate referee deposit from tournament fee.

## Version 1.2.7 Winter 2012/2013 Update

- **Team Building:** Added 'clone team' function to copy team assignments in one competition to a team in another competition from the same season.
- **Content Management:** Implemented new content control system to enable league-specific text replacement.
- **Registration:** Complete re-write of player registration system, including improved eCommerce processing and league-managed custom questions and reporting.
- **Registration:** New registration system can now accept 100% scholarship ('zero fee' registrations).
- **Credit Card Processing:** Added league control over the level of address verification used in AVS.
- **Tournament Accounting:** Enable access to accounting ledger for any prior season.
- **Referee Scheduling:** Added region number to manual assignment tool when assigning referees in inter-regional competitions.
- **Field Status/Management:** Added comment field to each field on field status. Fields may also be set inactive from the playing fields administration tool.
- **Event Manager:** Link added to event roster to send email to all attendees via the email manager.
- **Player Editor:** Player search now uses updated reporting engine and team assignments column is now a link that will go to the team roster.

## Version 1.2.6 Fall 2012 Update

- **Email Manager:** Option added to only fetch detailed list of users when necessary; improve performance when we don't need to preview the entire list.
- **Email Manager:** New competition-specific lists by division.
- **Tournament Transactions:** Reports updated to new reporting engine.
- **Rosters:** Rosters will now show any player as having a birth certificate (b) who is explicitly marked as such in the player editor or who has played in a previous year.
- **Ratings:** Added new modular player ratings systems to allow for league-specific player ratings.
- **Admin:** Added transaction ledger to registrar reports and re-wrote donation report in new, Excel-friendly report format.
- **Referee Scheduler:** Re-wrote admin approval function for increased performance. Drop-down referee menu replaced with auto-complete text input.
- **Referee Scheduler:** Approval function now has 'approve all requests for day' button.
- **Referee Scheduler:** Performance improvements for administration functions.
- **Scores & Standings:** Score input is now asynchronous and does not require submitting a form.

- Admin: Added an option in the control panel to restrict the assignment of volunteer points to users with Safe Haven certification + current eAYSO registration.
- Game Scheduling: Division directors and administrators can now view unpublished games on individual team schedules.
- Event Manager: Events may now span multiple days.
- Event Manager: Leagues with multiple credit card accounts may now select the account for event fees on a per-event basis.

## Version 1.2.5 Summer 2012 Update 2

- Admin: Certifications may now be cleared from a user record.
- Admin: Picture Day scheduling can now support multiple teams per time slot. The number of simultaneous teams per slot is configured in the control panel.
- Admin: Dropped Players may now be marked as 'Never Played' to facilitate National reporting.
- Game Scheduler: Game Scheduler now allows you to block out time so that recurring slots will not be created on dates and times that have been blocked. Individual slots may still be created on a blocked window.
- Game Scheduler: Added visual indicators to games with referees assigned, playoff games, and games where points counts.
- Practice Scheduler: It is now possible to clone a date span (a week).
- Practice Scheduler: The visual practice scheduler will now create slots as well as handling team assignment.
- Admin: Competition hosts may now create, edit, and set active or inactive teams belonging to that competition from guest leagues.
- Admin: Competition hosts may now assign players to teams belonging to guest leagues.
- eAYSO Sync Update: Parse out multiple-certification cell data in eAYSO exports.
- Ref Scheduler: Games now display end time as well as start time.
- Ref Scheduler: There is now a confirmation popup box when removing an assignment (either self-scheduler or admin scheduler)
- Ref Management: Added indication for provisional eAYSO certifications, last eAYSO Year, and Safe Haven yes/no column.
- Ref Management: Referee Competition Setup function now displays a list of all referees that can access the competition.
- Email Manager: Added email manager categories for competitions: staff (coaches/team admin), referees, and parents.

