

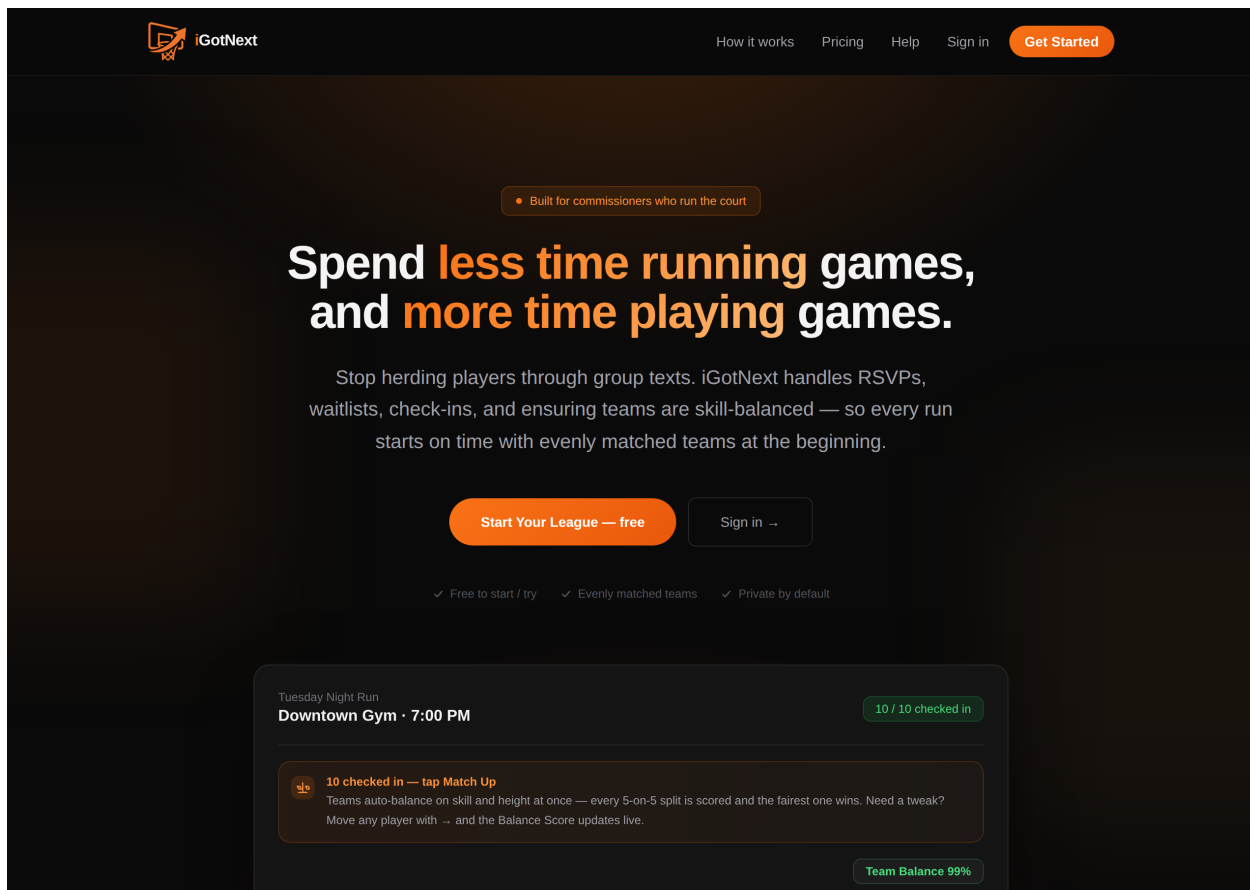


Figure 1: iGotNext home page hero showing “Run your private pickup league like a pro franchise”

iGotNext

User Guide

Run your private pickup league like a pro franchise

Version 1.3 Last updated: August 10, 2026 www.igotnext.club

Abstract

iGotNext is a league management platform purpose-built for commissioners of private pickup **basketball** leagues. It replaces the scattered group chats, spreadsheets, and last-minute “who’s in?” texts that usually run a rec league with a single home for rosters, RSVPs, recurring games, check-ins, and auto-balanced teams.

This guide is written for three audiences:

- **Commissioners** setting up a league for the first time — creating leagues, inviting players, scheduling recurring games, and managing rosters.

- **Players** joining an existing league — signing up, RSVPing, checking in on game night, and understanding waitlists.
- **Administrators** operating the platform — managing users, leagues, and admin roles from the dashboard.

You will learn how to sign up with Google, manage your profile, create and share a league, schedule one-off or recurring games with RSVP windows, rank players with the collaborative **draft order**, run check-in and auto-generate balanced teams by skill **and height**, and use commissioner tools such as roster management, player heights, and invite links. Later sections cover **plans and billing**, the admin dashboard, and site-wide legal pages.

