grovr

HOW-TO GUIDE

FRIENDS & OTHERS

Organise your group's games on grovr

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grovr

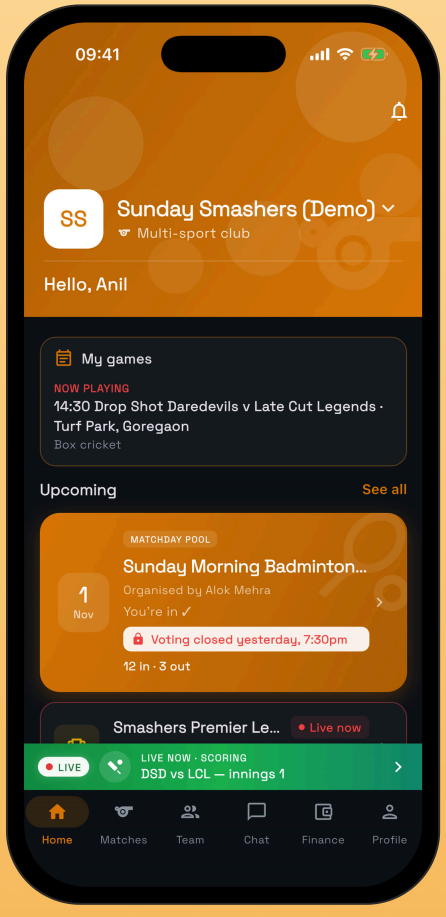
HOW-TO GUIDE · FRIENDS & OTHERS

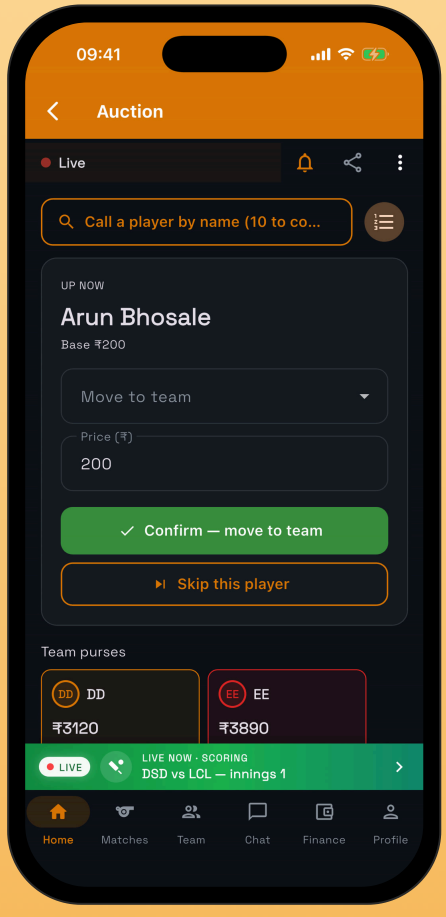
ORGANISE YOUR GROUP'S GAMES ON GROVR

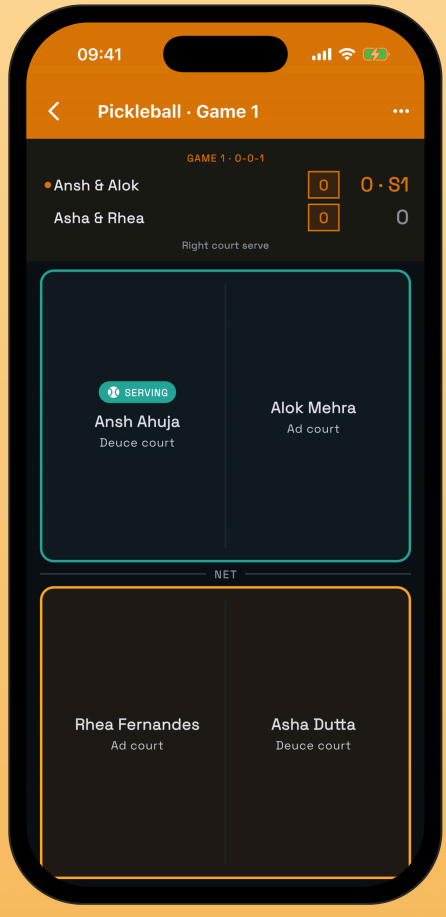
Start your group, sort who's in each week, split the costs, draft teams, keep a league table and score games live — step by step.

Need help? Email **support@grovr.team** · **grovr.team** · Screens show demo data.

Scan to get the app
Opens the App Store on iPhone and Google Play on Android.
grovr.team/get







MODULE 1

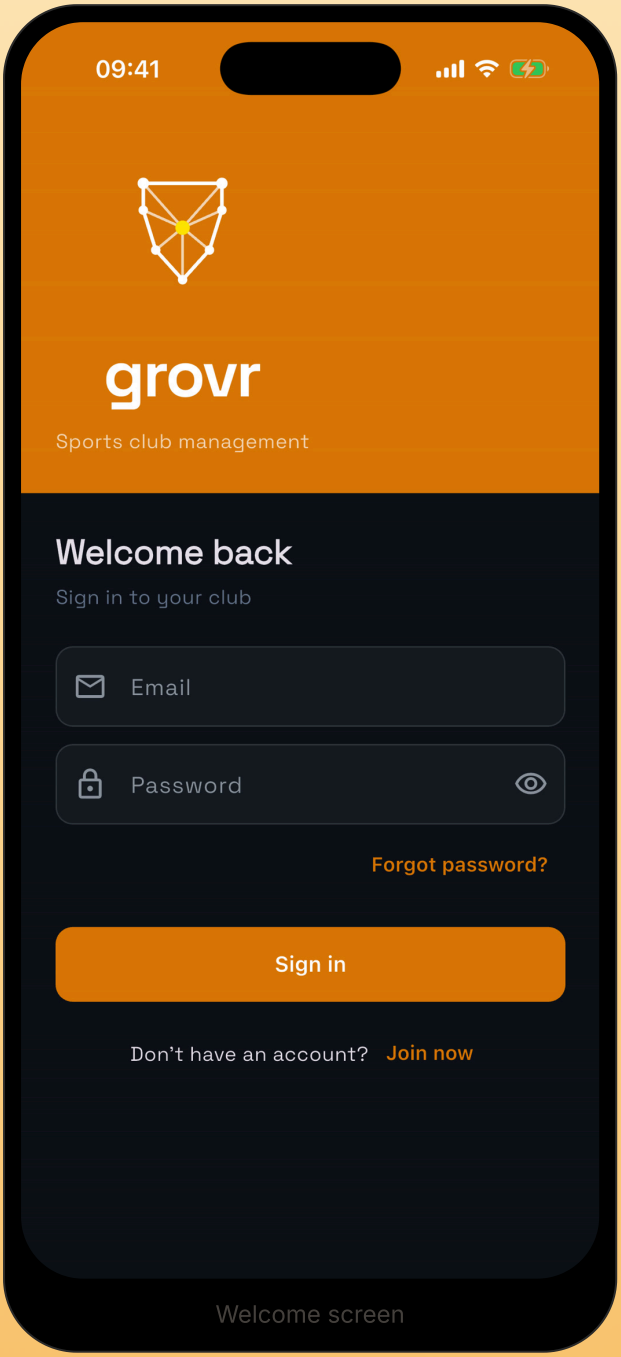
GETTING STARTED

Sign up, create your group, invite your friends and decide who can do what.

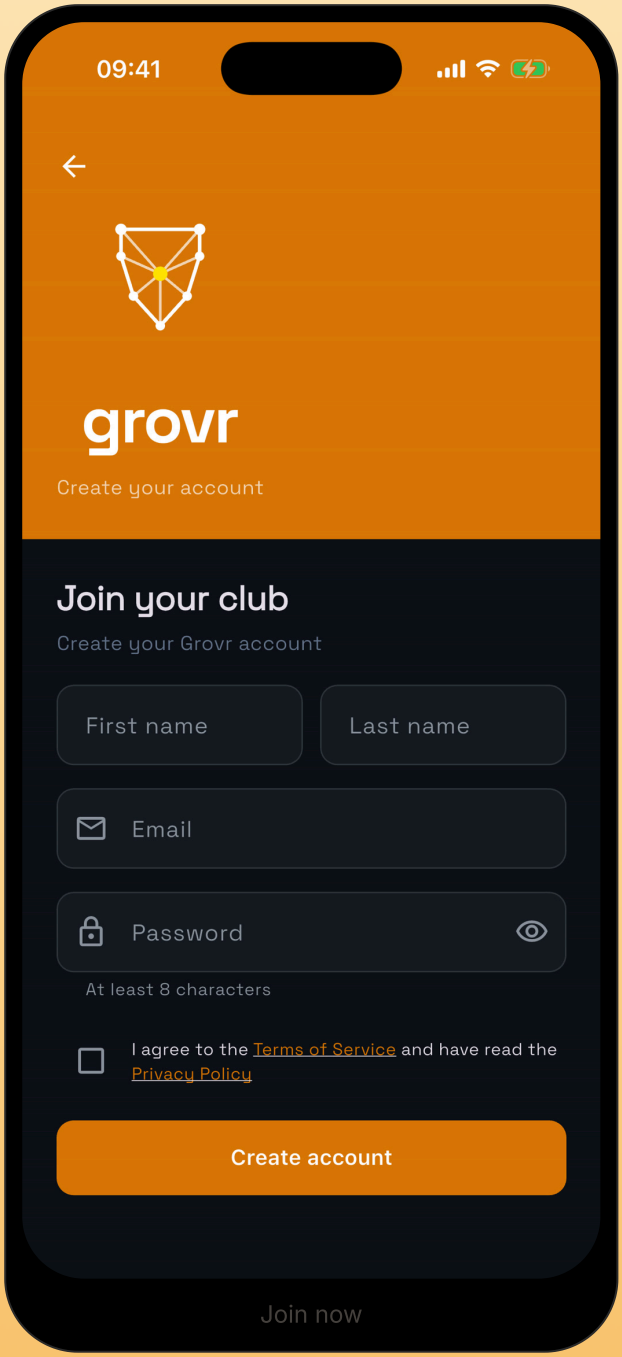
1. Download grovr and sign up
2. Create your group
3. Your home screen
4. Invite your friends with a code
5. Roles: who can do what

1 Download grovr and sign up

1. Install **grovr** from the App Store or Google Play.
2. On the *Welcome back* screen tap **Join now**.
3. Enter your name, email and a password, then confirm your email from the link we send you.



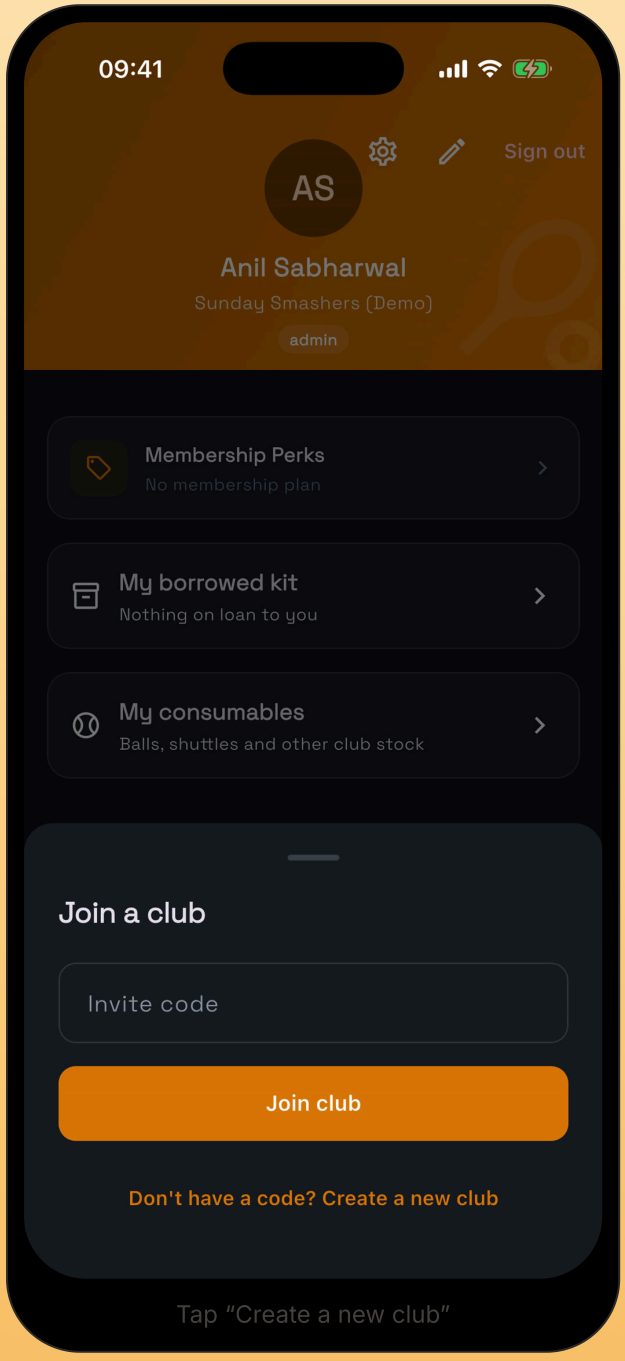
Welcome screen



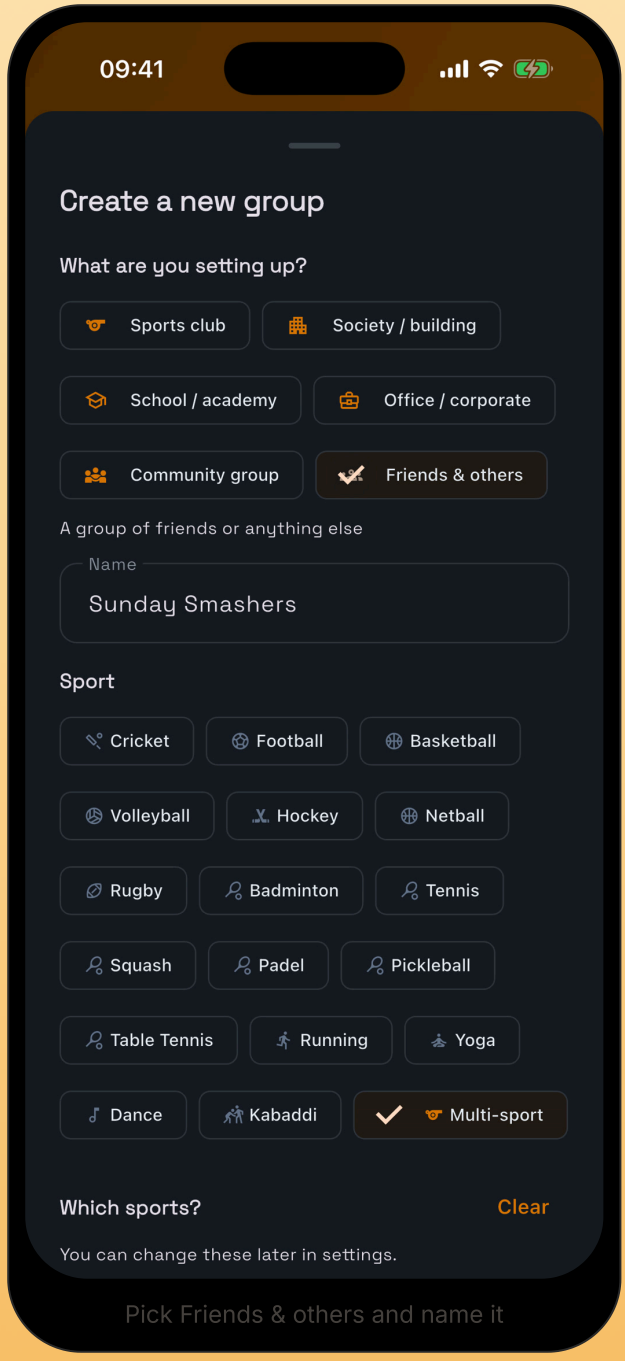
Join now

2 Create your group

1. New here? The app asks you to **Start something new** right after sign-up.
2. Already in a group? Go to **Profile → My Clubs → Join / Create**, then tap **Create a new club**.
3. Under *What are you setting up?* pick **Friends & others**.
4. Type your group's name (e.g. *Sunday Smashers*), choose your sport or **Multi-sport**, and tap **Create group**. You're its admin.