## Version 1.2.4 Summer 2012 Update 1

- Team/Coach Assignments: Added eAYSO registration ("is volunteer current") and certifications to coach assignment page.
- Team/Coach Assignments: Any volunteer type may now be assigned to a team. Non-Coach volunteer types do not have any functionality.
- Admin: Added "inLeague provisional certifications" to attach or detach eAYSO certifications to user records. eAYSO sync updated to overwrite provisional certifications when eAYSO certifications are found.
- Admin: Added eAYSO reporting center to registrar reports page.
- Admin: Cleaned up registrar reports page.
- Referees: Added Referee Setup functions for access control by competition and division.
- Referees: Added Referee Setup functions for defining positions by competition and division.
- Referees: Referee scheduler UI re-written.
- Referees: Re-wrote Referee Management utility to allow bulk adding of provisional certifications and removed obsolete checkboxes for competition access control.
- Registration: Replaced old registration count with new projections feature.
- New login page.
- Coldfusion Server upgrade for enhanced performance and functionality. Beginning of transition to new object model for rapid deployment and improved reporting.
- Event Manager: Re-wrote event manager index to use new reporting engine and to handle non-logged-in users clicking on events more smoothly.
- Coaches with registered children on a tournament team can only make payments on behalf of their children (and not the general 'coach payment' that they would otherwise be able to make).

## Version 1.2.3 Spring 2012 Update

- **Admin:** Coach and divisional assignments are now separate functions.
- **Email Manager:** It is now possible to send an email from the email archive to the same group as a previous email.
- **Scheduling:** Re-wrote game scheduler engine for better cross-browser support.
- **General:** Google Translate option added to all inLeague pages.
- **Admin:** Report of assigned coaches now included eAYSO certifications, Safe Haven check, competition filter, and new reporting format.
- **Email Manager:** Complete redesign of the email manager to better accommodate large numbers of recipient lists.
- **Event Manager:** Events can now be locked to players registered for a particular season.
- **Event Manager:** Added text box for custom text to be appended to confirmation emails.

## Version 1.2.2 Winter 2011/2012 Update

- **Game Schedule:** Division directors and game schedulers may now view an entire divisional schedule even if it has not been published.
- **Scholarships:** First release of new scholarship system with per-family discounts applicable to registration, tournaments, and events.
- **Reporting:** First release of overhauled reporting system on standard divisional registration report.
- **Documentation:** First release of online documentation with ability for individual leagues to edit and maintain local versions.
- **Team builder:** First release of the automated team builder tool that makes team assignments based on player ratings, age groupings, and whether family members are coaching.
- **Events:** Events now have a mass-cancellation/refund button that will cancel all sign-ups and issue refunds for any fees.
- **Game Scheduler:** The game scheduler will now properly default to the correct default slot length when creating slots and only one division is selected. Changing the division in the slot creation popup window will also automatically update the slot length selector.
- **Game Scheduler:** Added the option to attach an inline ICS file to a 'schedule email.'

## Version 1.2.1: Fall 2011 Update

- **Playing Fields:** Added a Field Status tool and public display page for rainouts / field availability updates.
- **Player Ratings:** Player ratings can now be activated or deactivated by competition.

- **Email Manager:** Added 'All Volunteers' (selected season) group to region-wide recipients.
- **Tournament payments:** Tournament payment page will now display optional instructions for payments supplied in the competition manager.
- **Admin:** Added a divisional report of coach and referee volunteers who do not have AYSO ID numbers.
- **Referees:** Ref schedule will now default to the following week on Monday rather than Sunday.
- **Referees:** Mousing over the team matchups in the referee scheduler will display a popup with the team coaches.
- **Registration:** Either home phone number or cell phone number is required for all users (previously, home phone was always required).
- **Events:** Event roster view now shows AYSOID.
- **Events:** Event sign-in sheet now sorts by name.
- **Email Manager:** Text editor now supports underlines.
- **Admin:** Assigned coaches report will now include the previous division from the previous season.
- **Registration:** Added option to support 3 1/2 year olds for U5 divisions.
- **Referees:** Referee credits can now be configured to different values for each competition (rather than always awarding 1 point per game)
- **Events:** Events can now award volunteer points to coaches (and only coaches) which will be automatically applied to all teams they are coaching. In the future, credits will be able to be given to any attendee and then assigned to a team rather than automatically credited.
- **Competition Managers:** Replacing the top-down Area Director and Area Staff access levels is the new role of Competition Manager, which can be assigned to any user and which will grant them read, reporting, and locking permissions over teams in that competition, as well as access to enter scores for any games in the competition. All former area reports have been re-written to accommodate competition managers.
- **Field Monitors:** Formalized the concept of a 'field monitor,' somebody with access to the referee scheduler but with the idea that they are signing up for a 'field monitor' competition with longer time slots rather than individual games. A referee marked as 'monitor' with the 'field monitor' certification will not be able to access the regular referee self-scheduler, while a referee marked as 'monitor' with any other certification will be able to access both.
- **Admin:** Busy coaches report now defaults to sorting by division and allows an option to sort by name.
- **Admin:** Numerous performance enhancements to busy coaches report.