No prior experience with iGotNext is assumed. Each section is self-contained, so you can read straight through or jump directly to the feature you need from the **Table of Contents** below.

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1. Getting Started

Signing Up

iGotNext uses **Google Sign-In** — no separate password.

1. Go to the home page at www.igotnext.club.
2. Click **“Start Your League — free”** (the primary CTA in the hero) or **“Sign in”** in the top navigation.
3. On the sign-in page, click **“Continue with Google”**.
4. Choose your Google account and grant permission.
5. You’re in — you’ll land on your **Leagues** page.

Note: If you already have an account with the same email, Google sign-in automatically links to it.

Signing In

If you already have an account:

1. Click **“Sign in”** in the navigation bar (or visit </login>).
 2. Click **“Continue with Google”** and pick your account.
 3. You’ll be redirected back to the page you were trying to visit (or to </leagues>).
-

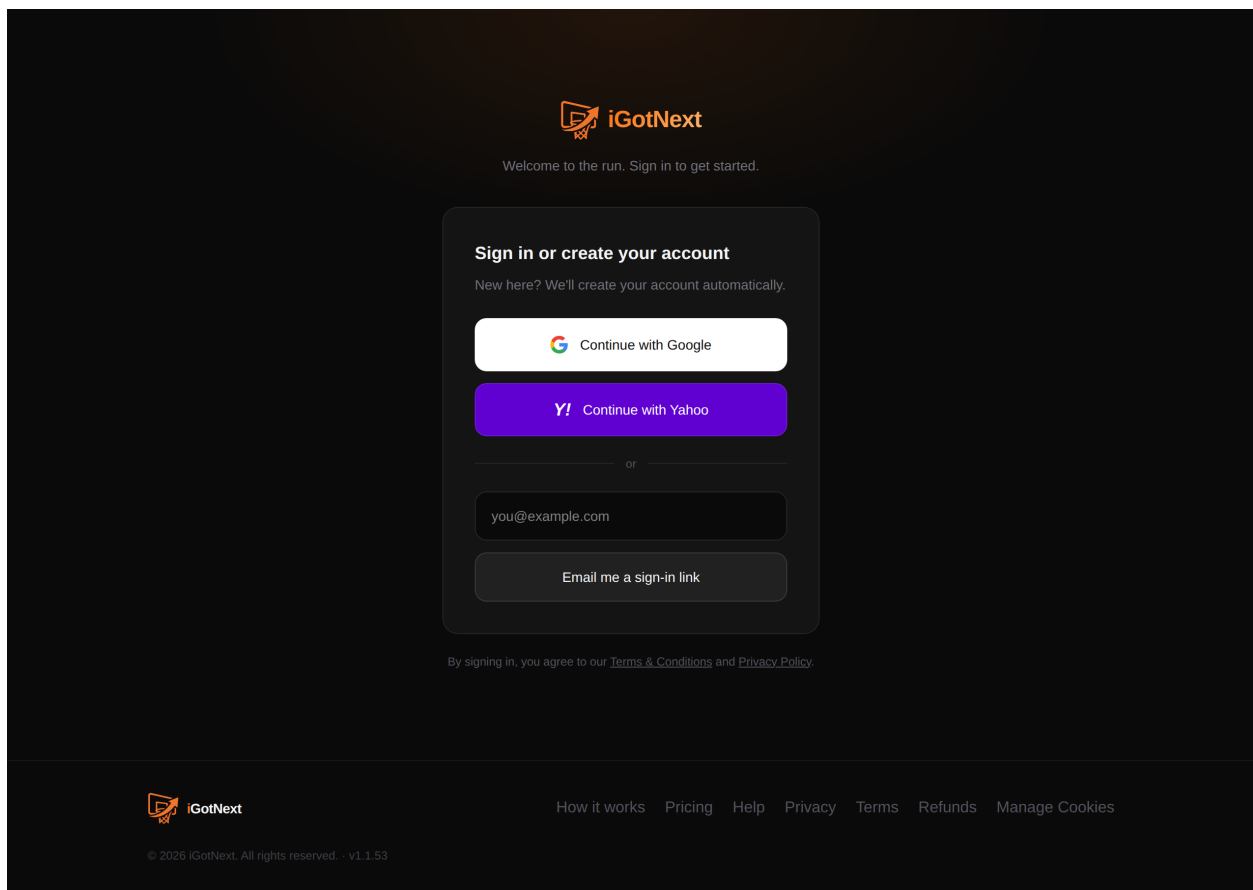


Figure 2: Sign in page with “Continue with Google” button

Signing Out

1. Click your name or avatar in the navigation bar.
 2. Select **“Sign out”**.
-

2. The Home Page

The public home page at / is a marketing page for signed-out visitors. It shows the hero, a rundown of how iGotNext works, and CTAs to register or sign in.