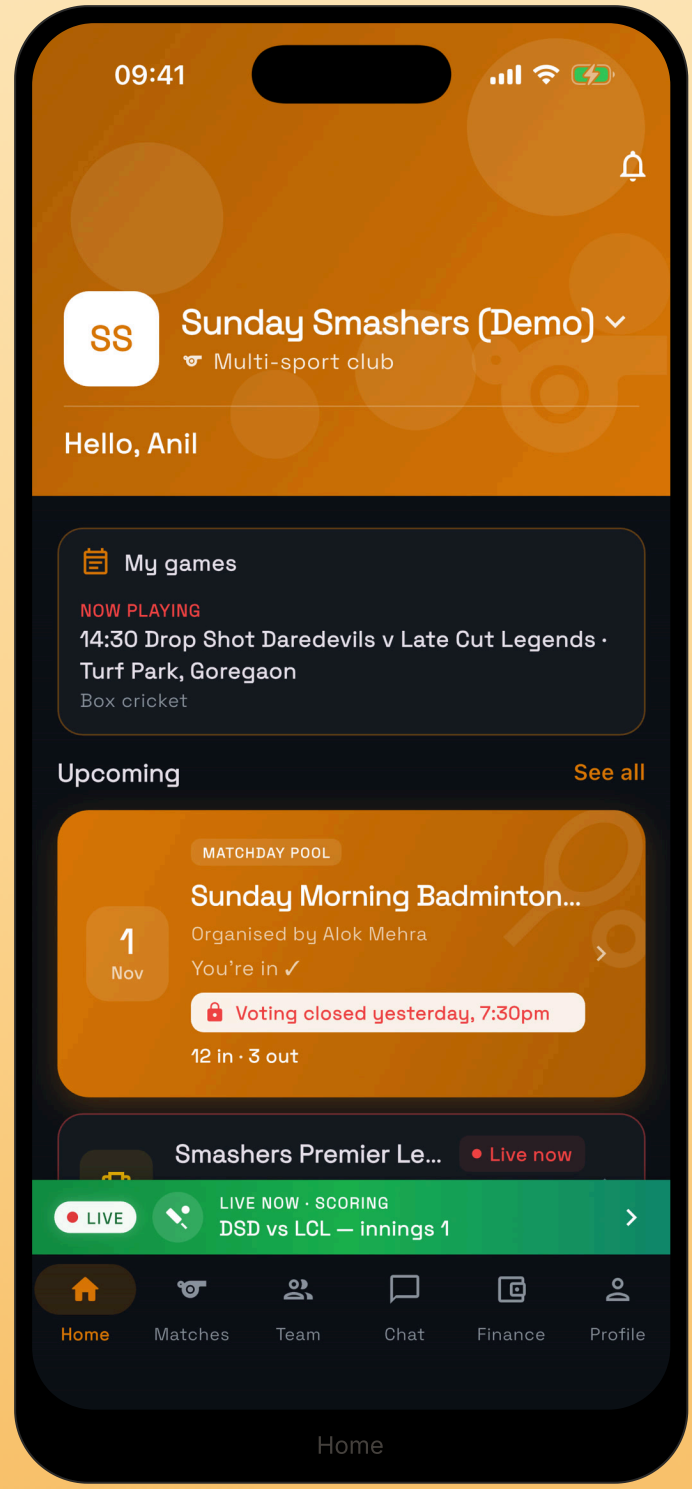
Tap "Create a new club"



Pick Friends & others and name it

3 Your home screen

1. Home shows what's coming up, games that are live right now and quick actions.
2. Tap the group name at the top to switch between groups if you're in more than one.



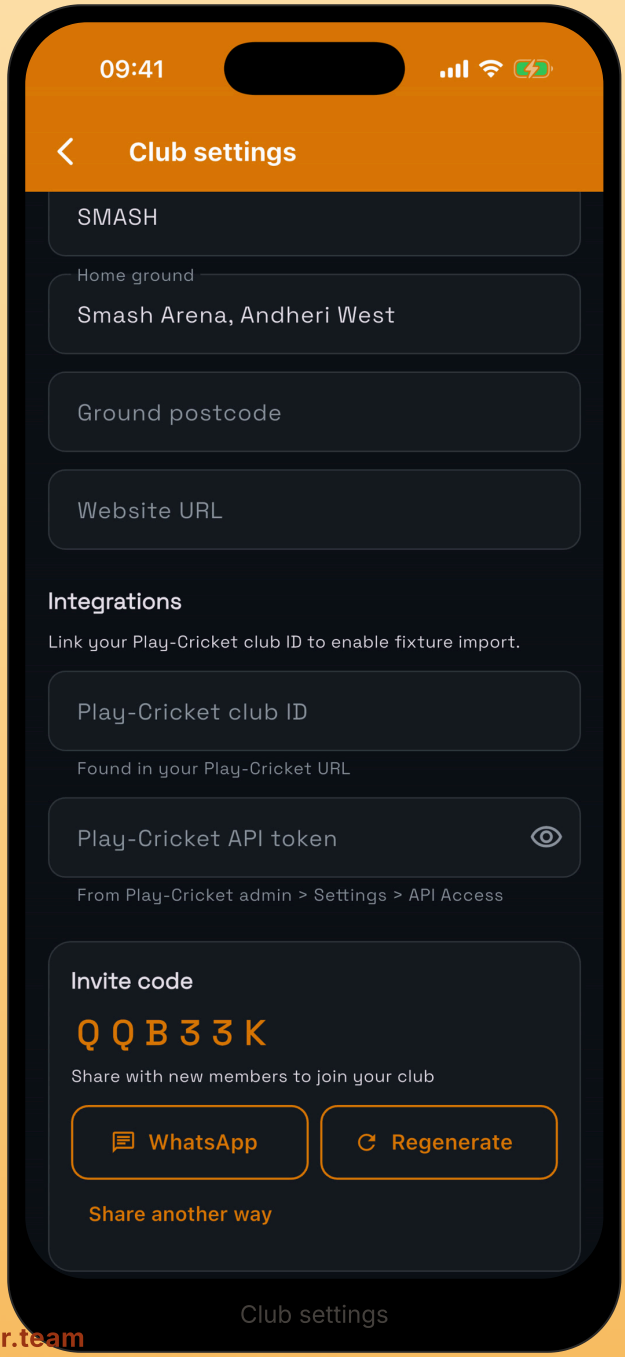
4 Invite your friends with a code

1. On **Home**, the **Invite your members** card shows your group code — tap **Share** or **Copy code**.
2. Or open **Team** and tap **Invite new members** at the top of the squad list.
3. The code is also under **Club settings → Invite code**, where **Regenerate** makes a new one if an old one leaks.
4. Friends install grovr, tap **Join with a code** and they're in.

> You can turn on approval so new joiners wait until an admin accepts them.



Team → Invite new members



Club settings

5 Roles: who can do what

1. Open the **Team** tab to see everyone in your group.
2. Tap **Roles** (top right), then use the menu next to a name to make them an admin, captain or other role.
3. Admins manage everything; captains pick teams; scorers can score matches.



Team



Roles

MODULE 2

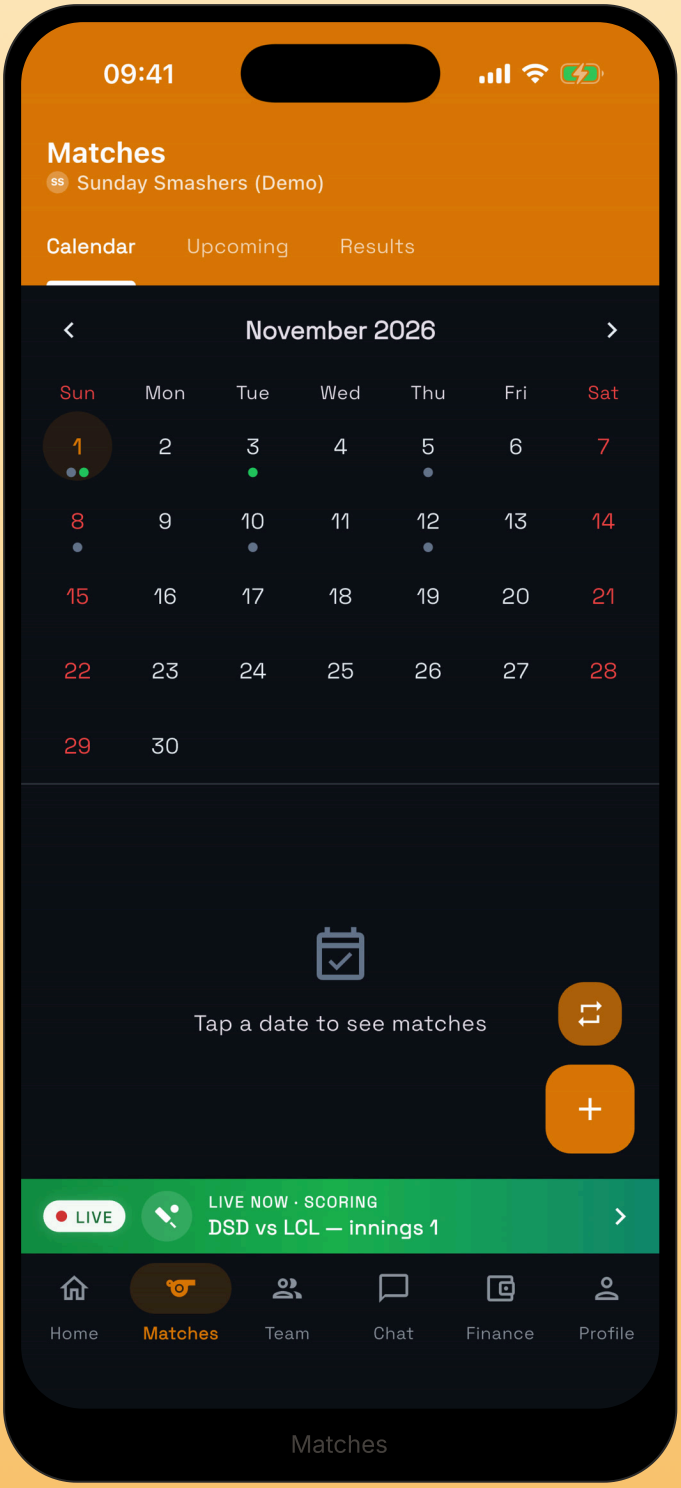
FIXTURES & AVAILABILITY

Add one-off games or weekly ones, see who’s in with one tap, pick teams and take attendance.

1. The Matches tab
2. Add a one-off game
3. Add a weekly (recurring) game
4. Mark availability
5. Mark attendance

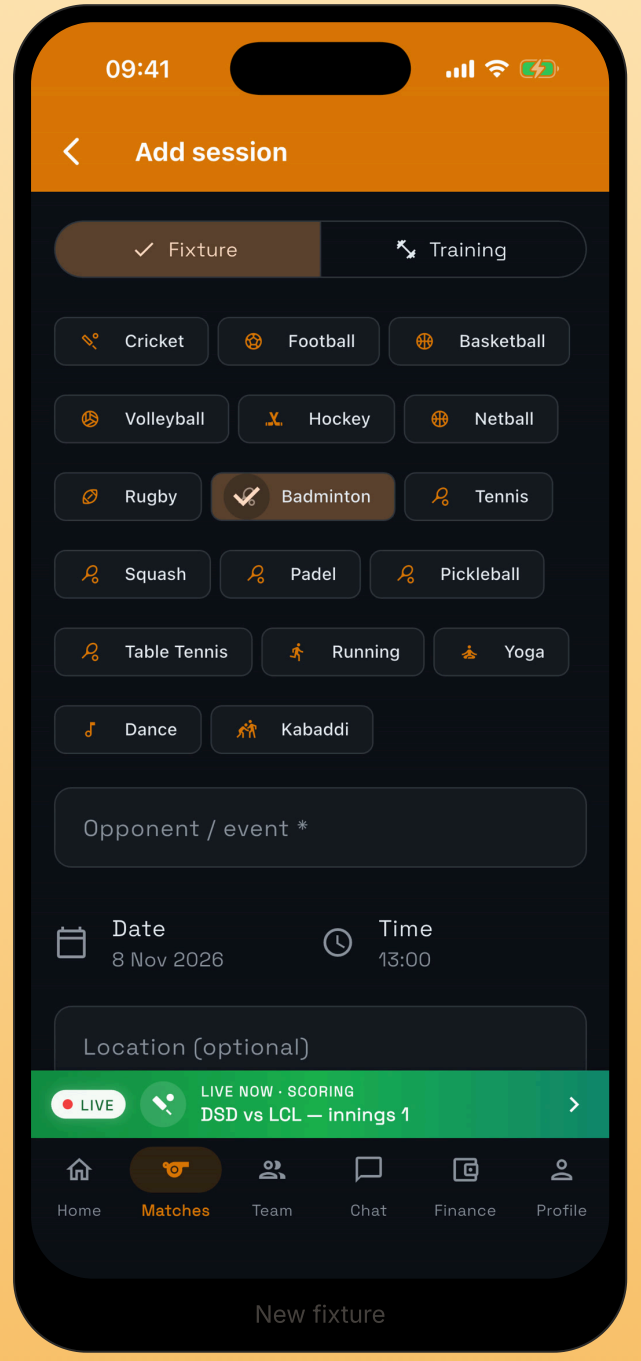
6 The Matches tab

1. Everything you've scheduled lives in **Matches**: **Calendar**, **Upcoming** and **Results**.
2. Tap a date to see what's on; the round **+** button adds something new.

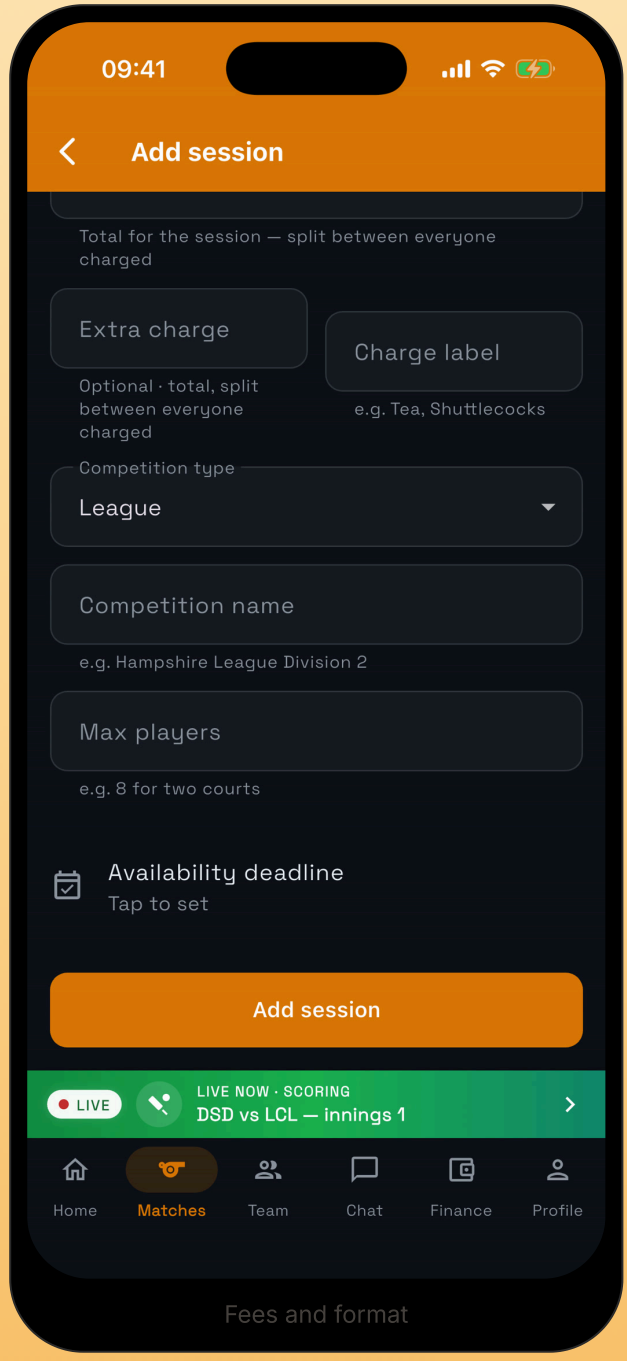


7 Add a one-off game

1. In **Matches**, tap the round **+** button.
2. Choose **Fixture** or **Training**, pick the sport, then set opposition, date, time and Home / Away / Neutral.
3. Add a **Match fee** per player (and an optional extra charge), then tap **Add fixture**. Your friends are asked for availability straight away.



