Coaches Quick Start Guide to Lineup Manager

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The fast path to running your first game in Lineup Manager — for the full walkthrough, see the Coaches Guide.

The essentials

1. **Accept your invite.** Open the email from your club admin and click the invite link. Create an account (or sign in) when prompted. The app lives at **lacrosselineupmanager.com** — bookmark it.
2. **Pick your club and team.** If you coach more than one team, choose the right one after signing in. If you belong to more than one club, your club's name at the top of the page becomes a switcher so you can hop between them later.
3. **Check your roster.** Your admin may have already added the roster — if not, add players from the Roster tab, or paste in a CSV.
4. **Put it on your phone.** Open **Getting started** (top of the page) for a one-tap install card. On iPhone, open the site in Safari, tap Share, then **Add to Home Screen**. On Android or Chrome, tap **Install app**. It then opens like any other app.

Before every game

1. Open the game from the Games tab, or schedule a new one and pick a **Format** — Field, Sixes, or Sevens (see the Coaches Guide for what each means).
2. On the right, set each player's availability — Available, Maybe, or Not Available.
3. On the left, build the lineup: pick a player for each slot. Only Available/Maybe players show up as choices. The slots shown automatically match the game's Format.
4. Anyone not in a starting slot appears on the Bench below the lineup.
5. Need more than three middies? Click **+ Add Middie line** under the last middie to add a line of three more (Middies 4–6 as Middie Line 2, then 7–9 as Middie Line 3). It works with or without subs. Only Middies 1–3 count as starts.
6. Want substitutes? Flip the **Subs** switch under the word Lineup (Field and Sevens games). It adds 2 attack, 3 midfield and 2 defense sub spots for that game, and they print on the lineup sheet too. The sub dropdowns list every available player, starters included, so an attacker can also be your first midfield sub.
7. Click Print lineup sheet to print or save a PDF copy for game day.

Playing a tournament?

1. On the Games tab, add the event under **Tournaments**, then pick it when you schedule each game.
2. Set availability once, then use **Copy availability from another game** (top of the availability list) on the other games. It only fills in players still at No Response.

Need a guest player?

1. On the game's page, click **+ Add guest** at the top of the availability list. Pick someone from your guest roster, or type a new guest's name (and number and position, if you like).
2. Guests stay off your main roster and show only on the games you add them to. They're saved so you can reuse them, and they appear in History under a "Guest players" divider. Click the ✕ next to a guest to take them off a game.

Heading to a field with weak signal?

1. The app keeps an **offline copy** of your team's upcoming games — lineups, bench and availability — on your phone. You'll see "Offline copy saved…" near the bottom of your team pages.
2. Before you leave home or the car, tap **Save now** next to it while you still have signal. With no signal, the app opens that saved copy automatically (read-only).

Practice plans (if your club has them)

1. A **Practices** tab appears on your team if your club has the practice plans feature. Don't see it? Ask your club admin — it's turned on per club.
2. Create a plan with a title, date, goals and a list of drills with minutes. Print it, or save it as a template to reuse. Plans are also in your offline copy.

Track work outside of practice

1. Open the **Training** tab and click **Turn on player log link**, then **Copy link** and send it to your players. They need no account: they pick their name, set a 4-number PIN, their own mobile number and a different parent mobile number the first time, then log the day, type of work (Wall Ball, Partner Passing, Shooting, Dodging, Private Training) and minutes.
2. Click **Turn on parent approval link** and send that link to your parents. They pick their child, confirm their mobile number and tap **Approve all**. Time counts in your summary once a parent approves it. Prefer no approval step? Click **Stop requiring approval** at the top of the Training tab and time counts as soon as players log it.
3. The Training tab shows each player's approved time for this week, the last 7 or 30 days, or all time, so you can see who is putting in the work.

Track game stats

1. Open the **Stats** tab and turn stats on. **Team summary** shows every player with a column for each stat (Goals, Assists, Shots, Ground Balls, Draw Controls, Caused Turnovers, Turnovers, Saves, Goals Allowed, Forced Turnovers). Click a player's name to see their game-by-game numbers; **Game logs** shows each game's play-by-play.
2. To keep stats **live during a game**, open **Stat keeper** on the Stats tab, choose a 4-number PIN and click **Turn on stat keeper link**. Send the link and the PIN to a parent volunteer — no account needed.
3. The volunteer opens the link, types the PIN and picks the game. For every play they **choose the player, choose the action and tap Commit** (Goal, Assist, Shot, Draw Control, Ground Ball, Turnover, Caused Turnover, Forced Turnover, Save, Goal Allowed). After a Goal the screen asks **Was there an assist?** — pick the player, or save it as #100 if they don't know and assign it later on the game log. Stats update straight away, and **Undo** in the Recent plays list fixes a mistake.
4. Already get a box score from a stat keeper? On **Enter & import stats**, click **Import**, choose the game and paste the whole message.

After the game

1. On the game's page, enter both scores in the **Final score** card and click Save score.
2. Tick **Friendly** for a scrimmage so it doesn't count toward your record. The Record at the top of the Games tab counts every other scored game.

Need more?

The full Coaches Guide to Lineup Manager covers the roster, guest players, team types, game formats, extra midfield lines, subs, offline use, practice plans, the player training log, the stat keeper link, tournaments, final scores and record, seasons, game film, stats, start history, activity log, and settings in detail.