When you’re signed in, visiting / redirects you straight to your **Leagues** list — that’s your starting point. There is no separate “home dashboard”; games live on each league’s page and on the **Upcoming Games** page at /games.

A **footer** on every page links to **How it works**, **Privacy Policy**, and **Terms & Conditions**.

3. Your Profile

Your profile page is both a personal dashboard and the place you manage your own account details.

1. Click your name in the navigation bar and select **“Profile”**.

You’ll find: - **Your info** — name, email, height, and your current **plan badge**. - **Notifications** — how you’d like to hear about games you’re in. - **Upcoming — Attending** — games you’re going to. - **My Leagues** — leagues you belong to, with your role (commissioner or member). - **Games Created** — a list of games you’ve organized.

Editing Your Name and Height

Your name and height are editable right on the profile card — no separate settings page.

1. Click **“Edit name”** next to your name, type a new one, and click **“Save”**.
2. Click **“Edit height”** next to your height, enter your **feet** and **inches**, and click **“Save”**. Leave both blank and save to clear it.

Your height follows you into every league. Saving your height updates it across all leagues you belong to, so commissioners always have your current height for team balancing. You don’t need to set it league-by-league.

Your Plan Badge

A small badge on your profile card shows your current plan — **Free Plan**, **Pro Plan**, or **Premium Plan**. Next to it:

- On the **Free** plan, the button reads **“View Plans”** and takes you to the Billing & Plans page.
 - On a **paid** plan, it reads **“Manage Subscription”** and opens the same page, where you can change or cancel your plan.
-

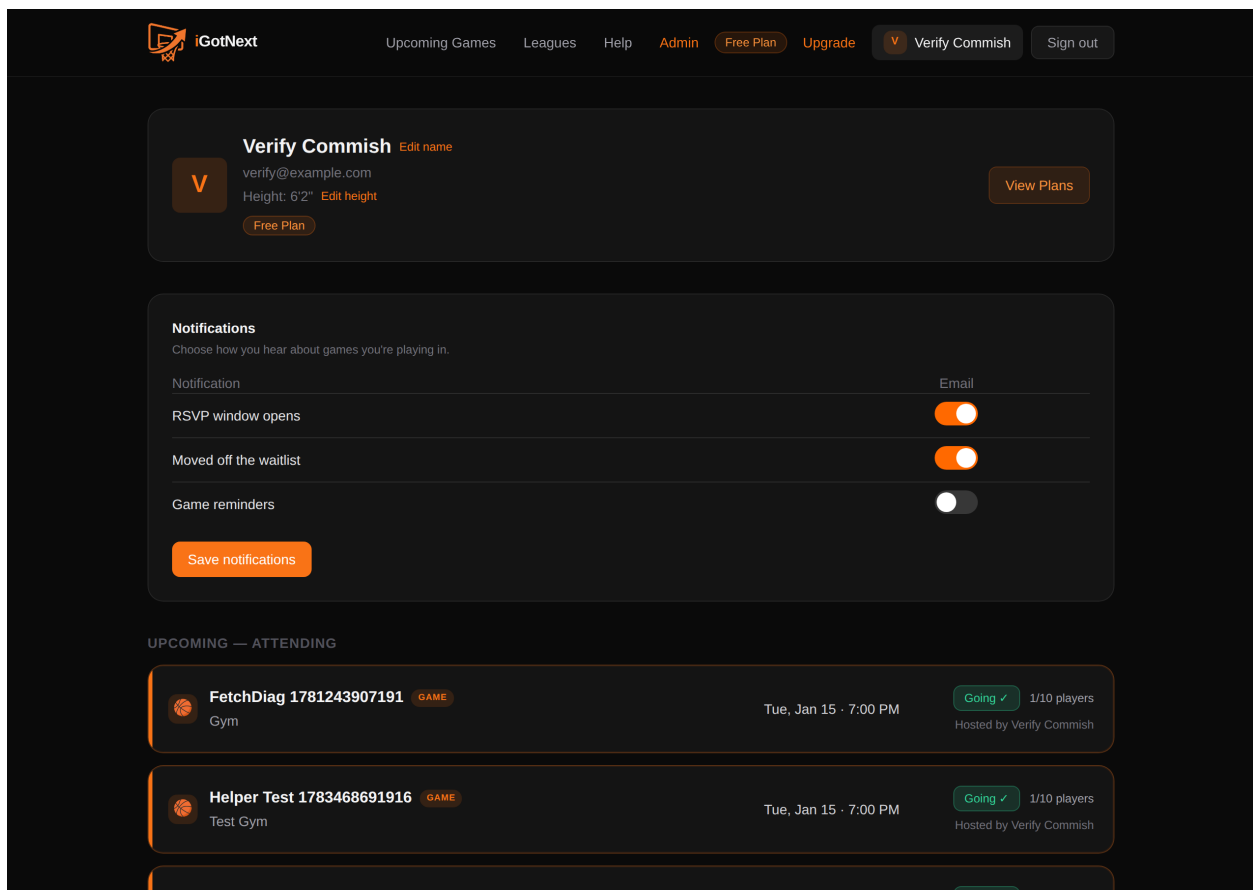


Figure 3: Profile page with editable name and height, plan badge, and notification preferences

Notification Preferences

The **Notifications** card lets you choose how you're told about games you're playing in. Toggle a channel on or off for each notification type and click **"Save notifications"**. Channels that aren't set up yet appear dimmed. Commissioners set league-wide notifications separately in their league's settings.