## Version 1.2.0: Summer 2011 Update

- **Rosters:** Coach privacy option added to the control panel to remove coach phone numbers from rosters and team assignment emails.
- **Admin:** Team assignment emails now allow the use of alternate emails on an account as the 'reply to' address just as the email manager does.
- **Email:** Volunteers can now 'send as' alternate email addresses on their accounts.
- **Email:** The email manager preview screen now has a 'back' button that should more reliably save email contents and recipient groups than the browser back button.
- **Email:** The email manager now archives emails sent for two years.
- **Rosters:** Rosters may now have embargo dates set on the division and competition level as well as on the season level.
- **Admin:** Registrars may now merge two user records from the 'merge user' tab in the user editor; this will transfer financial transactions and referee history to the account that remains.
- **Rosters:** Competition managers may now lock rosters as well as regional control of roster locks from other inLeague regions that are part of the managed competition.
- **Referees:** Referees may now self-schedule for games hosted by other regions.
- **Rosters:** Inter-regional competition team rosters may now be viewed by host competition managers.
- **Scheduling:** Inter-regional competitions may now be scheduled after each region has configured the competition host.
- **Scheduling:** Game schedules can now be published, either on the competition level or the divisional level, and only published games will appear in the public game schedule and the referee self-signup schedule.
- **Scheduling:** The game scheduler now has a 'void matchups' button that will allow you to void all match-ups within a specified date range in the selected competition.
- **Scheduling:** Coaches, assigned referees, and uniform colors now appear in the 'quick edit' window in the game scheduler.
- **Scheduling:** UI updates to make better use of screen real estate.
- **Scheduling:** The matchmaker now evenly divides home and away games between all teams as best it can, and Bye games will always be at the last slot of the day.
- **Scheduling:** The game scheduler can now optionally display additional competition schedules as well as the primary selected competition.
- **Scheduling:** The matchmaker now allows an arbitrary length of one 'round' of games, e.g. the amount of time in which it will try to schedule each team to play once.
- **Registration:** Assigning a waitlisted player to a team will automatically remove that player from the waitlist.
- **Registration:** Player cell phone numbers may now only be collected for children at least 14 years old.
- **Site-wide:** New 'embargo page' feature allows webmaster-level users to lock any inLeague page until a specified date.

## Version 1.1.9: Spring 2011 Update

- **Site-wide:** New authentication scheme allows users to log in directly to almost any page on the site.
- **Volunteers:** General Volunteer Pool report now has additional functionality for smaller recordsets (< 250 records). Some less-used fields removed from the on-screen display to improve performance.
- **Registration:** The registration status and age assignment report now includes the fees for each age group and each date shown.

## Version 1.1.8: Winter 2010/2011 Update

- **Registration:** Player assignment page now shows average rating across all seasons.
- **Volunteers:** New generalized volunteer report available for division heads and volunteer administrators with filters by volunteer type and division.
- **Scores & Standings:** Cleaned up the game results page and individual game detail page.
- **Admin:** Authorizations center allows for quick scanning and removal of access levels from all the users that possess them.
- **Tournaments:** Coaches of tournament teams may now make credit card payments to their teams without having a child on that team.
- **Registration:** Post-season assignments (any assignments to 'tournament' teams) now appear in a separate post-season tab in the family profile.
- **Admin:** The competition setup screen now has options to specify whether tournament payments may be made for a particular competition and whether coach feedback should be accepted.
- **Coaches:** Added an option for coach feedback alerts to appear on the welcome page.
- **Registration:** Financial aid application option added.
- **Registration:** Coach preferences form option added to replace single-field 'coach comments.'