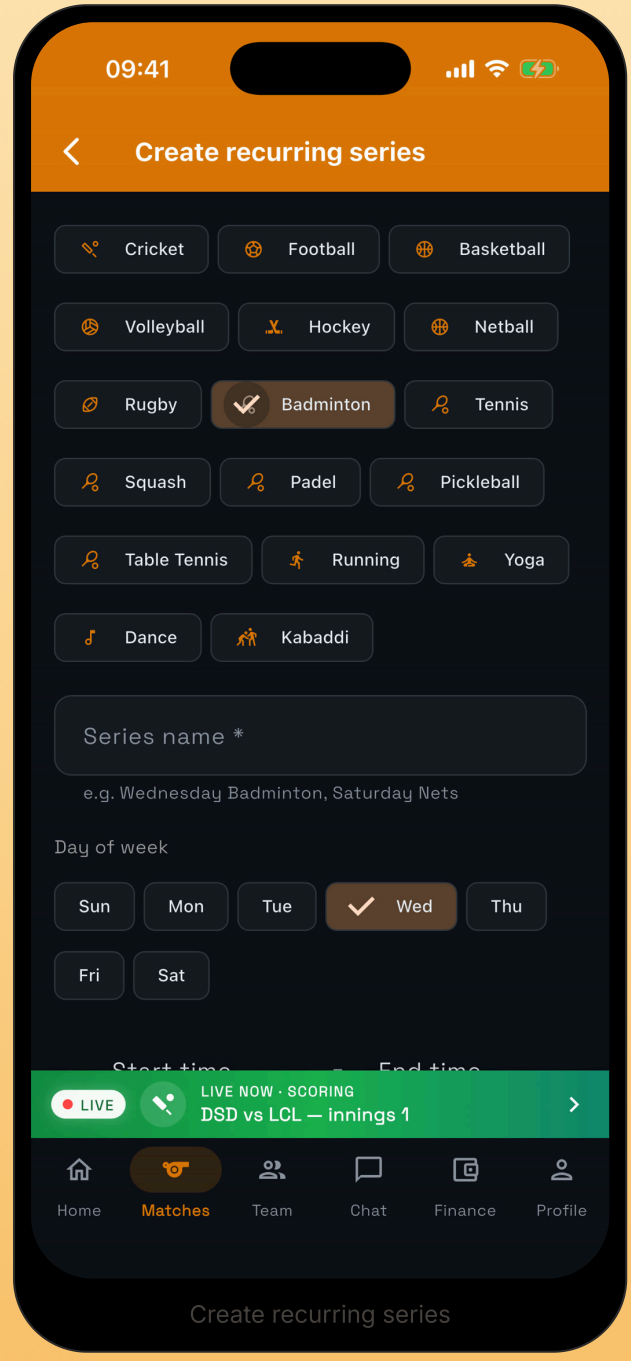
New fixture



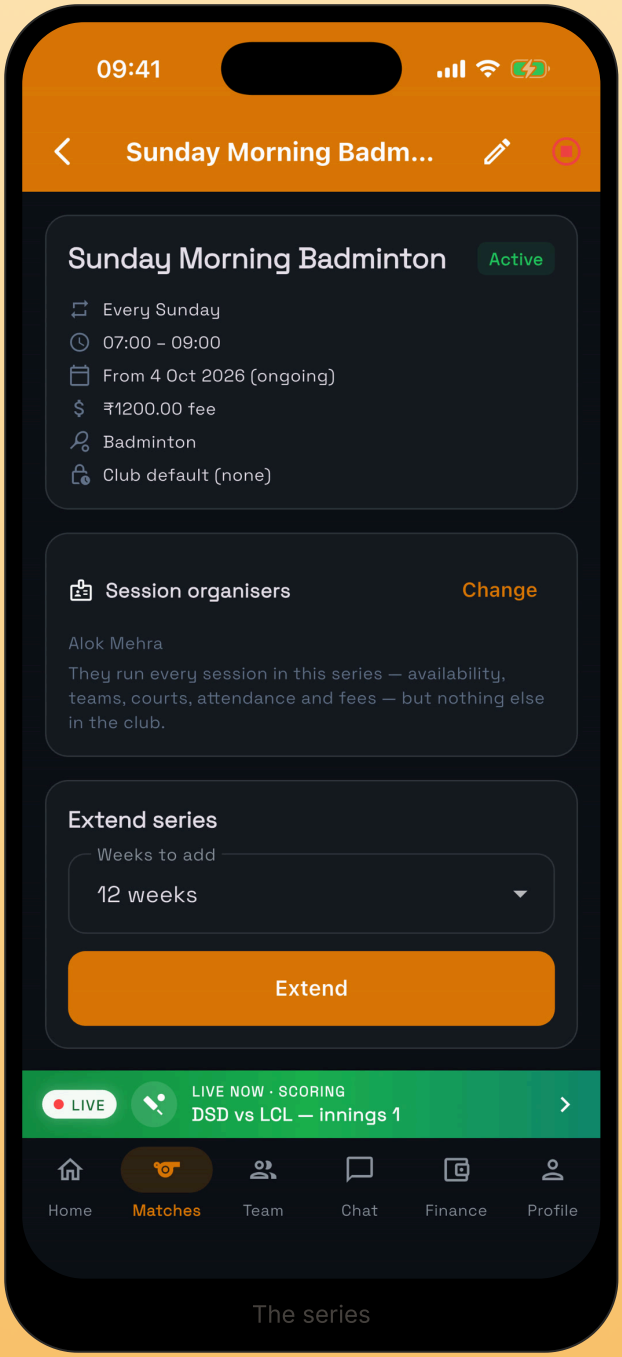
Fees and format

8 Add a weekly (recurring) game

1. In **Matches**, tap the repeat button above **+** to **Create recurring series**.
2. Pick the sport, name it (e.g. *Sunday Morning Badminton*), choose the day of the week, start and end time, and a fee if you charge one.
3. grovr creates every week for you. On the series page you can add **Session organisers**, **Extend series** or **Lock availability**.



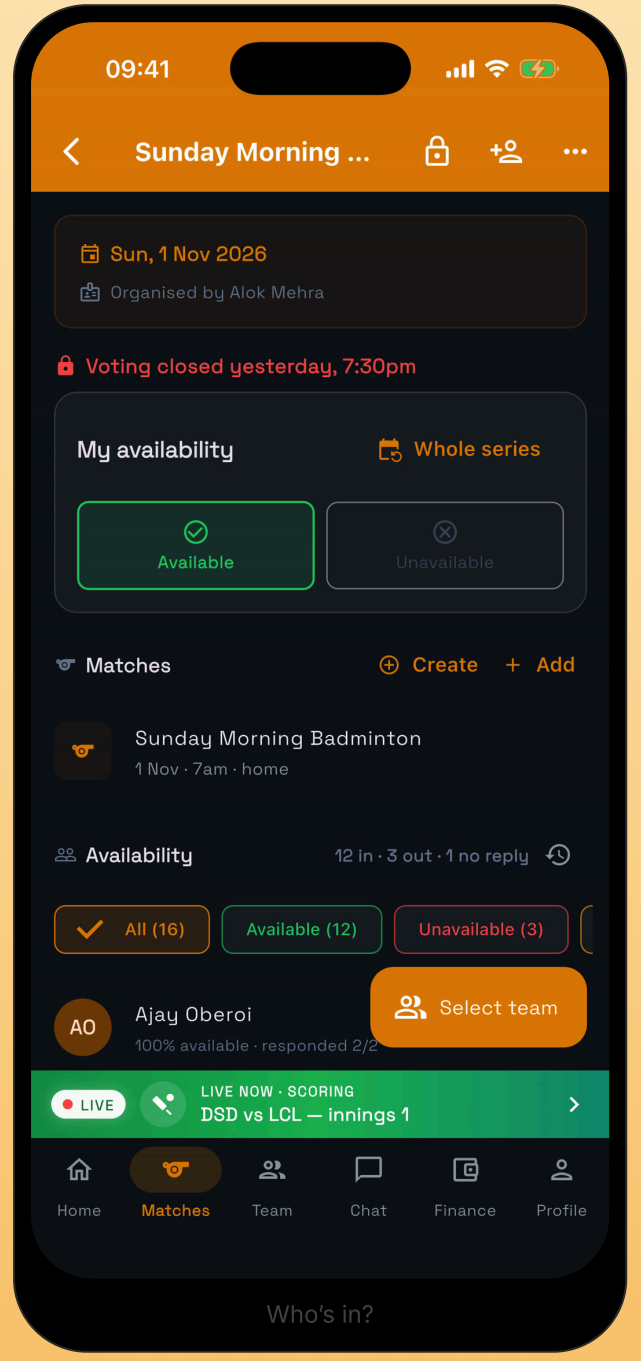
Create recurring series

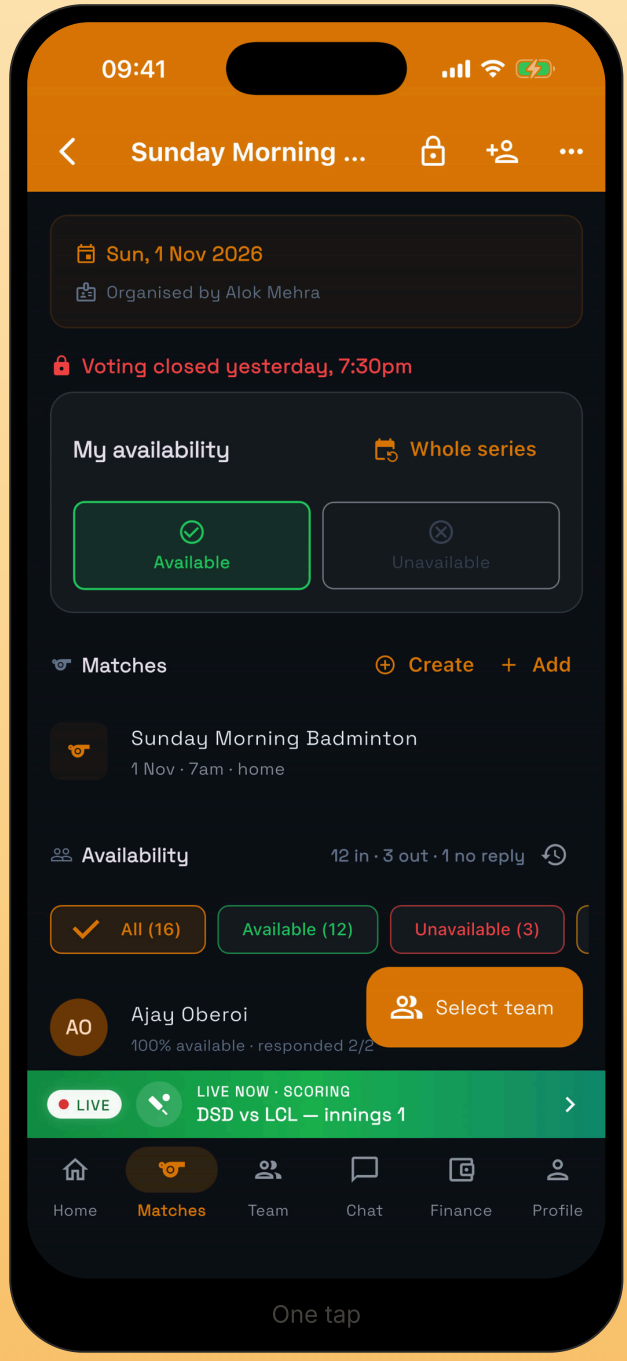


The series

9 Mark availability

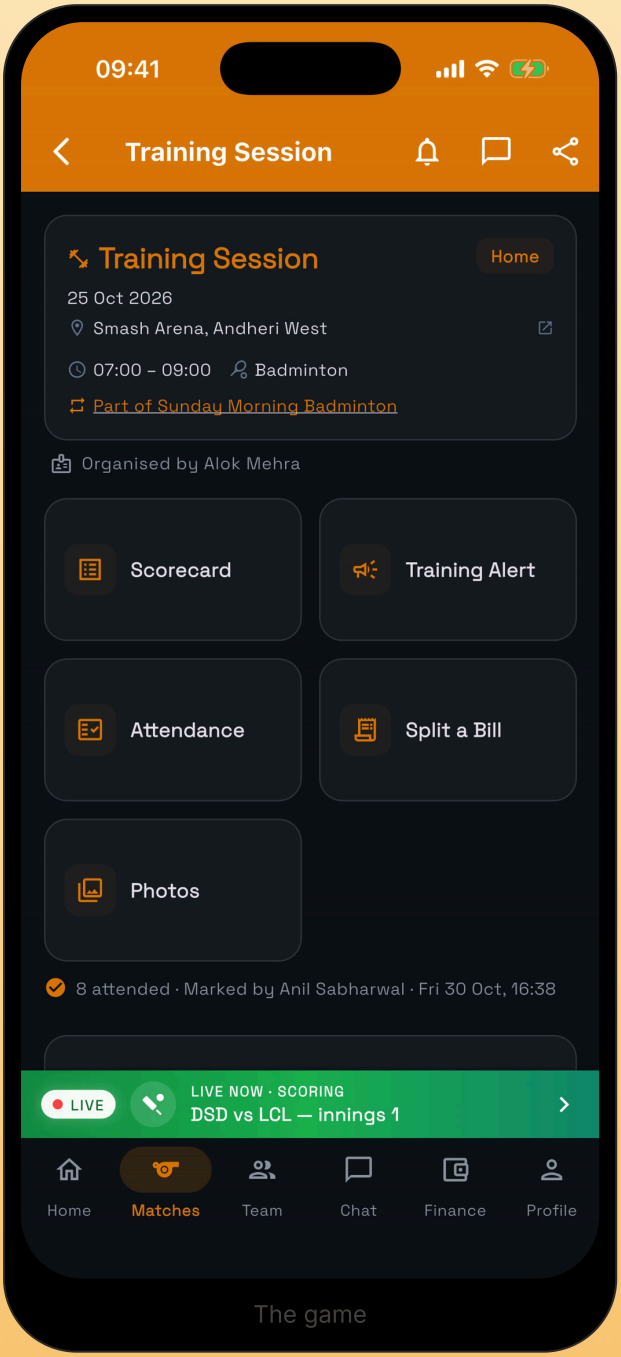
1. Open the game from Home or Matches.
2. Under **My availability** tap **Available** or **Unavailable**, or answer for the **Whole series** at once.
3. Organisers see who's in, who's out and who hasn't replied, and can send a reminder.



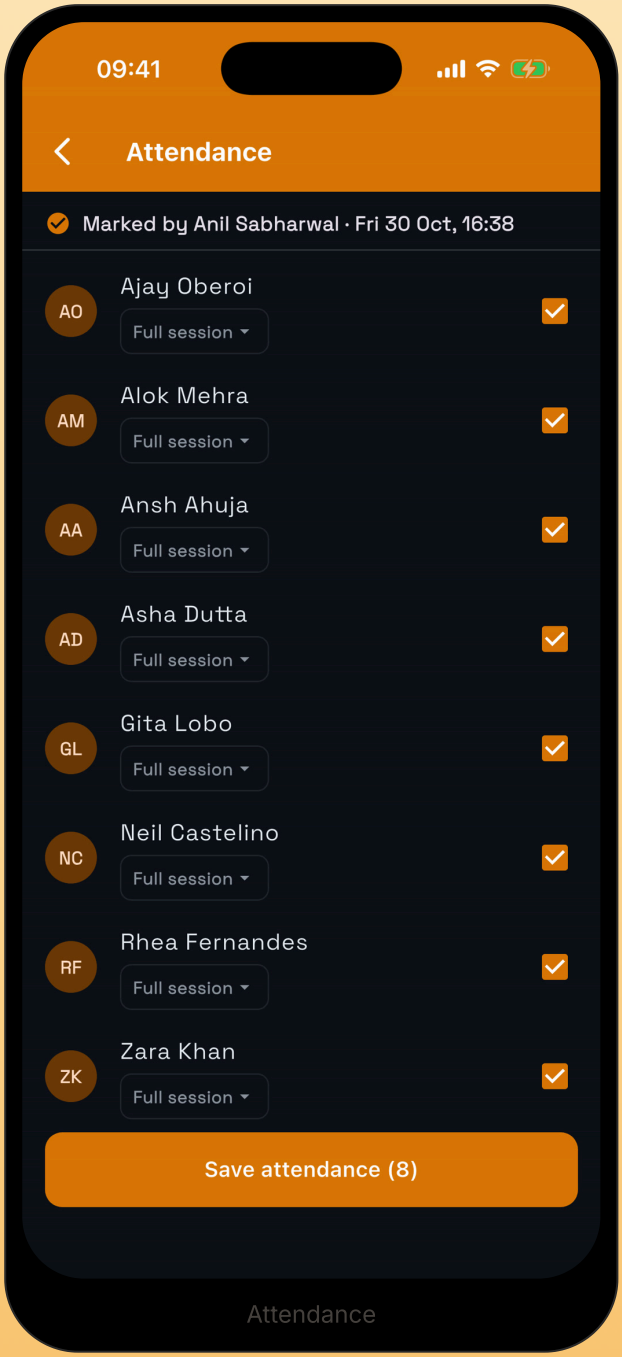


10 Mark attendance

1. After the game, open it and tap **Mark attendance**.
2. It's pre-filled from who said they'd come. Tick or untick, add guests if needed, then **Save attendance**.