4. Leagues

A **league** is an invite-only group of players who play together regularly. A league can host games, maintain a roster, and track membership. All leagues on iGotNext are **basketball** leagues.

Browsing Leagues

1. Click **"Leagues"** in the navigation bar (or go to /leagues).
2. The page lists the leagues you're a member of, with the member count, game count, and the next scheduled game.

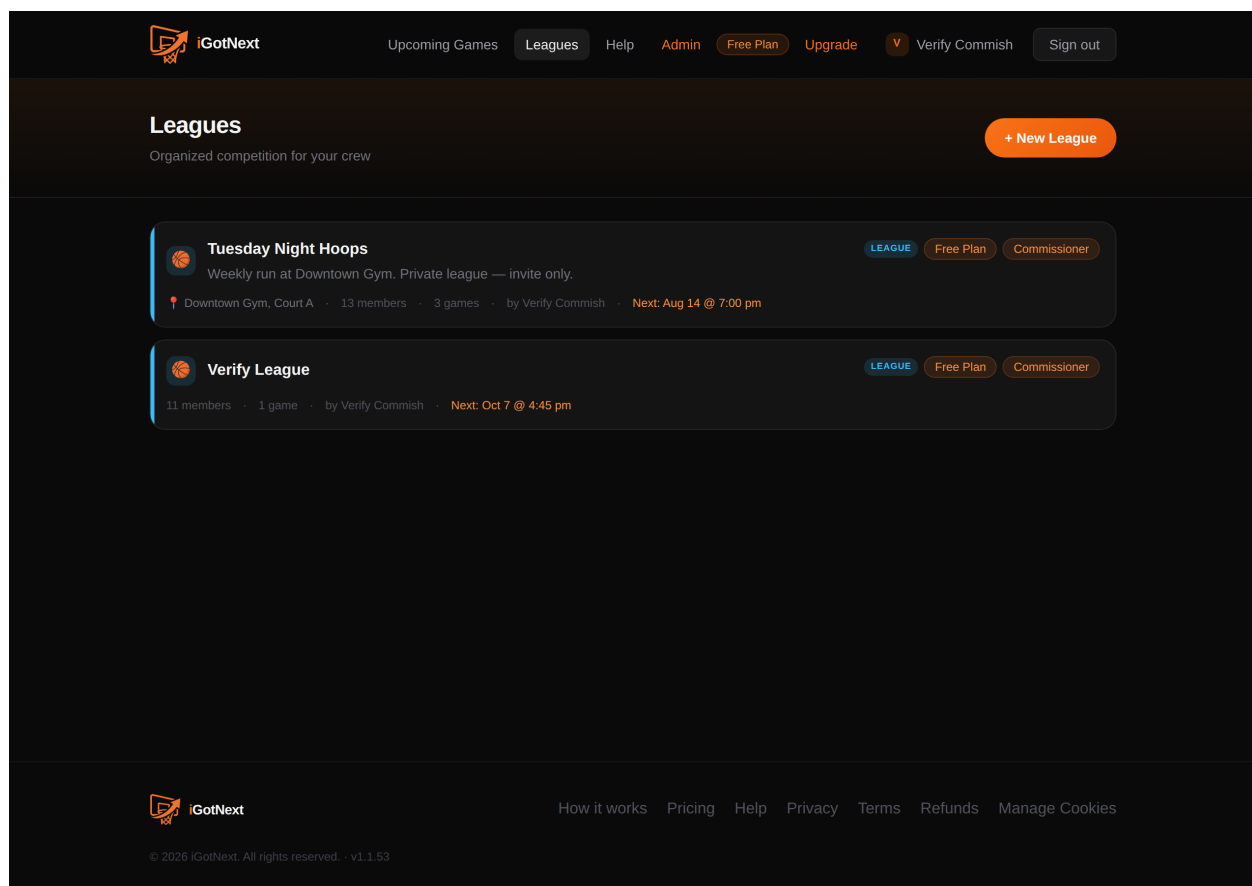


Figure 4: Leagues page showing your leagues with member count and next game date

3. Click any league card to open its detail page.

Leagues are private and invite-only. You'll only see leagues you belong to. To join another league, open the invite link a commissioner sent you.