- **Registration:** New volunteer code 'flex' system allows region administrators to define their own volunteer codes and automatically access reports and email manager recipient lists for each code.
- **Coaches:** Added an eAYSO-style tournament roster.
- **Coaches:** Added eAYSO-style Player ID cards.
- **Registration:** Added AYSO Kids Zone Pledge and option to enable or disable it from the control panel.
- **Referees:** Referee Situation Manager added to keep referees from signing up for games involving specified teams or players.
- **Referees:** Area competitions will now show referee region conflicts when a referee signs up for a game with a team from the same region as the referee.
- **Player Ratings:** The player ratings scale can now be configured in the control panel.
- **Referees:** Regions that do not use ARs for lower division games may now eliminate the 2nd AR position for U8 and below from the control panel.

### Version 1.1.7: Fall 2010 Update

- **Referees:** Each competition now has an option for the maximum number of daily referee assignment requests.
- **Donations:** The donation page now has the capability of accepting a donation which is explicitly not tax-deductible (e.g. earmarked for a gift).
- **Referees:** Divisional referee volunteer reports now show referees who did not select the division but who have children in it. They are listed separately.
- **Email Manager:** Emails sent to 'all head coaches' in a division now also go to division directors for that division.
- **Referees:** inLeague now ties into Google Maps for time- and distance-based conflict checking. If a Referee signs up for a game that starts sooner than the time it takes to drive from his or her previous assignment, they will be notified. Referee administrators have a report to show all such conflicts.
- **Referees:** Referee email blast function moved from scheduler admin pages to a standalone, expanded 'email assigned referees' page that allows selection of specific games.
- **Referees:** Referee stats by region page now allows you to show stats for a particular week as well as the whole season or all seasons.
- **Referees:** Referee schedulers now have the option of emailing all assigned and/or pending referees for a Saturday or a Sunday in addition to a whole weekend.
- **Schedule:** Game schedule display revisions: alternating gray rows; game score is now highlighted in the region color; orange corner cells replaced with region-appropriate color.
- **Scores & Standings:** Column widths fixed so the display is more even. Added mouseover tooltips to column header abbreviations.

### Version 1.1.6: Summer 2010 Update

- **Referees:** For regions with area play, a referee assignment statistics report by region is now available under the ref admin index.
- **General:** Volunteer report of team manager volunteers is located under Division Management.
- **Scheduling:** Division directors and game schedulers can now 'swap games' directly in the scheduler pro, which will trade match-ups between two slots between any games within 24 hours of the selected game.
- **Referees:** Referee statistics page now shows pending requests, archived deletions, certifications, and a breakdown by division and by position of all past assignments.
- **Referees:** Referee schedulers can now archive a deleted assignment or pending request to keep track of when and why referees were removed from games.
- **Referees:** Individual referee stats page now shows breakdown of assignments by division (current season or all seasons), certifications, and pending assignments.
- **Referees:** Control panel options governing referee credits -- limit credits for a single ref to one team; optionally lift the limit for one month out of the year; raise the limit for upper divisions.
- **Referees:** Enable or disable 'standby' referee signups in the control panel.
- **Scheduling:** Control panel options to allow division directors to edit fields, times, match-ups, all of the above, or none of the above.
- **Admin:** Split 'Administrator' access level into 'Player Administrator' and 'Volunteer Administrator.'
- **Admin:** Donation report now shows the sum of all donations listed.
- **General:** Added a 'My volunteer certifications' page available to all users for regions that use the eAYSO Sync feature.
- **Scheduling:** Game scheduler now has a color scheme for even-numbered divisions.
- **Admin:** Team list now allows editing of team 'letters' and has a 'display active teams only' button.
- **Ratings:** Player ratings may now optionally be entered for previous seasons.

### Version 1.1.5: April/May 2010 update

- **Events:** Events may now be listed for users only or players only.
- **Events:** Events now support credit card processing for fees, which can be set for users or players.
- **Events:** Events may now have documents attached to them.
- **Events:** Events now support referee and coach clinics more explicitly.
- **Events:** A link has been added to the event roster page that allows an administrator or event contact person to email everyone signed up for the event via the email manager.
- **Events:** The roster can now be printed in 'sign-in sheet' style, which is printer-friendly and displays the AYSO ID for any registrant who has one on file.
- **Events:** Event manager visual styling update.
- **Coaches:** Coach volunteer reports now include coaches with no divisional preferences (displayed after the divisional report).
- **Admin:** New board assignment and roster system.
- **Referees:** Chief Referees can now access the 'Referee Management' page for their own divisions.
- **Referees:** Added a report for open referee assignments (divisional) that can be emailed to referee volunteers.
- **Referees:** Welcome/post-login page now shows games with open CR or AR slots for the upcoming week.
- **General:** Welcome/post-login page now shows upcoming games for players in your family profile.
- **Email:** Email manager now has slightly more friendly errors for file-attachment SNAFUs.
- **Admin:** Donation report now allows you to specify range of donors and to compose an email to the list you have selected.