The game



Attendance

MODULE 3

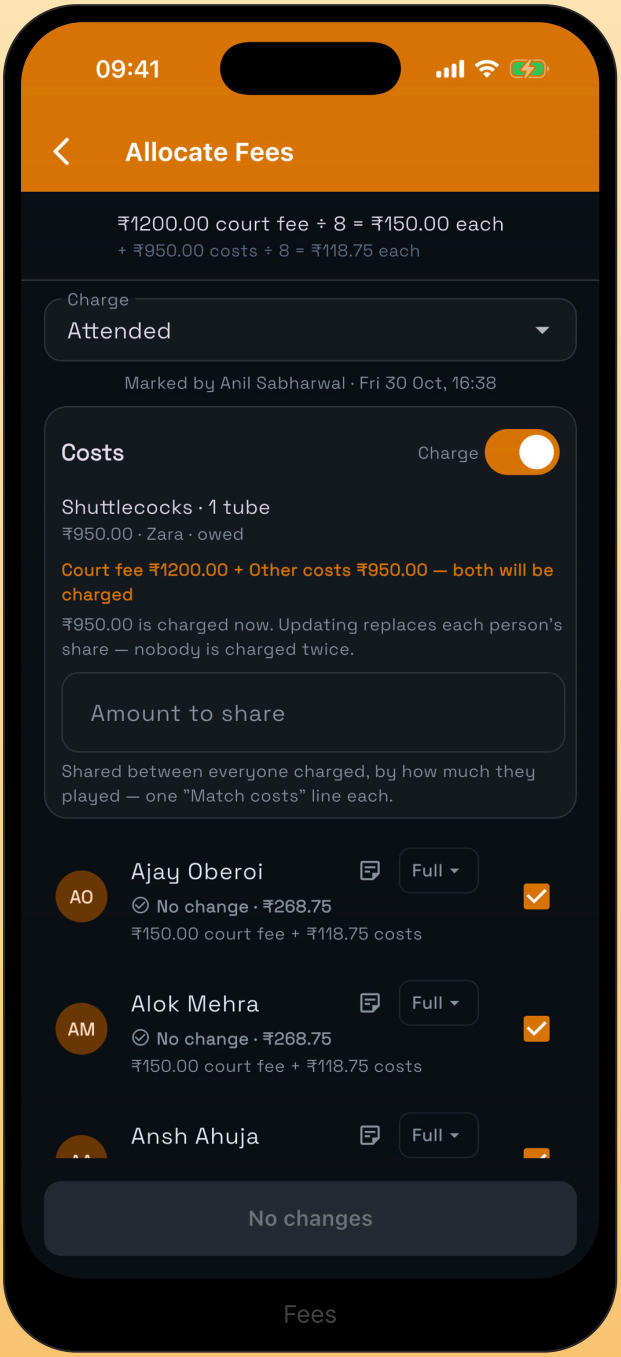
FEES & PAYMENTS

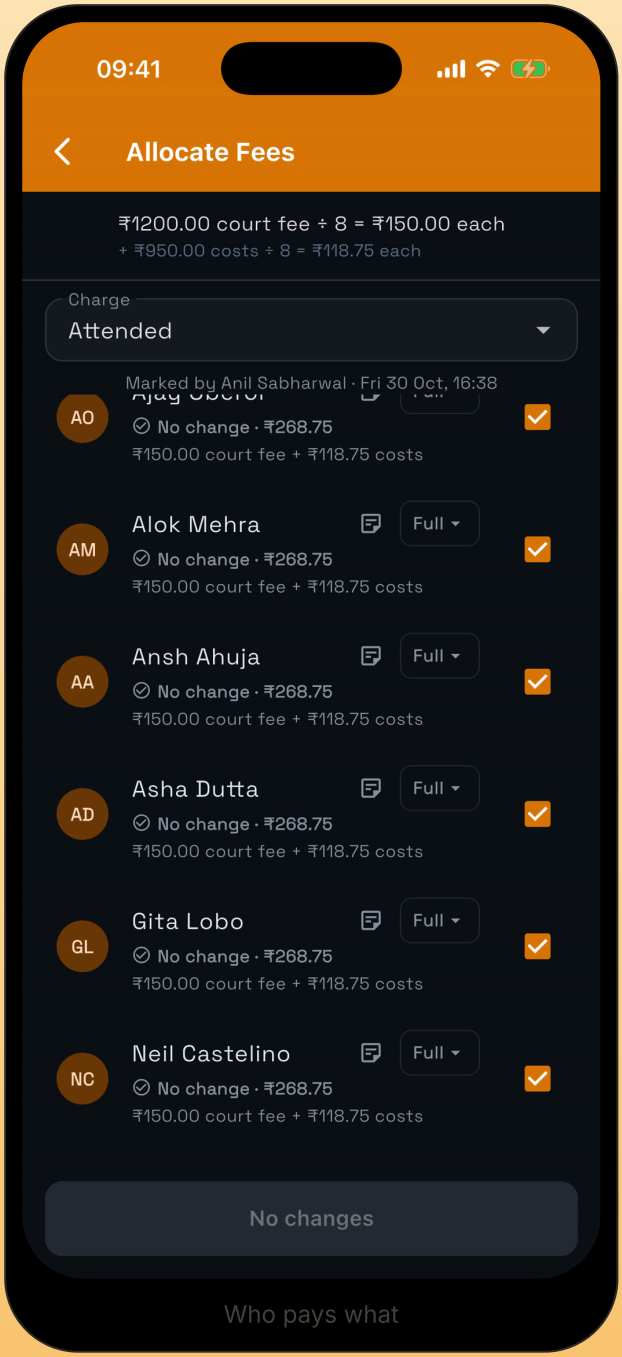
Charge for games, split costs fairly and keep track of who has paid.

1. Allocate fees for a game
2. See balances and mark fees paid

11 Allocate fees for a game

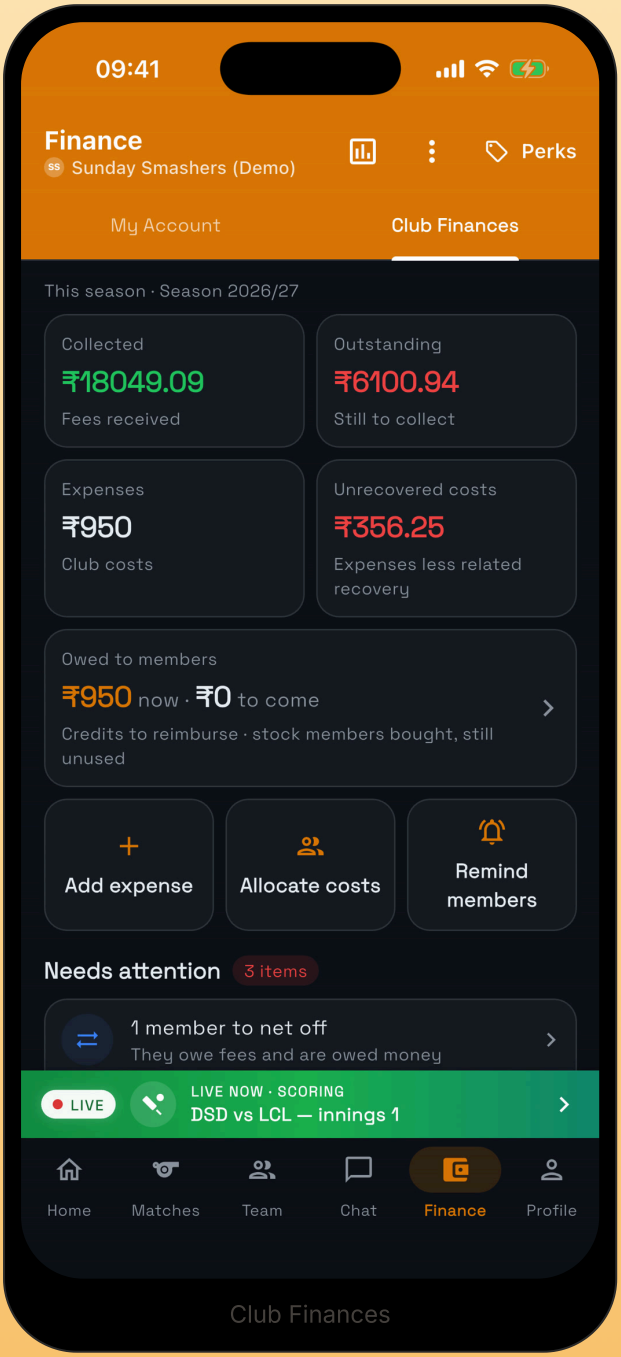
1. Open the game and go to **Allocate fees**.
2. Choose who to charge, set each person to **Full**, part or none, then tap **Charge**.
3. Costs like court hire or shuttles can be split per head among who turned up.



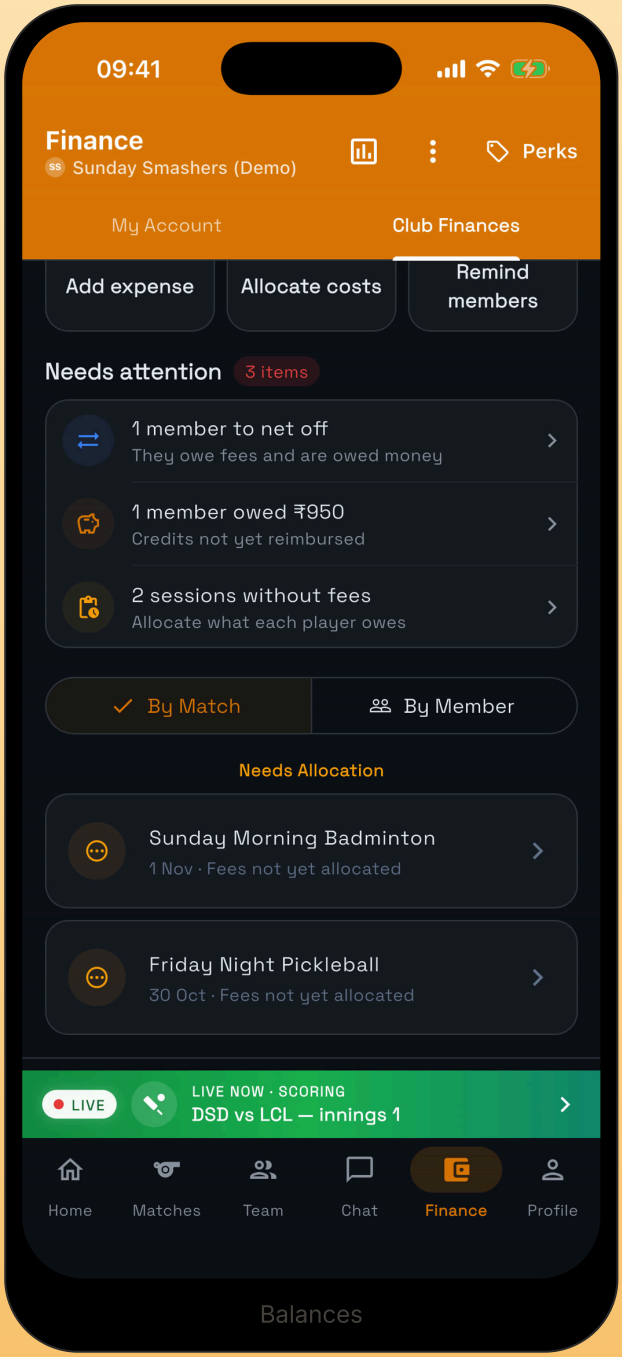


12 See balances and mark fees paid

1. Open the **Finance** tab. **My Account** shows what you owe; **Club Finances** shows everyone's balances.
2. Open a person's charges and tap **Mark paid** when they pay you.
3. Friends see what they owe in their own Finance tab.



Club Finances



Balances

MODULE 4

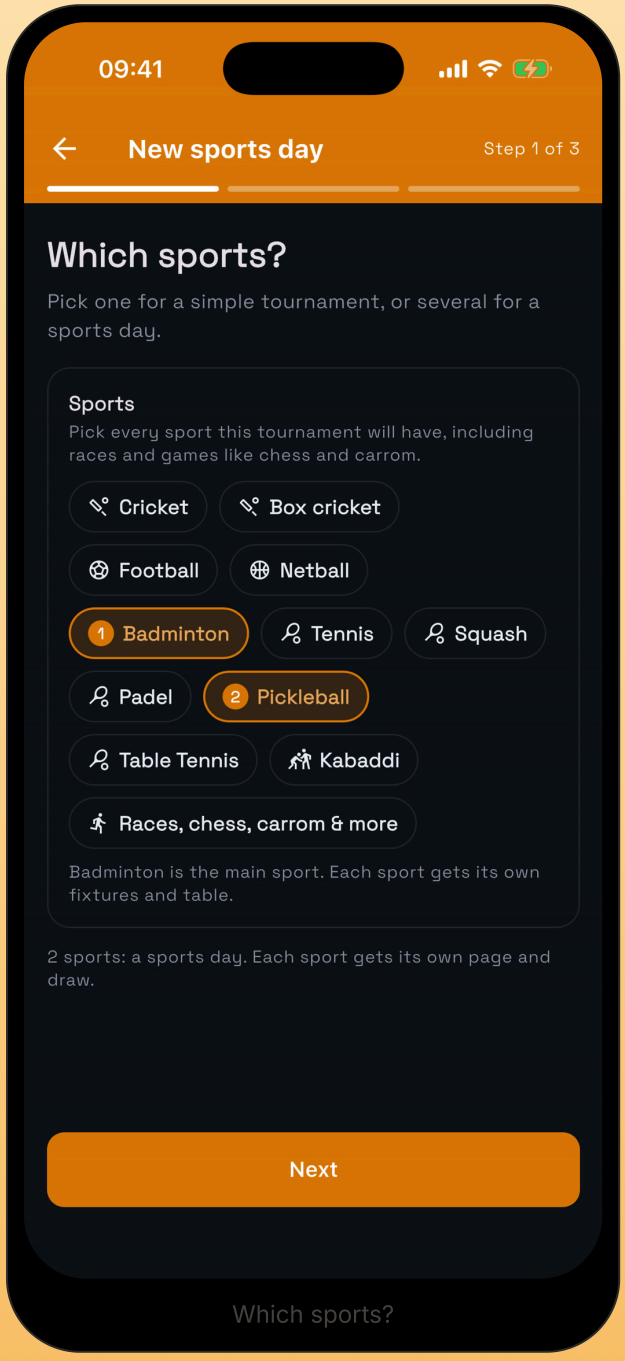
TOURNAMENTS & AUCTIONS

Create a one-sport tournament or a multi-sport day, draft teams in a live auction and let grovr keep the tables.

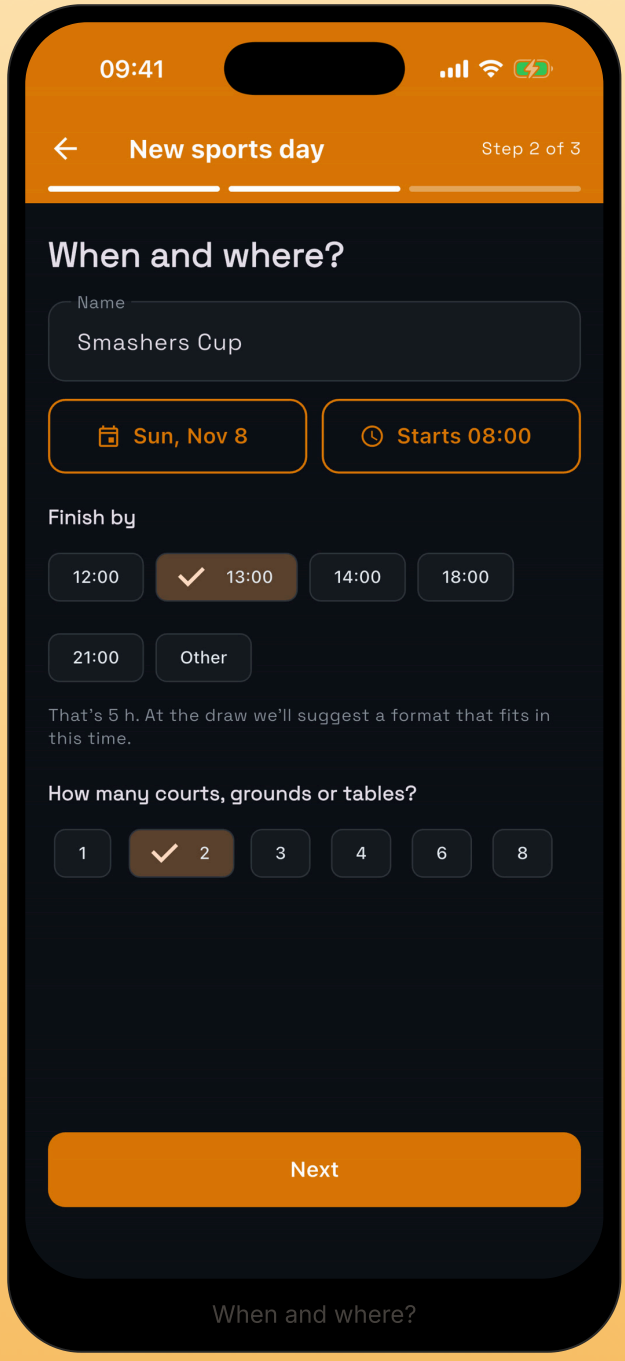
1. Create a tournament in three steps
2. Your tournament page
3. Results & the overall champion
4. Run a live player auction

13 Create a tournament in three steps

1. Go to **Home → Tournaments** (or Quick actions) and tap **New tournament**.
2. **Which sports?** Pick one for a simple tournament, or several for a sports day.
3. **When and where?** Name it (e.g. *Smashers Cup*), set the date, start/finish times and how many courts or grounds.
4. **Overall winner?** Choose whether teams compete across sports, then tap **Create tournament**.