Creating a League

1. From the Leagues page, click **" + New League "**.
2. Fill in the form:
 - **League Name** (required).
 - **Description** (optional) — what the league is about.
 - **Location** (optional) — the default location used when you create games in this league (e.g., "Rucker Park, NYC").
 - **Members RSVP opens** (optional) — how many **days** before each game members are allowed to RSVP. Leave blank to always allow.
 - **Guests RSVP opens** (optional) — how many **hours** before each game **non-members** (guests) are allowed to see and RSVP. Leave blank to always allow guests.
3. Click **"Create League"**.

You'll be taken to your new league's page as the **commissioner**.

iGotNext is basketball-only — there is no sport picker. The sport is set automatically.

Joining a League

Leagues are invite-only:

1. Open the invite link shared with you (it looks like `www.igotnext.club/join/abc123`).
 2. If you're not signed in, you'll be prompted to sign in first.
 3. You'll be added to the league as a **guest** by default. A commissioner can promote you to **member** later.
-

Leaving a League

1. Open the league page.
2. Click **"Leave"** in the header area.

Commissioners cannot leave their own league. Transfer commissioner status to another player first, or delete the league.

Sharing a League Invite Link

Commissioners share invite links so new players can join. Anyone who opens an invite link and signs in is added to the league as a **guest** — promote them to **member** from the roster once they're a regular.

1. Open the league page.
 2. In the **Invite Links** section, click **" + New Link "**.
 3. Copy the generated link and share it.
 4. To disable a link, click **"Revoke"** next to it.
-

5. Players (on the League page)

Players are managed **directly on the league detail page** — there is no separate /players screen. Commissioners see an “Add Player” form and a roster table with inline edit and drag-to-reorder. Members see a read-only roster.

Adding a Player

1. Open your league.
2. Scroll to the **Add Player** form.
3. Enter the player’s **email** and **name**.
4. Click **“Add”**.

The player appears in the roster list.

Editing a Player

1. Click the **edit** icon (pencil) next to a player’s name.
 2. The **Edit Player** modal lets you update:
 - **Name**
 - **Email**
 - **Role** — Player or Commissioner
 - **Status** — Member or Guest
 - **Draft Rank** — ranking used for team matchups (lower number = stronger player)
 - **Height** — feet and inches; used alongside draft rank to balance teams
 3. Click **“Save”** to apply.
-

Setting Draft Rankings

Draft rankings drive the **Match Up** feature at check-in. Lower number = higher rank.

As commissioner you set the **official** draft order directly:

- **Drag and drop** players up or down in the roster to reorder — ranks update automatically.
- Or use the **Edit Player** modal and set **Draft Rank** directly.

You don’t have to guess at those ranks alone, though — the whole league can weigh in through **Your Draft Order** (below), and you can apply that collaborative result to the official order in one click.

Your Draft Order (Collaborative Ranking)

iGotNext lets every member rank the players they’ve seen play, then blends everyone’s ballots into a **consensus draft order**. It’s a way to crowdsource skill ranks instead of one person deciding them all.

Finding it: open a league and click the **“Your Draft Order”** tab. (Commissioners also have **Games**, **Players**, and **Invites** tabs; members see **Games** and **Your Draft Order**.)

Casting your ballot (members):

