



Welcome to the Ready to Match–Live Sport Matchmaking user guide System

The Ready to Match community (also know as RtM community) is based on the essential premise of keeping a correct behavior by users.

Let's take a closer look at some of Rtm's peculiarities!

Friendly Event: The User as captain in team sports or the User who participates in individual matches, at the end he will have to review the degree of "reliability"

of the opponent/opponents.

This parameter is essential for the enjoyment and positive experience of the whole community, that's why it's essential to review as truthfully as possible ed objectify one's opponents.

Competitive Event: The user as captain in team sports or the user who participates in individual matches, at the end he will have to review in addition to the degree of "reliability", too the "skill" of the opponent/opponents.

Unlike friendly events, you will record statistics here such as goals scored, points scored and all the statistics that you will find in the appropriate section at the end of the match. Furthermore,

the skill level will be reviewed as mentioned above, essential for a competitive experience for the whole Community!

This task will be assigned to the Captains of the 2 teams that will compete, or to individuals users for individual or couple sports. The statistics that will add up based on the matchesdisputed by the User and the level of reliability and skill, will be your presentation in quality of player, for the entire Rtm Community!

Captain: The role of Captain of a Team is fundamental, he can launch and accept

challenges at events or tournaments and leagues, set up your team by inviting users to join your team or remove those that already exist.

The RtM Community is based on "self-moderation", that is, each Captain undertakes to truthfully review/record, depending on match type, stats, rank of reliability and the skill level of the opponents. The user who will create an event as a single and not as a Team, it will be for that event, configured as "Captain" and therefore

will have both the power of administrator of the event room (to add or remove users that have been added to the event) and the duties of a Captain depending on the type of match created (Light or Competitive) or those of reviewing the skill levels of the opponents (if we are talking about a competitive match) and to record statistics such as goals, assists, penalties, etc. by your team. The role of Captain for the opposing team will come assigned by the creator of the event.

Create Event: Select the type of event (Friendly or Competitive), create the event as a User (by opening the event room waiting to reach the minimum number for validate the match) or as Captain of a Team (and therefore already with your team registered in the event room) when the minimum number to validate is reached the event, you will receive a notification for confirmation.

Where is it played? As Event Creator, in addition to setting the day, time and type of match, you will need to inform Users of the venue where the event will take place.

Ready to Match leaves you a wide choice in this case, you can book directly from the app,

one of the partner fields of Rtm! Or choose to play on a beach club, on the pitch municipal, or wherever you want, you can manually enter the address of the place and via

the event chat room, you will be able to give further details to help users reach the event location!

P.S. Users who, for a specific event, will have the option "give a passage" put at their disposal a means to reach the place together of the event! Keep an eye out for this option!

Tournaments and Leagues: Each Rtm User will be able to create leagues or tournaments, there will only be competitive matches

Referral System: Every Rtm user will be able to invite other people via the referral code system

The Ready to Match team is already working on further implementations and improvements for the user gaming experience!