### Version 1.1.4: February 2010 Update

- **Registration:** Visual style update to registration pages.
- **Coaches:** Added functionality to coach feedback reports for increased accessibility and usability.
- **General:** New inLeague templates support wider resolutions for more efficient use of screen real estate.

### Version 1.1.3: January 2010 Update

- **Statistics:** Support for Google Analytics enabled.
- **Admin:** All standardized registration reports now have a filter to display only players registered between certain dates.
- **Email:** All standardized registration reports now have a link to pass email addresses all of the displayed records to the email manager.
- **Registration:** Added new registration survey/questionnaire option.
- **Registration:** Added a report showing division assignments and registration status for every possible age group.
- **Scores & Standings:** Standings pools now display volunteer point totals for leagues that use them.
- **Ratings:** Division Directors now have a Player Ratings Analysis report which shows average ratings for each time, standard deviation, average ratings for the whole division for the current season, and the whole division for all seasons.

### Version 1.1.2: September/October 2009 Update

- **Scores & Standings:** Expanded Scores & Standings access: A DD can update any game in their division. A center ref can always update their own game.
- **Referees:** Referee admin approval mode now allows selective updates and has a select/de-select all button.
- **Registration:** Added a sibling report to show all registered players who have a registered sibling.
- **Referees:** Referee schedulers can now schedule a referee as 'pending' rather than as a confirmed assignment.
- **Financial:** Financial tracking report now includes 'other' transactions (e.g. Yearbooks)
- **Scheduling:** New Practice Scheduler Pro released. Similar functionality to Game Scheduler Pro.
- **Registration:** Family profile re-written for a tabbed display to better organize parents, players, and team assignments.
- **Registration:** Added yearbooks module to the Family Profile. If enabled in the Control Panel, parents may order yearbooks for their children and pay (price set in the control panel) via credit card. Coaches will have a report under Team Rosters & Admin to distribute them.

### Version 1.1.1: August 2009 Update

- **Game scheduler:** New 'game scheduler pro' with drag-and-drop/calendar interface released.
- **Game scheduler:** Game scheduler pro 'quick edit' now allows you to edit any aspect of a game, including field, time, date, playoff status, whether the points count, and comments.
- **Practice scheduler:** New practice scheduling structure allows for division-agnostic practices and relies on a 'maximum number of teams per practice' setting from Playing Fields rather than manually specifying it for every practice.
- **Player Ratings:** Some ratings displays now have an 'older/younger' column that depends on whether the player is in their first or second year in a division. If they are new, it is based off their age as of August 1.
- **Registration:** There is now a report listing all players without team assignments in the selected season.
- **Game scheduler:** Playing fields may now be designated as practice fields, and a value may be entered for the maximum number of practices held simultaneously on that field.
- **Email:** For leagues that use automatic 'move-ups,' there is now an email manager category for parents of children who are eligible to be moved up, but who have not been moved up and are not marked as 'move-up asked.'

### Version: 1.1.0: July 2009 Update

- **Admin:** Division team assignment emails can now be sent to players assigned after a specified date, rather than just all assigned players or individual players.
- **Registration:** There is now a report listing dropped players for each season and a summary report indicating the total numbers dropped in each division in each month.
- **Referees:** There is now an email manager category for referees whose assignments were made within the last hour, the last 12 hours, or the last 24 hours.
- **Admin:** There is now an email manager category for sponsors that allows you to download or email lists of sponsors within the last two years or the last three years, optionally excluding any who have returned to sponsor within the last year.
- **Registration:** There is now a registrar report that shows all players on scholarship.
- **Registration:** There is now an option in the control panel to set a date for each season after which division heads will be CC'd on registration confirmations.
- **Referees:** For leagues with divisional (rather than league-wide) referees, volunteer division preferences are now saved on a per-season basis rather than as a single preference for every user, so it is possible to email Fall 2009 referees who have signed up while Spring season is still underway (i.e. the referees' Spring preferences are not overwritten as soon as they sign up for the Fall).
- **Ratings:** For leagues with complex ratings (rather than a single overall rating), the ratings display now uses the new client-side grid that allows for sorting on any column without re-loading the report from the server.
- **Events:** inLeague has launched the new Event Manager. Administrator users (and referee schedulers) may create new events which will be displayed on a publicly-accessible page. Logged-in users may register anyone in their family profile for an event that is marked as open for registration, and administrators (or the event contact person) may view the event roster. Additional features are forthcoming.
- **UI:** There is now a **help for this page** on some pages as inLeague creates and expands its on-line help database for users and administrators.

