

# Admin Site

## How do blackouts work?

Blackouts allow you to set dates that games/volunteers cannot be scheduled on a resource. Navigate to setup->scheduling->blackout and you will see the screen

[Add Blackout](#)

<a href="#">Name</a>	<a href="#">Divisions</a>	<a href="#">Resources</a>	<a href="#">Date^</a>	<a href="#">Start - End^</a>	
Testt	All	All	4/1/2010	1:00 AM - 11:00 PM	<a href="#">Edit</a> <a href="#">Delete</a>
AA Cards	Minors - AA - AA-CARDINALS	All	4/5/2010	1:00 AM - 11:00 PM	<a href="#">Edit</a> <a href="#">Delete</a>
AA Cards	Minors - AA - AA-CARDINALS	All	4/12/2010	1:00 AM - 11:00 PM	<a href="#">Edit</a> <a href="#">Delete</a>
AA Cards	Minors - AA - AA-CARDINALS	All	4/19/2010	1:00 AM - 11:00 PM	<a href="#">Edit</a> <a href="#">Delete</a>

shown below.

If you already have setup blackout dates then they will be listed here. To add a new blackout date, click the add blackout button. You will see the screen shown below.

Name:

Date:

Until:

Limit by Weekday:

Unset

Start Time:

01

:

00

:

AM

End Time:

11

:

00

:

PM

Resource:

All

Level:

All

Team:

--Unset--

Schedule Type:

All

Add

Cancel

You can give the blackout a name. You can set the start and end dates and limit it by a certain day of the week. It also allows you to select any particular resource, level, team, or schedule type that you would like the blackout to affect. After you have added the blackout date, you can edit it at any time by clicking the edit icon next to the blackout name.

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Name:	<input type="text" value="AA Cards"/>
Date:	<input type="text" value="04-12-2010"/>
Limit by Weekday:	<input type="text" value="Monday"/>
Start Time:	<input type="text" value="01"/> : <input type="text" value="00"/> : <input type="text" value="AM"/>
End Time:	<input type="text" value="11"/> : <input type="text" value="00"/> : <input type="text" value="PM"/>
Resource:	<input type="text" value="All"/>
Level:	<input type="text" value="Minors - AA"/>
Team:	<input type="text" value="AA-CARDINALS"/>
Schedule Type:	<input type="text" value="All"/>
<input type="button" value="Update"/> <input type="button" value="Cancel"/>	

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