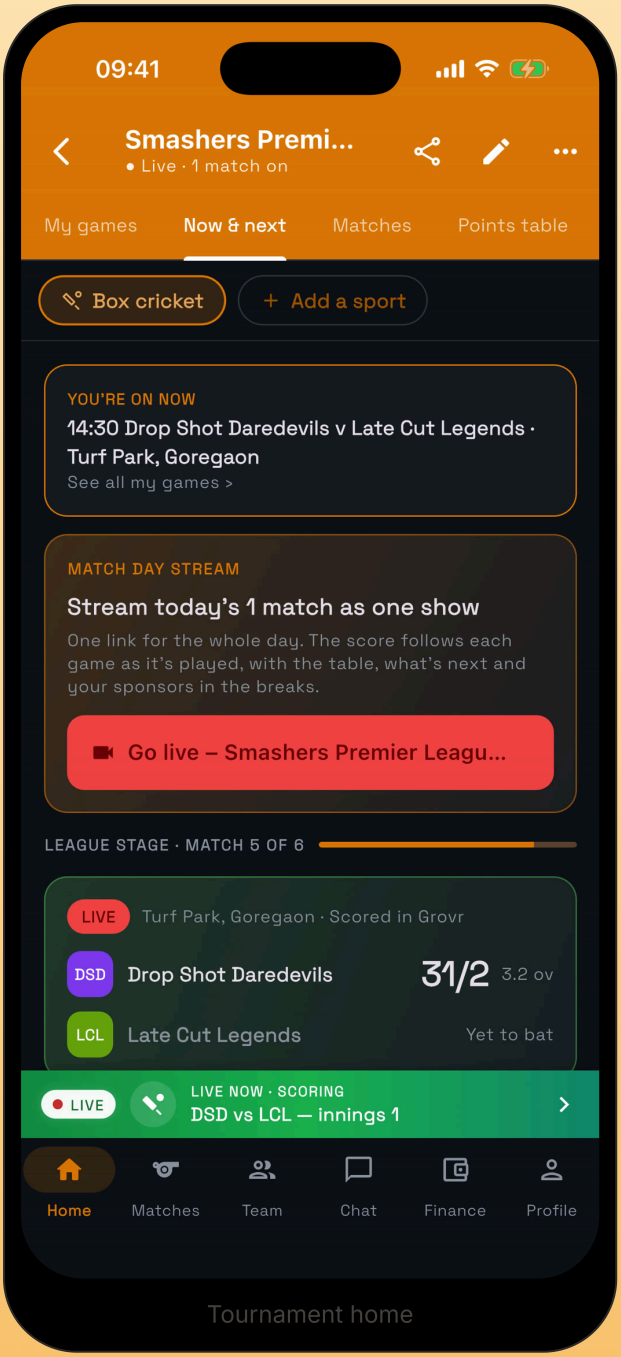
Which sports?



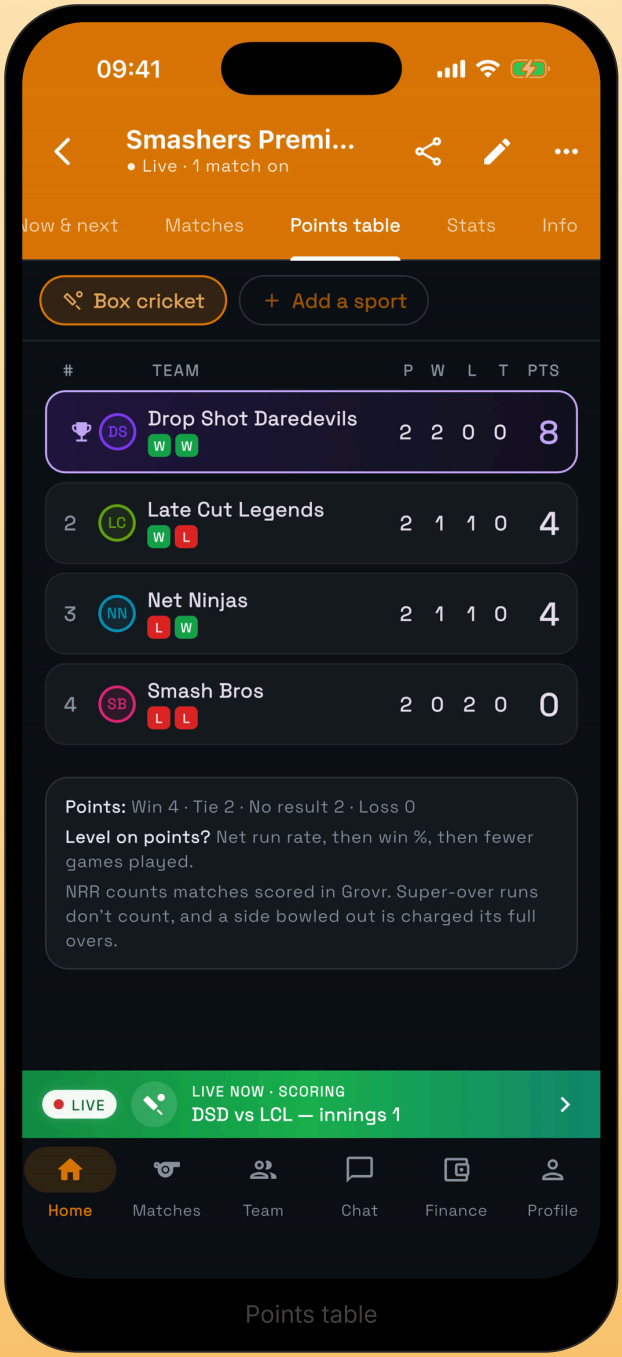
When and where?

14 Your tournament page

1. **Now & next** shows what's live and next on every court or ground, plus **Plan times & courts** and **Run the day**.
2. **Matches** lists fixtures; tap **New fixture** to add one.
3. The **Points table** and medal table update as results come in.



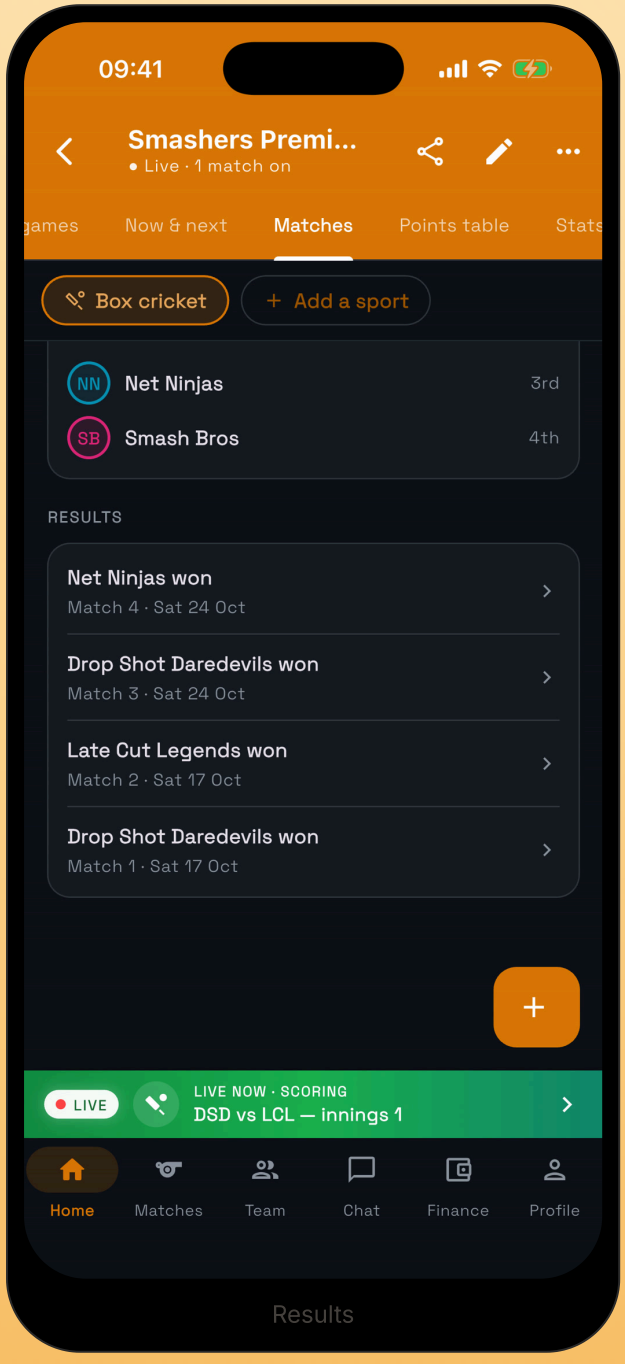
Tournament home



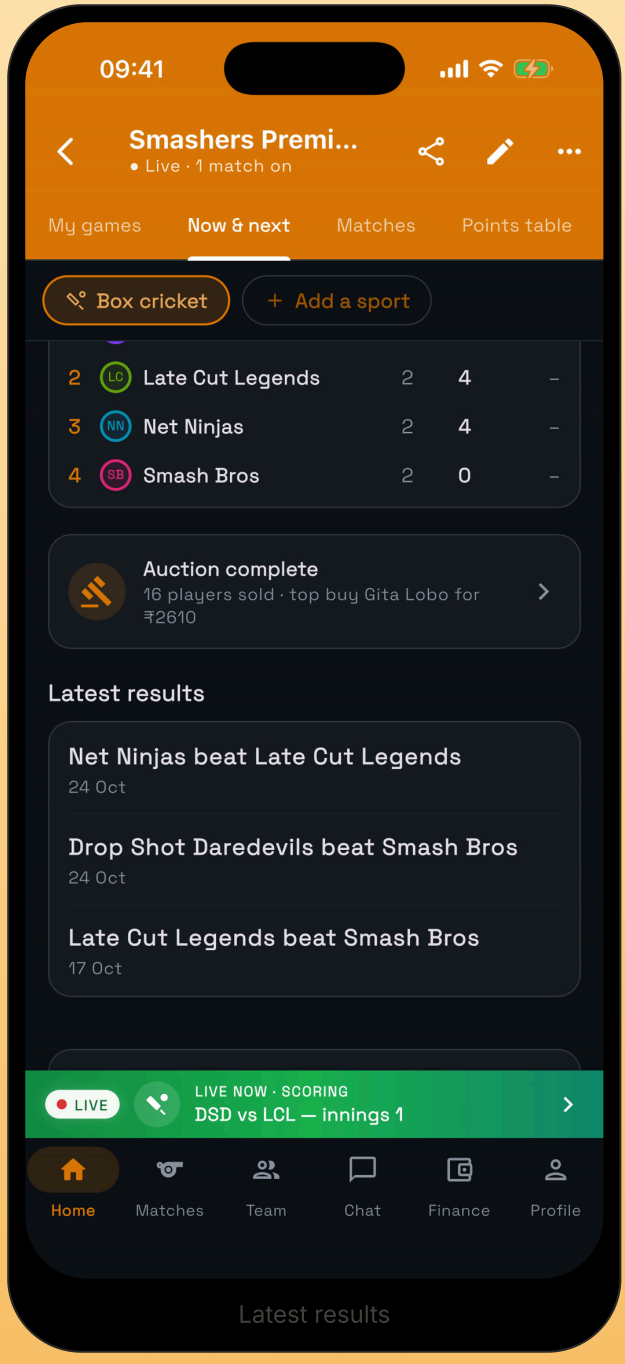
Points table

15 Results & the overall champion

1. Every finished game shows under **Latest results** on the tournament home and under **Results** in **Matches** — tap one for the full scorecard.
2. Tables update the moment a result comes in, and the **Stats** tab shows the tournament's top performers.
3. Playing several sports? The overall championship table adds up every team's results across all of them.



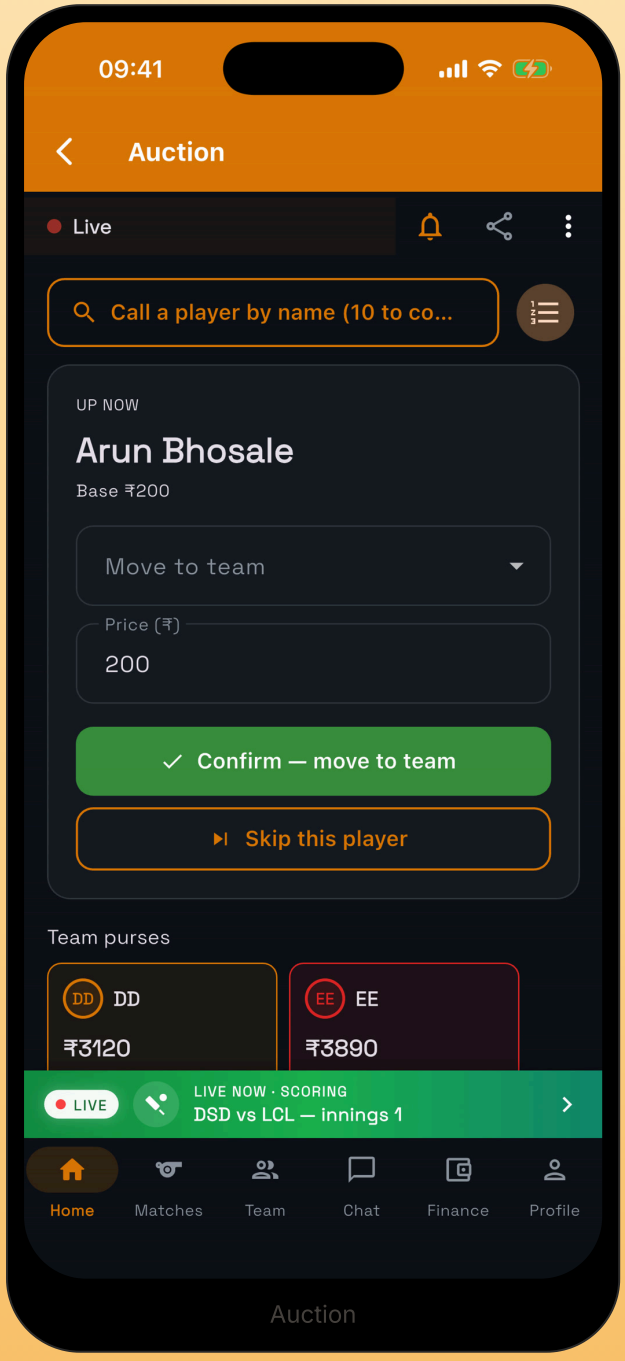
Results



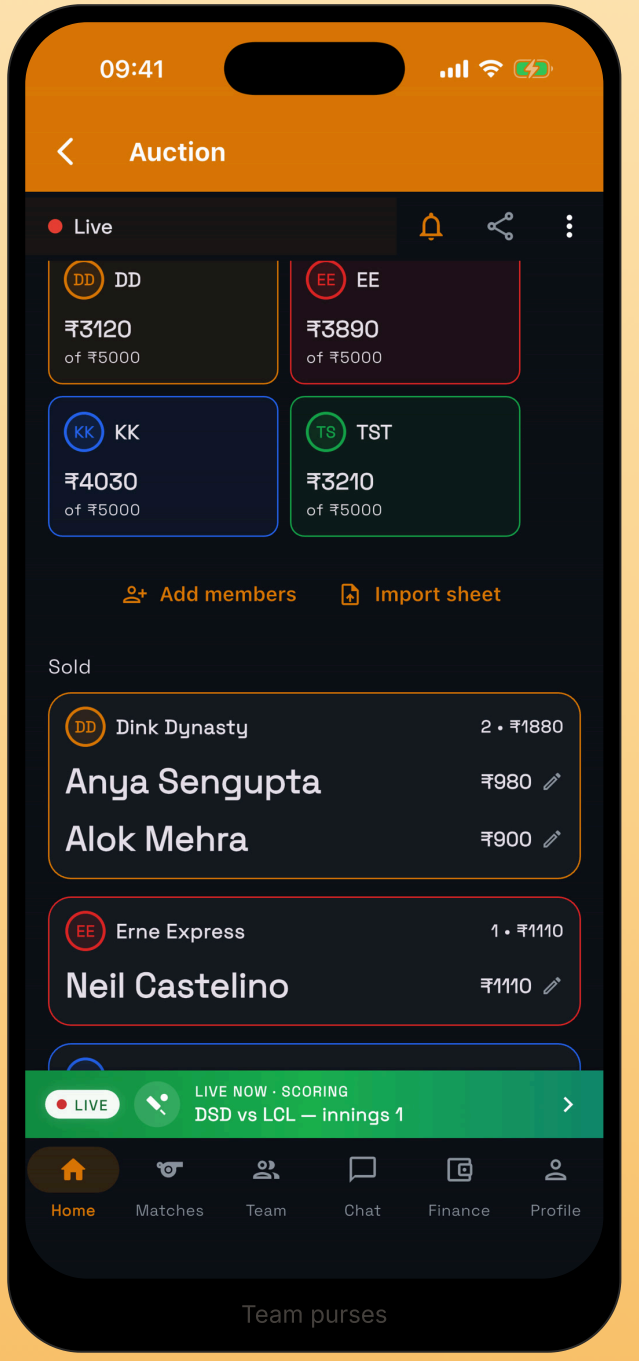
Latest results

16 Run a live player auction

1. In the tournament open **Info → Auction** (add players with **Add members** or **Import sheet**).
2. **Call a player by name**, type the winning **Price**, pick the team under **Move to team** and tap **Confirm — move to team**.
3. Team purses update instantly; everyone following gets the result.