1. In the **Your Draft Order** card, **drag** 🗑️ players into the order you’d rank them — best at the top.

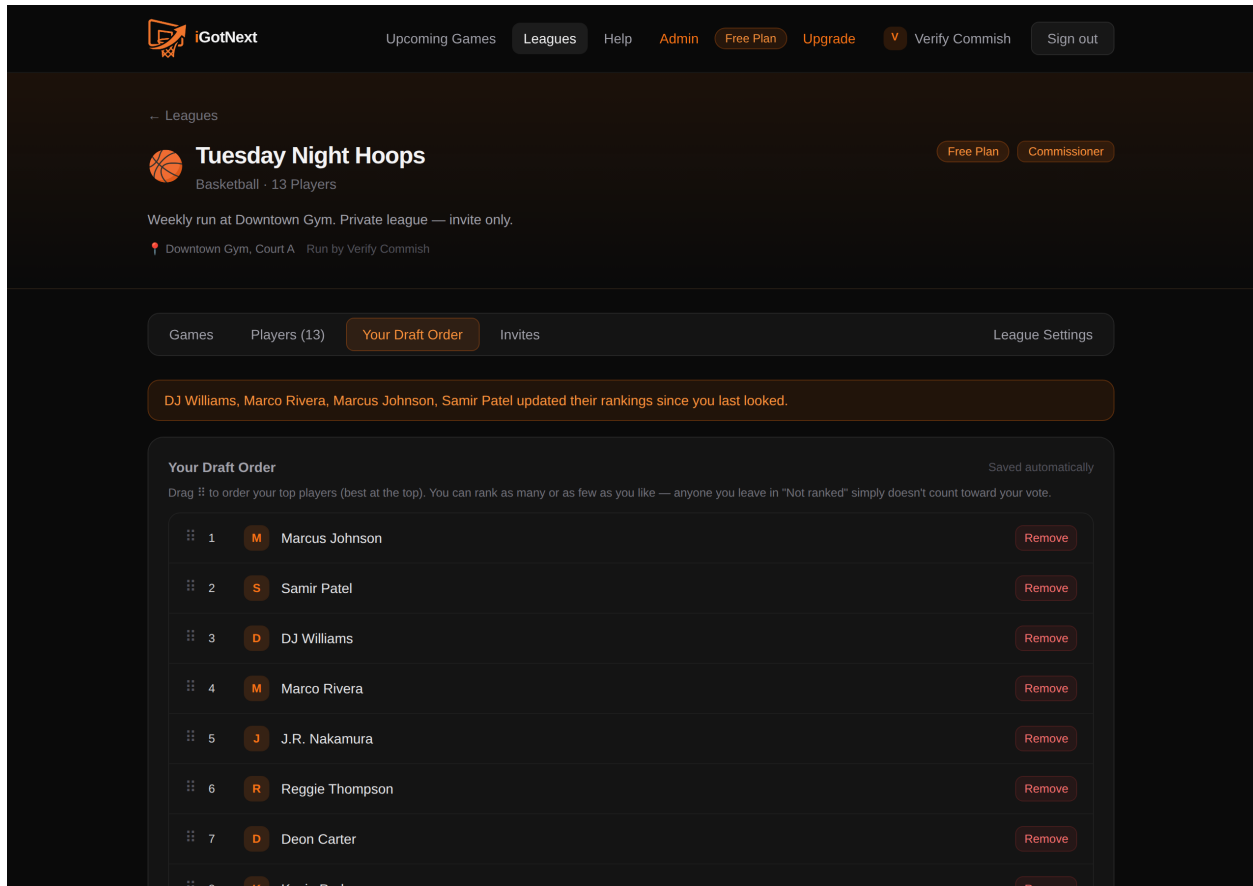


Figure 5: The Your Draft Order tab showing a personal ballot and the aggregated consensus draft order

2. Rank as many or as few as you like. Anyone you leave under **“Not ranked”** simply doesn’t count toward your vote; tap a name there to add them.
3. Your ballot **saves automatically** — you’ll see “Saving...” then “Saved automatically.”

The consensus: - The **Consensus Draft Order** aggregates everyone’s ballots into a single ranked list. - A player ranked by fewer than the league’s **quorum** of members is flagged **“low confidence”** so you know the ranking is thin. - The consensus is **advisory** — it only changes the official draft order when a commissioner applies it.

Commissioner controls: - Click **“Apply to draft order”** to write the current consensus into the league’s official draft ranks (the ones the matchmaker uses). You’ll get a confirmation toast. - Expand any player’s **“See ballots”** to view exactly who ranked them where. - Toggle **“Show consensus draft order to members”** on to let members and guests view the consensus, or off to keep it commissioner-only. Either way, guests can view but never edit ballots or apply the order. - When members update their ballots, the tab shows a **“...updated their rankings since you last looked”** banner (and a count on the tab label) so you know there’s fresh input.

Guests can view the consensus (when the commissioner has it visible) but can’t cast a ballot.

Removing a Player

1. Open the Edit Player modal.
 2. Click the option to remove the player from the league.
-

6. Games

Games are individual pickup sessions. They can belong to a league (most common) or be standalone.

Browsing All Games

1. Click **“Upcoming Games”** in the nav bar (or go to /games).
2. You’ll see upcoming games from the leagues you belong to, sorted by date, with title, location, date/time, and player count.
3. Click any game card to view its details.
4. Click **“+ New Game”** to schedule your own game.

Games are scoped to the leagues you belong to. You won’t see games from leagues you’re not a member of.

Creating a Game

1. From the Games page, click **“+ New Game”**.
2. Fill in the form:
 - **Title** (required) — e.g., “Tuesday Noon Run”.
 - **Location** (required) — where it’s happening.
 - **Date & Time** (required).