### Version 1.0.9: June 2009 Update

- **Admin:** Registrar users on up now have a 'quick navigation' bar for player and user searches that will appear on most pages.
- **Admin:** inLeague can now accept volunteer certification downloads from eAYSO for certifications classified as 'coaching,' 'refereeing,' and 'instruction.' These certifications will appear in the user editor.

### Version 1.0.8: May 2009 Update

- **Email:** Added additional controls to the email manager to prevent the system from attempting to email an invalid address. Also pruned all invalid addresses in the system.
- **Email:** Added a 'new parents for division' and a 'returning parents for division' categories to the email manager.
- **Email:** New 'send as' feature automatically looks up user accounts for registrar-level users and above so that they can send an email on someone else's behalf.
- **Admin:** Added an 'administratively invisible' field to the user editor so that users may be given admin level access (or RC, or board, or Area board) but not appear when emailing those recipient groups. Intended to allow people to assist in these roles without appearing themselves as that role.

## Version 1.0.7: April 2009 Update

- **Server:** Transferred all inLeague web applications to a new and much faster server.
- **Referees:** Leagues with referee division preferences now have those preferences 'auto-promote' every fall, such that the default values selected in the user prefs screen are one division up from what they were previously.
- **Admin:** Coach feedback reports no longer display duplicate ratings entries.
- **Registration:** Added an **AYSO Extra** option for leagues that want a registration question about it (and corresponding email manager groups).
- **Registration:** Refunds no longer sometimes overwrite the registrar comments.
- **Scheduling:** Re-wrote calendar export for team schedules for increased compatibility with calendaring clients.
- **Email:** Made email manager categories belong to expandable drop-down DHTML menus to reduce clutter. Added the capability for admin to email any team (since we can now handle the increased number of recipient groups) and for DDs to email any team in their division.
- **Email:** Added an email 'preview' screen to review the email and its recipient groups before sending.
- **Email:** Added a 'BCC' field. 'CC' fields now display in the email (individuals CC'd will show up at the bottom with their names if they are in the system and their email addresses if not)

## Version 1.0.6: March 2009 Update

- **Admin:** Coach volunteer reports are now identical whether coaches have preferences for coaching certain divisions or not.
- **Email:** Added email manager groups for 'orphan children' (parents who have children in the system who have never been registered) and 'unpaid registrations' (parents of children in the current season who have attempted to register but not completed a registration).
- **Admin:** Added a 'ratings history report' that shows the previous four seasons of ratings for all players in a division, with links to an individual player's complete ratings history.
- **Admin:** Added a function to the Control Panel to clear out all team name and uniform color information so that leagues that do not wish this information to be 'inherited' across seasons may remove it.

## Version 1.0.5: November/December 2008 Update

- **Game Scheduler:** Added a new feature to swap games (A now plays all of B's games; B now plays all of A's previous games).
- **Email:** The email manager now properly filters each address in the 'CC' field if multiple addresses are entered.