Auction



Team purses

MODULE 5

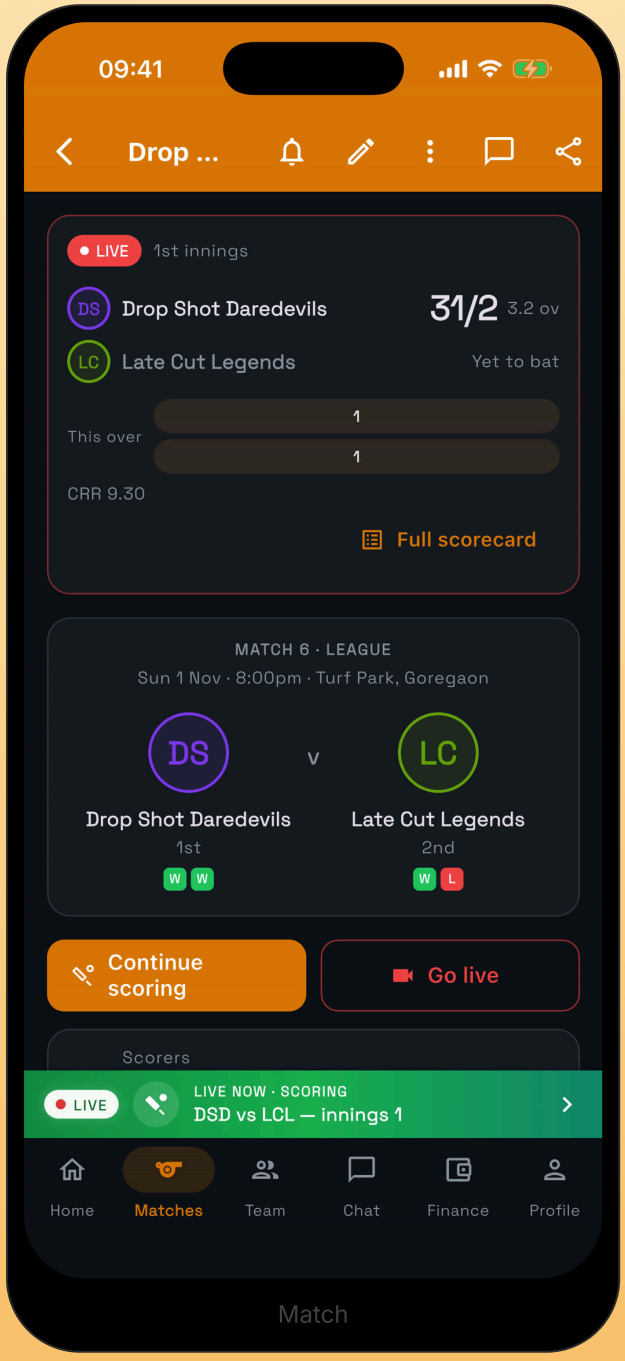
LIVE SCORING

Score on your phone, ball by ball or point by point — everyone else follows live. Live scoring works across sports: cricket and box cricket, badminton, tennis, padel, squash, table tennis, pickleball, football, netball and kabaddi.

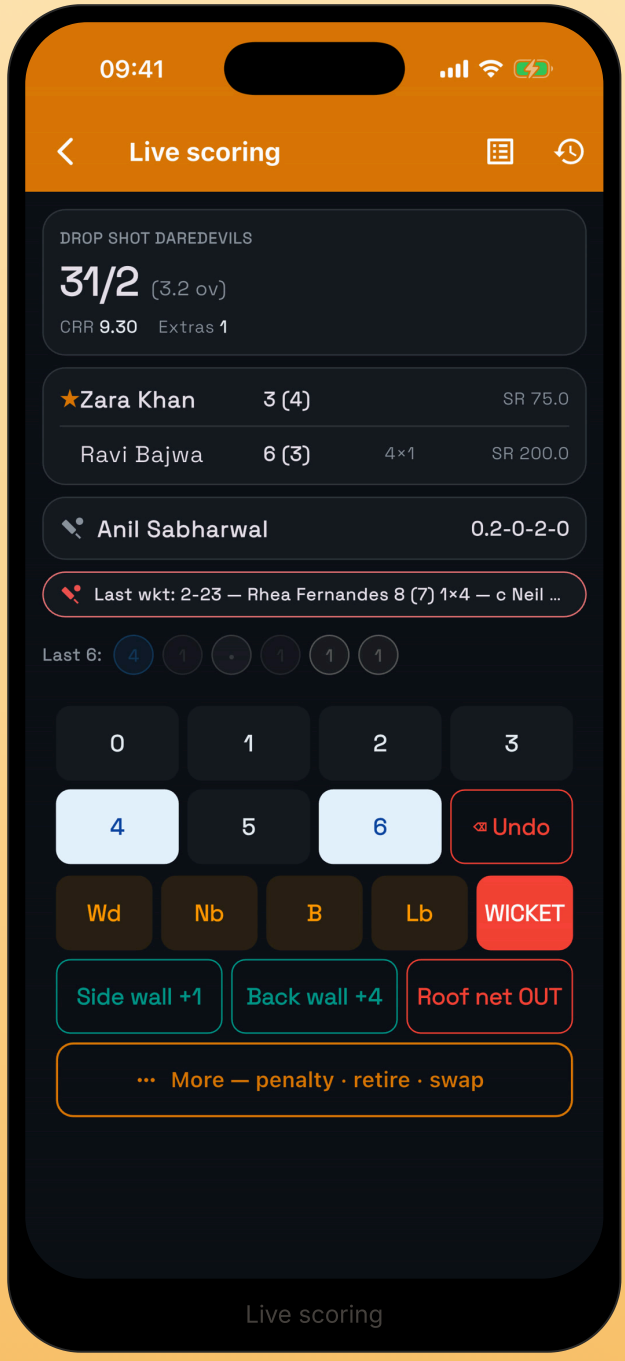
1. **Score cricket ball by ball**
2. **Score pickleball and other racquet sports**

17 Score cricket ball by ball

1. Open the match and tap **Continue scoring** (or start scoring). Use **Scorers → Assign** to let someone else score.
2. Tap runs, extras or **Wicket** for each ball; grovr does the scorecard.
3. Only one phone scores at a time — hand over from the match screen if you need to.



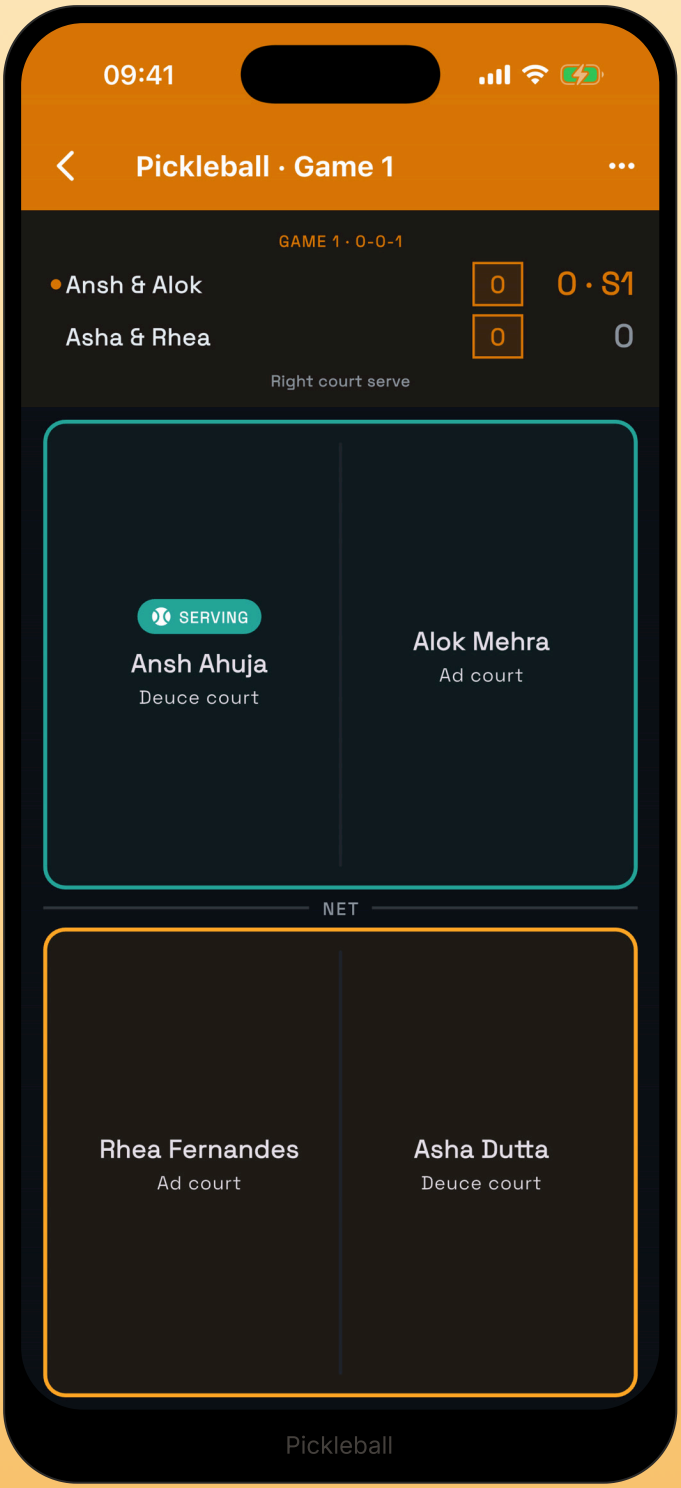
Match



Live scoring

18 Score pickleball and other racquet sports

1. Open the live game and tap the side that won each rally — side-outs and servers are tracked.



MODULE 6

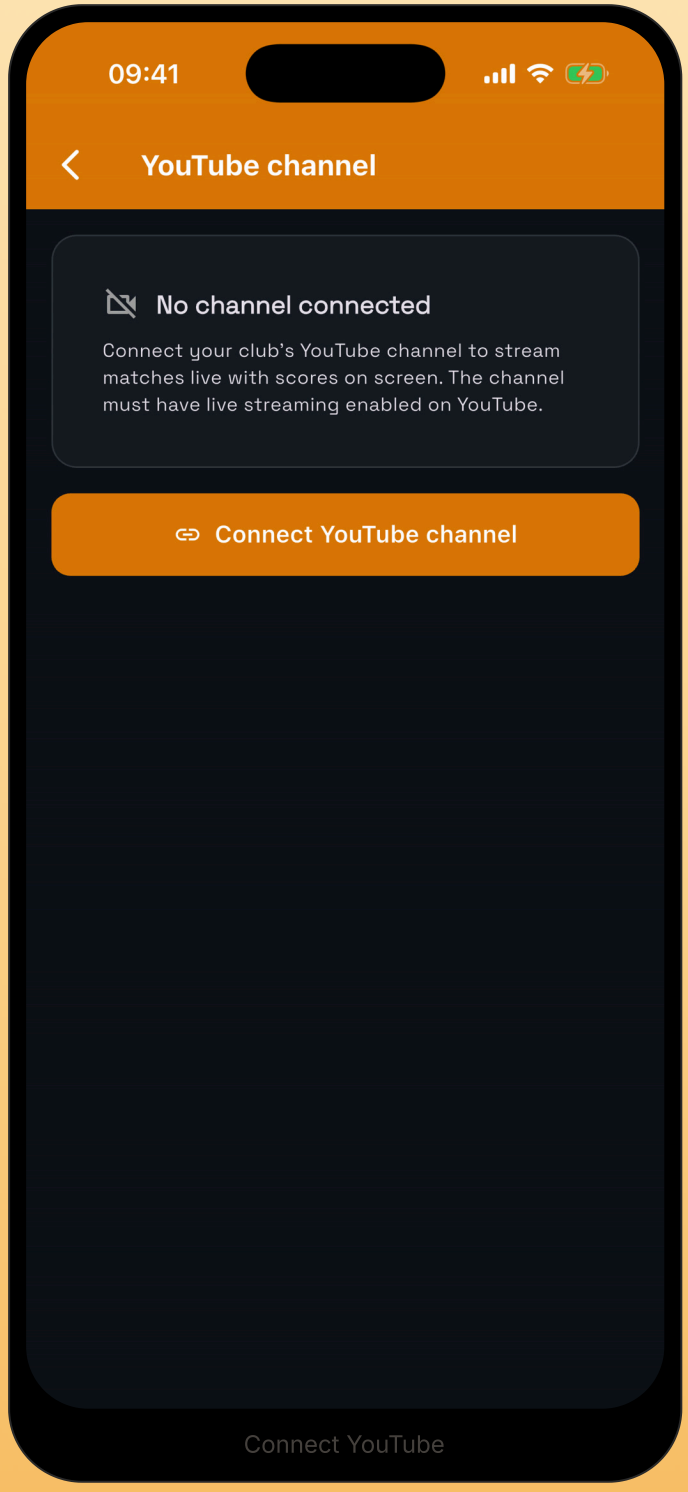
LIVE STREAMING

Stream any match to YouTube from a phone, with the live score on screen.

1. Connect your YouTube channel
2. Go live
3. A score bug for every sport

19 Connect your YouTube channel

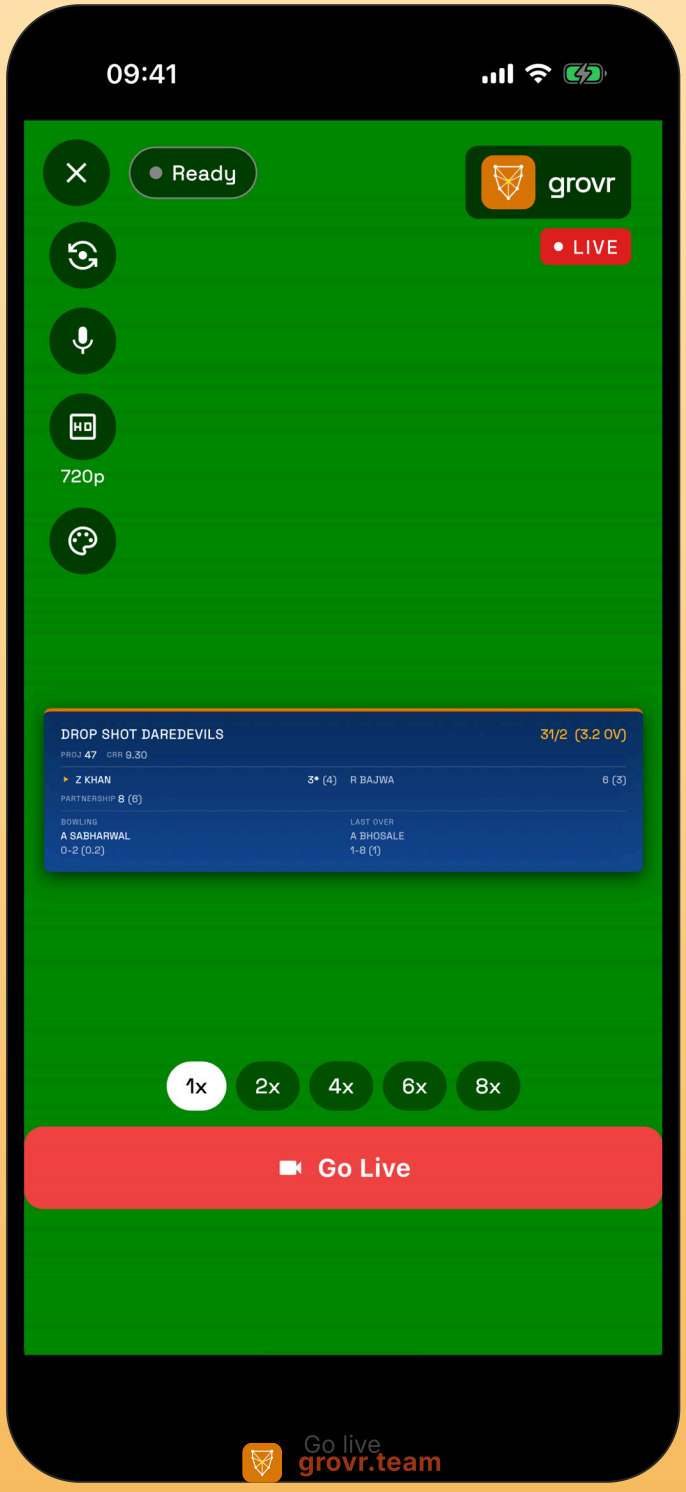
1. Open **Club settings → YouTube channel** and tap **Connect YouTube channel**.
2. Sign in with the Google account that owns your channel and allow access.
3. Live streaming must be enabled on the channel (YouTube can take up to 24 hours the first time).