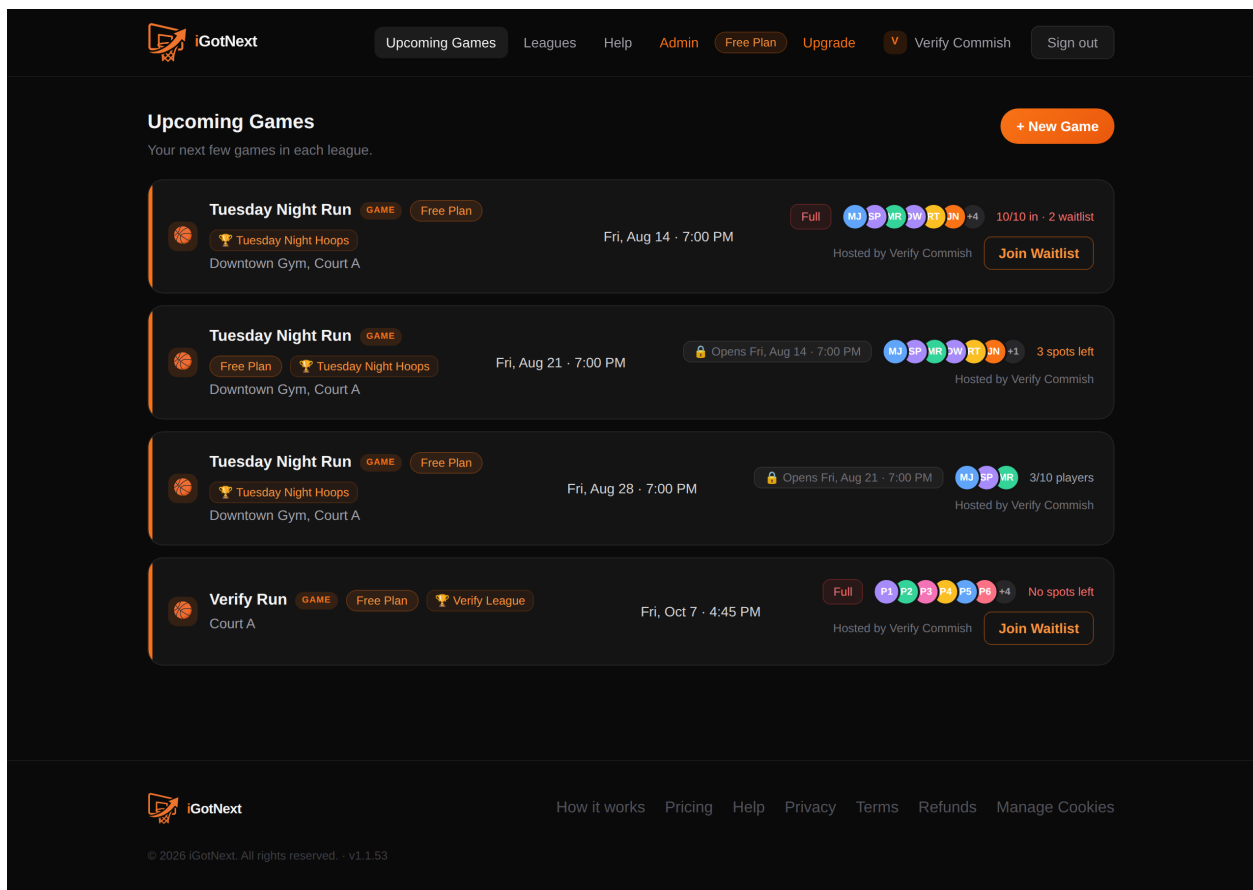


Figure 6: Upcoming Games page showing games with location and player count

- **Max Players** (required, minimum 2) — the attendance cap; overflow goes to the waitlist.
 - **Repeat** — Does not repeat, Weekly, or Monthly (see [Recurring Games](#)).
 - **Members can RSVP** — days before game time when members can RSVP (see [RSVP Windows](#)).
 - **Open to guests if max not hit** — toggle to let non-members RSVP when the game isn't full. When on, an additional **Guests can RSVP** field appears for the hours-before-game window.
3. If you commission any leagues, a **league dropdown** lets you attach the game to a league. Picking a league pre-fills the title, location, and RSVP defaults from that league's settings.
 4. Click **"Create Game"**.
-

Recurring Games

iGotNext can create an entire series of games at once.

1. In the **Repeat** dropdown, pick **Weekly** or **Monthly**.
2. A **Repeat until** date field appears — set the last date of the series.
3. When you submit, iGotNext creates every game in the series (same title, location, time-of-day, max players, and RSVP settings) up to the end date. You're automatically RSVP'd to all of them.

You can edit or cancel individual games later from each game's Manage page without affecting the rest of the series.

RSVP Windows

Two optional fields control **when** people can RSVP to a game:

- **Members can RSVP N days before game time** — members (full league members) can't RSVP earlier than this. Leave blank to always allow.
- **Open to guests if max not hit** — a toggle. When on, guests (non-members) can RSVP **only if** the game isn't already full. The companion **Guests can RSVP N hours before game time** field further narrows the guest window (blank falls back to the league default).

These windows can be set per-game when you create the game, or per-league in **League Settings** as defaults.

