Tools Action

> Drop a team and assign byes, or just save byes.

Drop Team and Save Byes

Select team	Select team to be dropped from the current season.
Start date	Date of first match for which the team should be dropped. Preset to the start of season date.
Opponent match win	Check here if a match win should be awarded to the opponent team.
Type of bye	Game win points to be awarded to the opponent team. **Fixed**: manual entry **Average**: average from all other matches played **Average with minimum**: assign *Game win points* as entered below if average is lower.
Game points	Fixed game win points or minimum points to be awarded to the opponent team. Preset is configured in the Bethico Component options.

1. Choose type of bye for all opponent teams. This will enter arbitrary match information for teams with byes. No existing match information will be replaced.
2. If you save byes, enter Opponent match win, Type of bye, and Game win points.
   Tap Save Byes
3. If you drop a team, select the team to drop and the date the team is replaced with a bye first. All matches of that team, starting from the date entered here, are replaced with a bye. Tap Drop Team
4. If you enter a first match date prior or equal to a date where the team to be dropped still played a match, then all match data will be deleted and players ranking reset as if the match was never played. You should enter the date of the first match where the selected team forfeited here.
5. To keep all played matches set the first match date to 'today', then all forfeits and remaining matches in the current season will be set to a bye.

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