Hosting Teams from Another League

An iWanamaker (iW) league for high school events can be a high school state association or a private association of high schools. An iW league for junior events can be any junior league in iW. An iW league for amateur events can be any amateur league in iW. The procedure of adding teams from another league can be done in the create event wizard or on the teams step of an existing event.

Please email support@iwanamaker.com if the team you are attempting to add is not in iW.

Adding Teams from Another League in the Create Event Wizard

On the Select Participants step in the Create Event Wizard, choose “HOST” or “VISITORS,” select a league and then a team from the league. The filters can be used to narrow the list of teams. Choose the teams to be added and then select “IMPORT”.

To add teams to an existing event:

- Edit the event and navigate to the Teams page.
- Select the “…” to the right of Teams for this Event.
- Choose “ADD TEAMS FROM LEAGUES”.

The process of selecting and adding teams is the same as the process in the Create Event Wizard. This process will add teams and coaches to the event.

Adding Teams from Another League to an Existing Event

While in edit event mode, navigate to the Teams page and then:

- Select the “…” to the right of Teams for this Event.
- Select “ADD TEAMS FROM LEAGUES”.
- Under Roster Filters, choose the league from which you want to import.
- Select teams to add by checking the box to the left of their name.
- Select “IMPORT”.

Golfers can now be added to the teams in the event by selecting the “…” to the right of each team. Please note that each team's coaches are added when their team is added to an event.

Ranking Teams and Golfers from other Leagues

All team and golfer rankings for all tournaments are included in the ranking system unless a round is specified as excluded by the event manager.

The ranking system updates team and golfer rankings according to specific league parameters. For example, if an event counts the top 4 scores from 5 golfers, but a league's settings dictate using the best 3 scores from 4 golfers, the system relies on the golfers' seeds. Specifically, it will calculate the team iWR by utilizing the scores of the golfers seeded 1 through 3.