20 Go live

1. Put a phone on a tripod facing the action and open the match.
2. Tap **Go live**, check the camera preview and quality, then tap **Go Live**.
3. The scorer keeps scoring on another phone — the score overlay updates on the stream by itself.

> Share the match link so people can watch from anywhere.

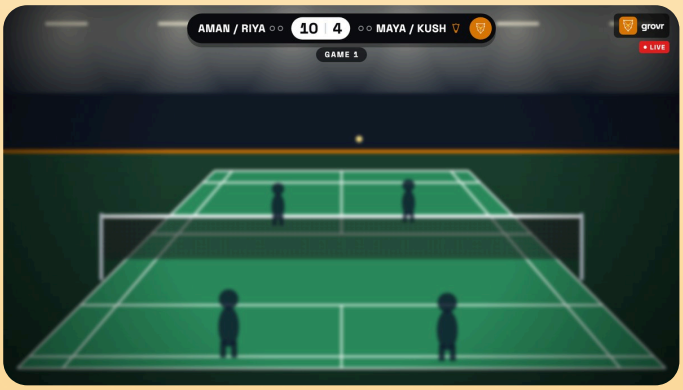


21 A score bug for every sport

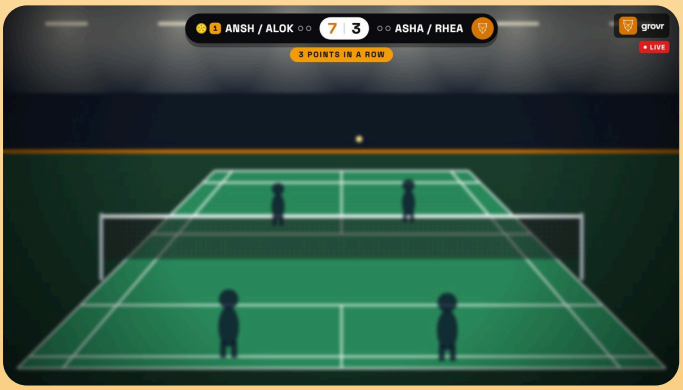
1. Live streaming with an on-screen score works across sports — the score bug updates by itself as you score.
2. Cricket gets a full scoreboard strip (batters, bowler, this over); racquet sports get a score bug with serve, games and moments like *break point* or *points in a row*.
3. Your club logo and sponsors can appear on stream too.



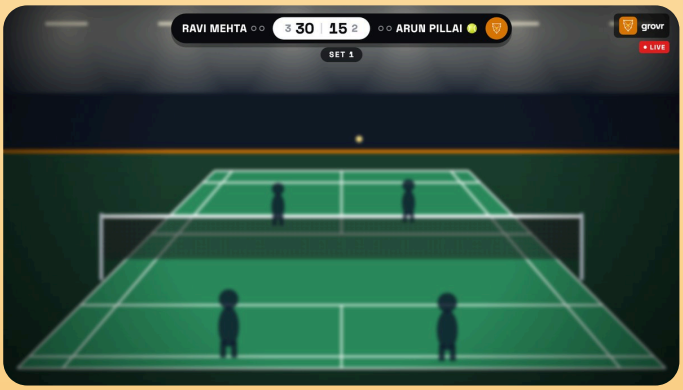
Cricket



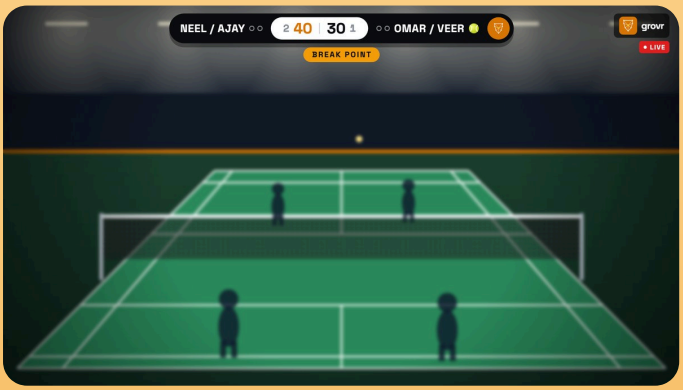
Badminton



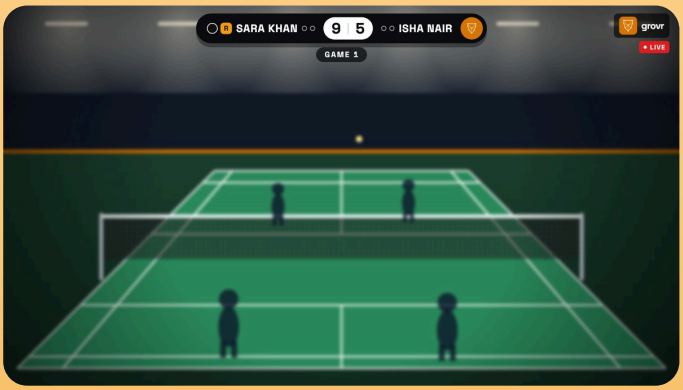
Pickleball



Tennis



Padel



Squash

MODULE 7

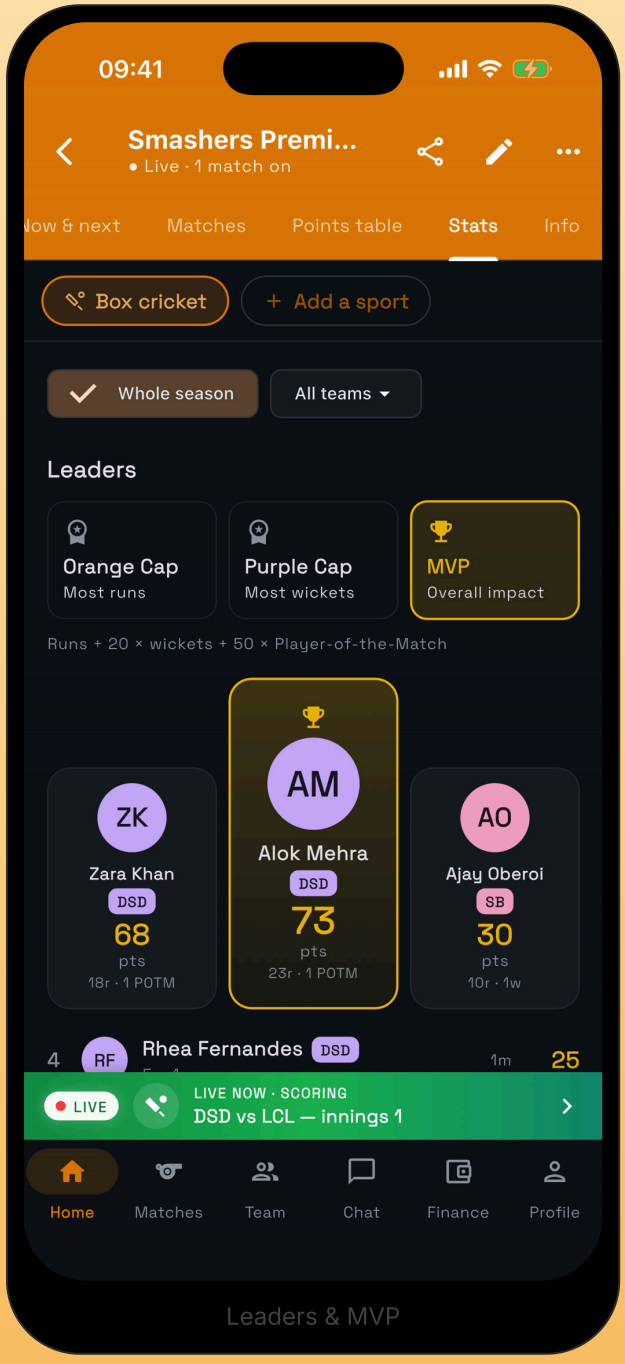
STATS

Every ball and every point you score builds your group's stats — no spreadsheets, nothing to type in.

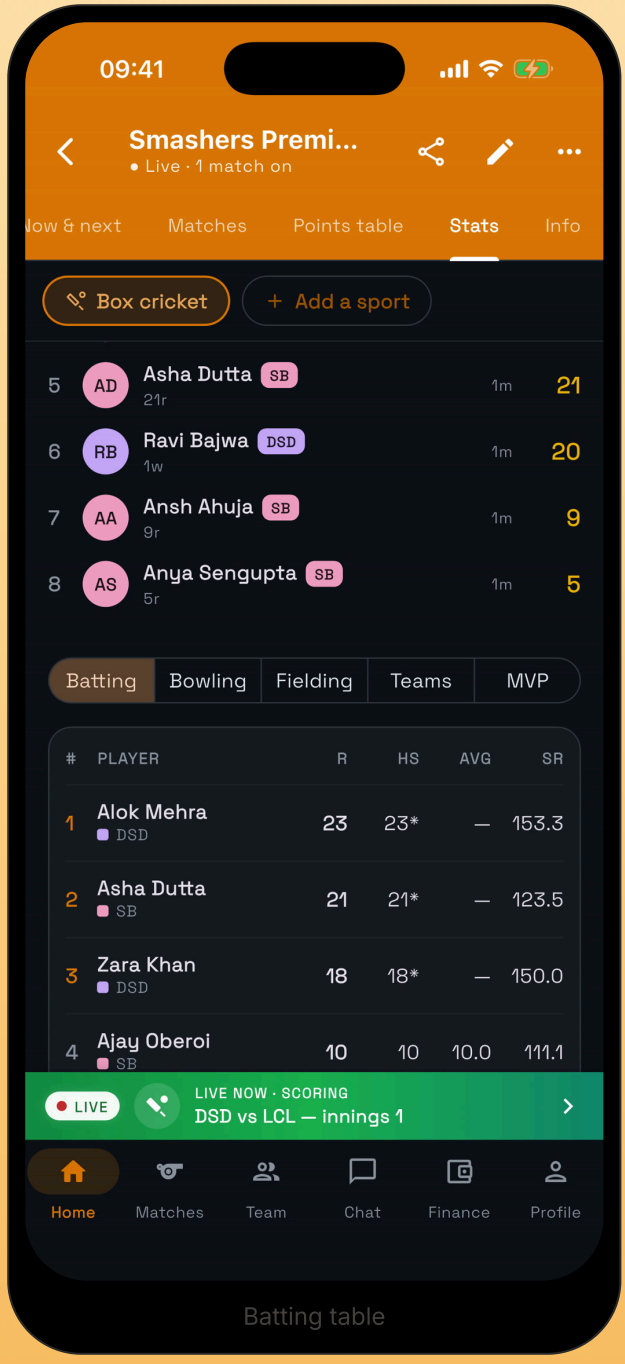
1. **Tournament stats: Orange Cap, Purple Cap & MVP**
2. **Cricket stats & scorecards**
3. **Badminton & racquet sports stats**

22 Tournament stats: Orange Cap, Purple Cap & MVP

1. Open the tournament and tap **Stats**. The leaders board crowns the **Orange Cap** (most runs), **Purple Cap** (most wickets) and **MVP**.
2. Scroll down for full **Batting**, **Bowling**, **Fielding** and **Teams** tables — runs, high score, average, strike rate and more.
3. Filter by team or season. Everything updates by itself as soon as a scored match is finished.



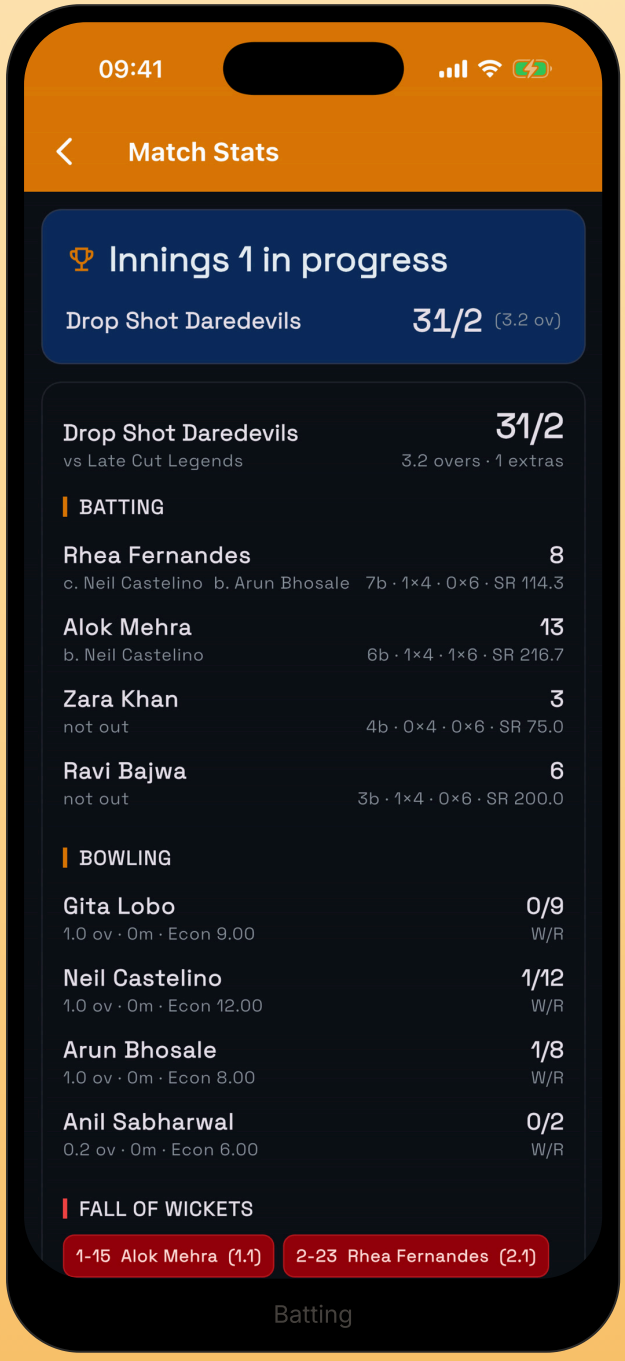
Leaders & MVP



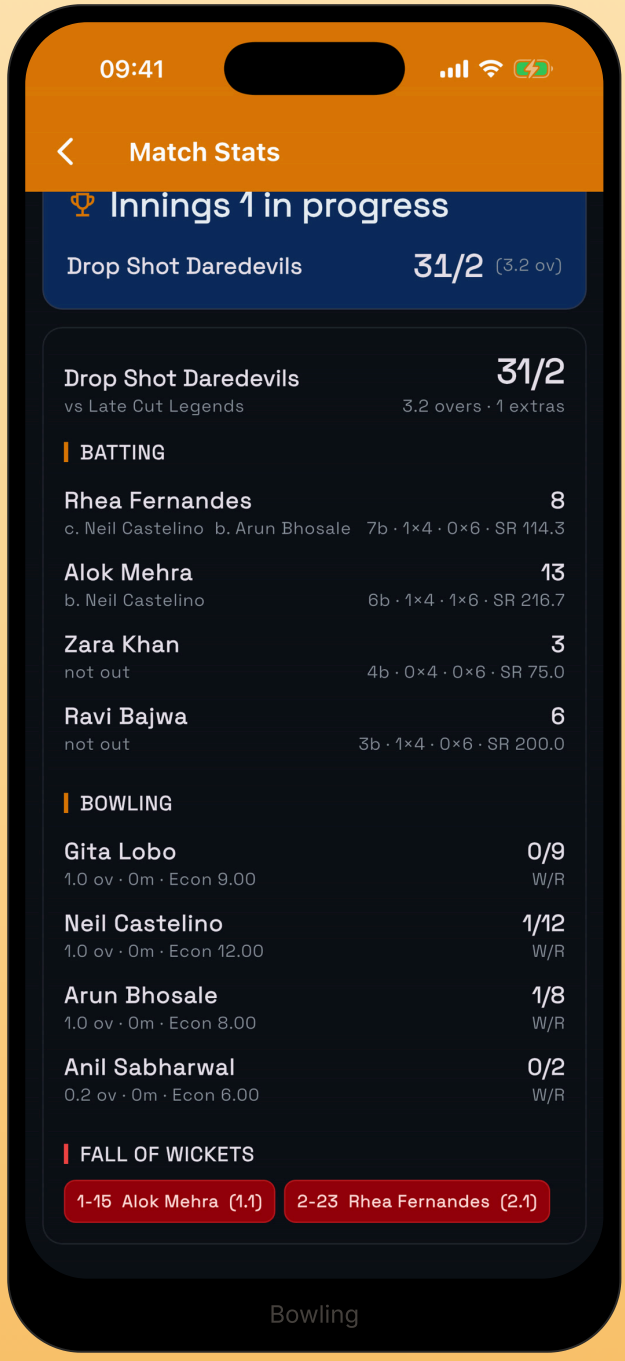
Batting table

23 Cricket stats & scorecards

1. Open any match and tap **Full scorecard** — every batter's runs, balls, 4s, 6s and strike rate, and every bowler's overs, runs, wickets and economy.
2. Fall of wickets and extras are filled in for you, ball by ball, while the match is live.
3. When a match is finished, everyone's runs, wickets and averages are added to **Stats → My Career** and the **Leaderboard**.