## Version 1.0.4: October 2008 Update

- **Admin:** Team assignments are now archived, such that a record is kept every time a player is added or removed from a team of who added or removed which player to which team, and when. Useful in conjunction for 'locking' rosters for tournaments in which players must be assigned by a particular date
- **Registration:** Added a 'new players in division' and a 'new and second year players in division' report under Division Management
- **Admin:** The player editor now 'remembers' the next and previous records in your search if you edit a parent's record from a player record (temporarily leaving the result page)
- **Scores & Standings:** Enabled mass-entry of scores for all games in a division for administrators.
- **Scores & Standings:** Reformatted display for game list for improved usability.
- **Scores & Standings:** Added option to display only games whose points count.
- **Scores & Standings:** Team schedules now display scores
- **Scores & Standings:** Added red card report as well as a general points added/deducted report.
- **Admin:** Added several more options to the control panel - some registration related (enable VIP or co-ed divisions) as well as the option to enable competitive play (aka Scores & Standings)

## Version 1.0.3: August 2008 Update

- **Admin:** Added Division Director team assignments email blast feature - DDs can now send an email to all parents in their division that includes player assignments and a link to the child's team roster. Feature becomes available after 'roster date' in Season manager and records when it has been done for the season to avoid having it done more than once. DDs can also re-send the email to the parents of a particular player if team assignments change.
- **Registration:** Added a page for the public site showing current status of each division: open, full but accepting wait-list registrations, or closed
- **Game Scheduler:** Updated matchmaker to work with atypical schedules
- **Game Scheduler:** Added a 'display by field' function .
- **Admin:** Added a division volunteer report to list safe-haven certified parents; added a safe-haven column to most other volunteer reports that didn't already have one

## Version 1.0.2.: July 2008 Update

- **Admin:** Web site errors now immediately generate an email to inLeague and display a 'friendly' page rather than an error box.
- **Admin:** New front end for activating, deactivating, and adding new teams

## Version 1.0.1: June 2008 Update

- **Documents:** Document manager: Allows upload and categorization of permitted document types that can be displayed anywhere on the site
- **Pool Play:** Assign teams to pools for use with Scores & Standings and Matchmaker applications
- **Scores & Standings:** Rewrite of S&S system to support better tiebreaking, more useful displays, easier input, and 'official' scores
- **Email:** Added email manager groups for all referees assigned to games for any of the next three weekends, as well as categories for referees with pending assignments

## Version 1.0 Release: May 2008

- **Admin:** Consolidated practice scheduling, game scheduling, matchmaker, scores and standings, referee scheduling, and registration so that each is available for all leagues
- **Admin:** Added inLeague control panel to adjust league-wide application settings.
- **Registration:** Added season manager interface that allows registrar users to adjust registration opening and closing dates.
- **Registration:** Added a cash & check input screen for in-person or by-mail registrations
- **Registration:** Added a credit card payment screen to accept payment for a previously entered registration
- **Design:** Visual redesign to support new templates for all leagues
- **Email:** Rewrote email manager to include description of recipient lists (so that recipients are told the group to which they belong that made them a recipient) as well as checkbox category selection rather than drop-down selection, allowing for unlimited category selection
- **Email** Parents can now email other parents who have children on the same team as their own
- **Email:** Enabled email address downloads for all leagues
- **Email:** Added categories for 'unreturned parents' - parents who registered for one of the last two seasons but have not yet registered for this one
- **Email:** Added support for multiple attachments
- **Tournaments:** Tournament admin can now change the team to which a tournament credit card transaction is applied
- **Game Scheduler:** Added the 'schedule emails' feature that allows an administrator to send an email confirmation of selected games for any weekend to coaches, referees, and/or parents.
- **Admin:** Added a report that shows coaches who are assigned to more than one team that shows their games for a weekend to facilitate scheduling. Functions as a standalone, league-wide report and a divisional report
- **Referees:** Referee schedulers can now view the duplicate user report and remove inactive/orphaned accounts.
- **Referees:** Referees can now be deactivated en-masse from the referee management screen
- **Referees:** Referee scheduler self-schedule review mode allows schedulers to select just Saturday, just Sunday, or the entire week
- **Referees:** Referee management screen now filters by region, including all non-local regions, all regions, or any one region
- **Coaches:** Coach feedback summary report now separates coaches who have never been rated from coaches who have to reduce clutter
- **Coaches:** Coach feedback summary report allows administrators to filter coaches with a specific average rating (or lower), as well as coaches who have ever received a specific rating (e.g. 'any coach who has ever received a 2' or 'any coach who received an average of 2 or less during Fall of 2007')

**Before 1.0:** Before May 2008, the inLeague system was known as 'AYSO-Online'. 'Version 1.0' refers to a near-complete rewrite that was done on the older system. The 'AYSO-Online' system was in use and under active development from 2002 until 2008.