Batting



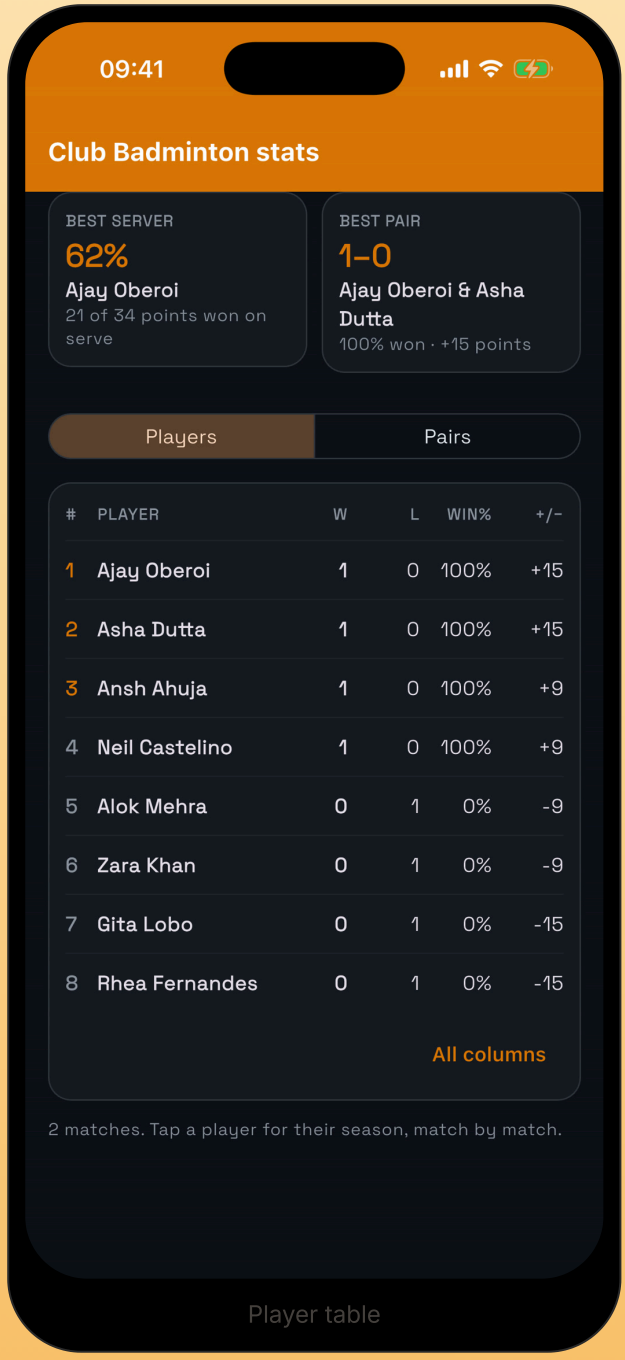
Bowling

24 Badminton & racquet sports stats

1. Go to **Profile → My Racquet sports stats**. **Club stats** shows the whole group: most wins, best win rate, best server, best pair, most points in a row, and a full player table.
2. **My stats** shows your own season. Works for badminton, tennis, padel, squash, table tennis and pickleball.



Club stats



Player table

MODULE 8

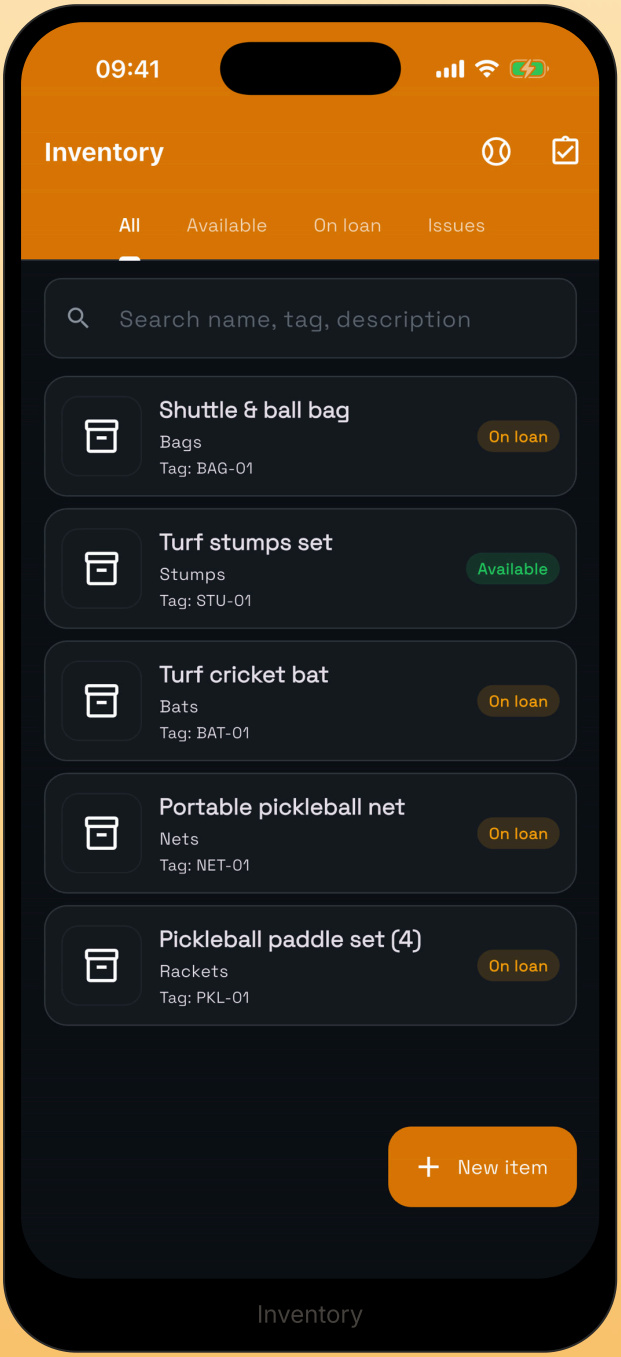
KIT & INVENTORY

Know who has the stumps, the bats, the kit bag or the box of shuttles — and when stock is running low.

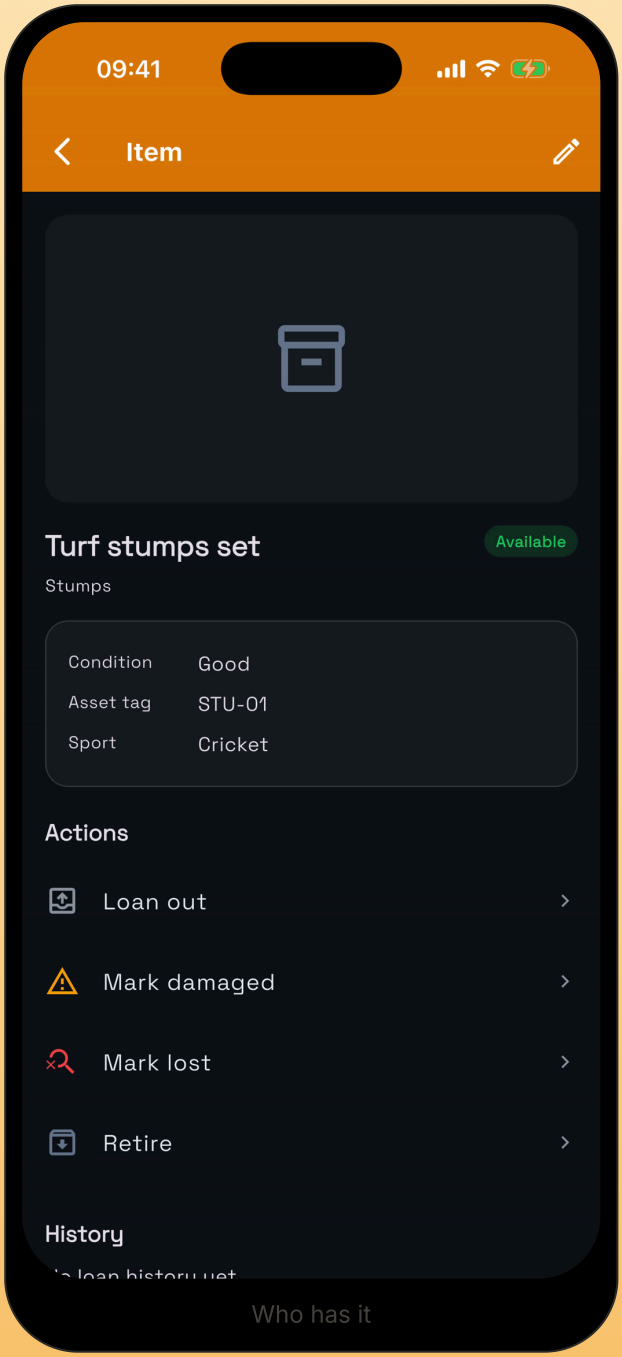
1. All your kit — and who has it
2. Add an item
3. Balls, shuttles and other consumables
4. What am I holding?

25 All your kit — and who has it

1. Open **Club settings → Inventory**.
2. Every item shows its tag, condition and whether it's available or **on loan** — and to whom.
3. Tap an item to lend it, take it back or see its history.



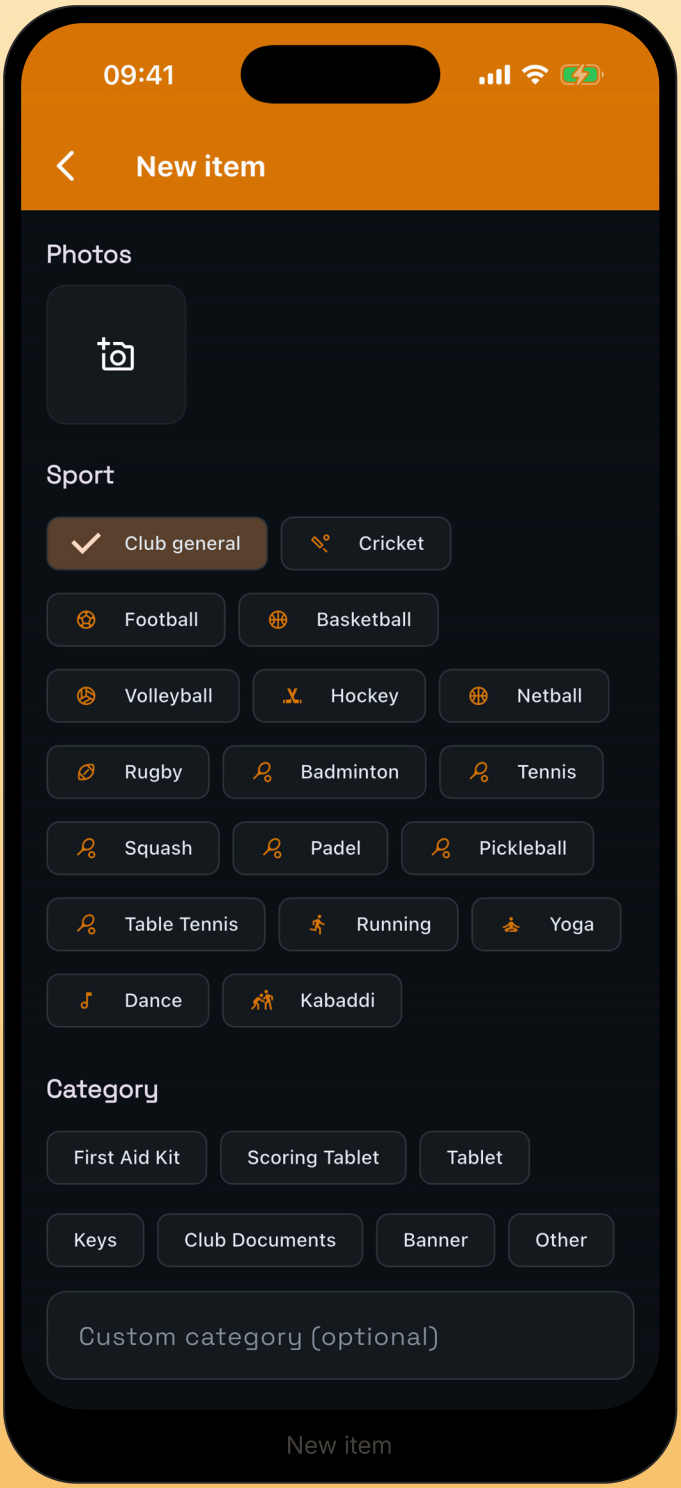
Inventory



Who has it

26 Add an item

1. Tap **New item**, give it a name and category (stumps, bats, nets…), an optional tag like *STU-01*, condition and a photo.



27 Balls, shuttles and other consumables

1. Open **Consumables** (top of the Inventory screen) to track stock of balls or shuttle tubes.
2. Add stock when you buy, issue some to whoever is running a session, and get a warning when it runs low. Usage can be charged to the game.



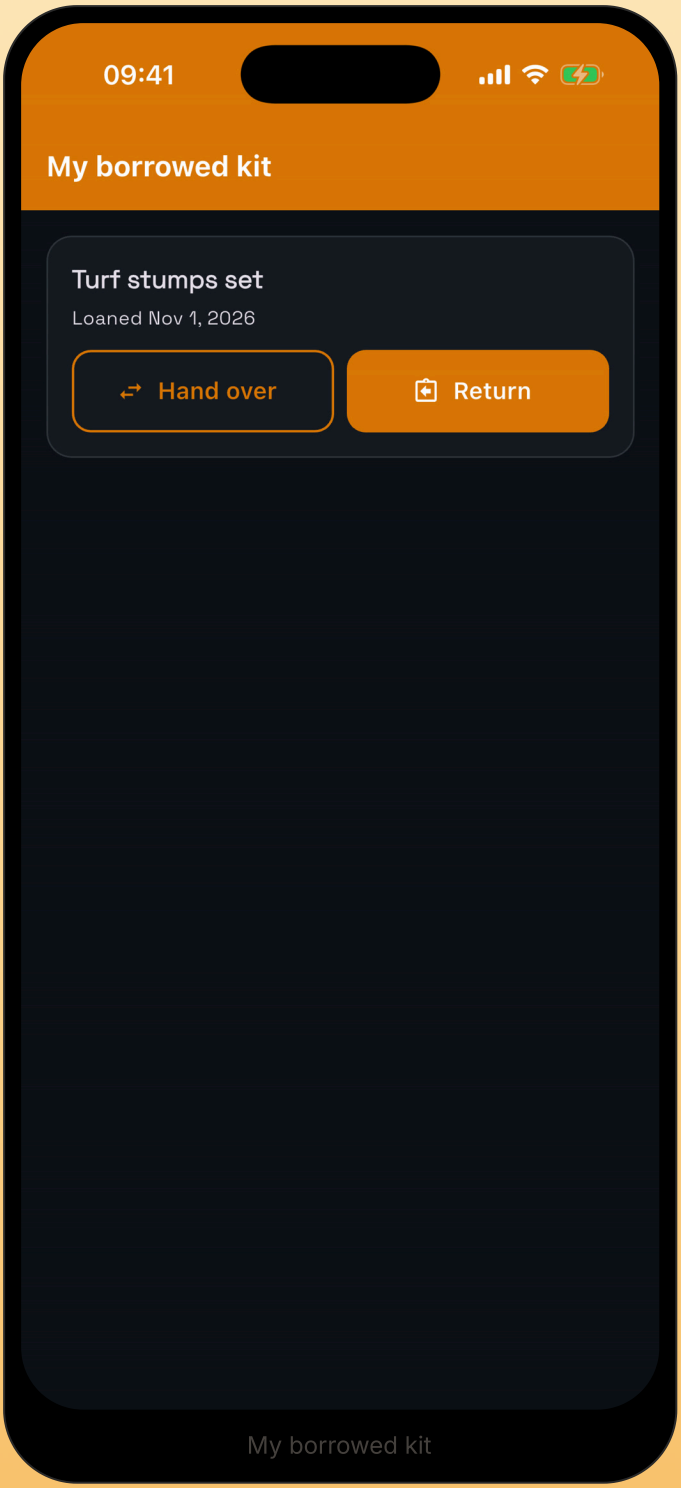
Consumables

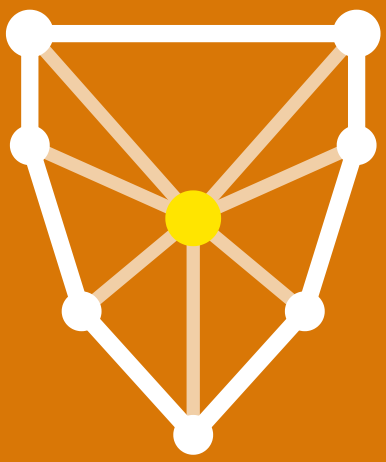


Stock

28 What am I holding?

1. Friends see everything on loan to them in **Profile → My borrowed kit**, so nothing goes missing.





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