Creating a Game From a League

Commissioners can create games directly from their league page:

1. Open your league.
 2. Click **" + Create Game "** in the Upcoming Games section.
 3. The league is pre-selected; the title, location, and RSVP windows are pre-filled from the league's settings.
 4. Adjust anything you want and click **"Create Game"**.
-

Viewing a Game

Click any game card to open its detail page. You'll see: - Title, location, date/time. - Who organized the game. - The **Going** list and any **Waitlist** entries.

Game detail pages are viewable without signing in, but the **Join Game** button only appears for signed-in users. Anonymous visitors see a **"Sign in"** link in its place.

Joining or Leaving a Game

To join:

1. Open a game page.
2. If there's room, click **"Join Game"**. If the game is full, the button reads **"Join Waitlist"**.
3. Waitlisted players see a yellow **"Waitlisted"** badge on the game card.

To leave:

1. Open the game page.
2. Click **"Leave Game"** (or **"Leave Waitlist"** if you're on the waitlist).

Tip: When someone leaves, the top waitlisted player is promoted automatically.

Inviting Players to a Game

Game organizers (and league commissioners for league games) can share invite links:

1. Open the game and click **"Manage Game"**.
 2. In the **Invitation Links** section, generate a new invite.
 - Optionally set a **max uses** and/or an **expiration date**.
 3. Copy the link and share it.
 4. Players who open the link are added to the game (or waitlisted if full).
 5. Click **"Revoke"** to disable a link.
-

Managing a Game

The **Manage Game** page (/games/:id/manage) is your control center. It's visible to the game creator and (for league games) league commissioners.

From Manage Game you can: - **Edit game details** — title, location, date/time, max players, league, RSVP windows. - **Add attendees manually** — for league games, pick league players from a dropdown. - **Remove attendees** — click the remove button next to a player. - **Assign check-in helpers** — let a member run check-in for this one game (see below). - **Manage invite links** — create, copy, or revoke. - **Open the check-in screen** — handy to open in a second window on a big display.

Delegating Check-In to a Member

Can't make it to a game you're running? You can hand check-in for **that one game** to any league member — no need to promote them to commissioner. This is a **per-game** grant: it applies only to the game you set it on, and it gives them check-in and team matchup **only**.

They can't edit the game, manage the roster, change settings, delete it, or assign anyone else.

To assign a check-in helper (creator or league commissioner only):

1. Open the game's **Manage Game** page (/games/:id/manage).
2. Find the **Check-in helpers** section (league games only).
3. Pick a member from the **"Select a member..."** dropdown and click **"Add"**. They appear in the helpers list.
4. Repeat to add more than one helper — handy for "whoever gets there first."
5. To revoke, click **"Remove"** next to a helper's name.

Commissioners and the game's creator already have check-in access, so they don't appear in the dropdown.

What the helper sees: on the game page, the member gets a **"Check In Players"** button (but no "Manage Game" button). It takes them straight to the check-in screen described in Section 7, where they can mark attendance and generate teams. Removing them from the helpers list revokes access immediately.

Closing, Cancelling, or Reopening a Game

At the bottom of the **Manage Game** page is a **Danger Zone**:

- **Close Game** — stop accepting new players but keep the game visible. Use this once you've got your ten.
 - **Cancel Game** — mark the game as cancelled. Players see a cancellation notice on the game page.
 - **Reopen Game** — a closed or cancelled game can be reopened later to accept players again.
-

7. Check-In & Team Matchup

The check-in screen confirms who actually showed up and generates balanced teams on the fly. It's open to the game's creator, league commissioners, and any [check-in helpers](#) a commissioner has assigned for the game.

Checking Players In

1. From **Manage Game**, click **"Check In"**.
 2. You'll see the **Going** list with a **"Check In"** button next to each name.
 3. As players arrive, tap **"Check In"** — the button turns green with a checkmark.
 4. To undo, hover the green button and click **"Undo"**.
 5. A counter at the top tracks checked-in players vs. total.
-

Generating Teams

Once enough players are checked in, iGotNext can auto-balance teams using **both draft rank (skill) and height**.

1. Click **"Match Up"**.

- Teams are generated by trying every possible 5v5 split and picking the most balanced one (details below).
- Results support up to **2 courts**, each with **Team 1** and **Team 2**:
 - Court 1 gets the first 10 checked-in players.
 - Court 2 gets players 11-20.
- Each player gets a color-coded team badge. Guests show a small purple **“G”** next to their name so you can tell members apart from guests at a glance.
- Each team card displays a **Team Balance Score** (total skill points) and **Avg Height**, plus an overall **Team Balance %** badge, so you can sanity-check how even the split turned out.
- Click **“Re-Match Up”** to regenerate.

Pro tip: Set draft rankings and heights on your league roster ahead of time to get the most balanced matchups.

Adjusting Teams Manually

The matchmaker gives you a great starting point, but you know things the math doesn't — positions, who's nursing a tweaked ankle, which two guards shouldn't be on the same team. After teams are generated you can move players by hand, and the balance numbers update instantly.

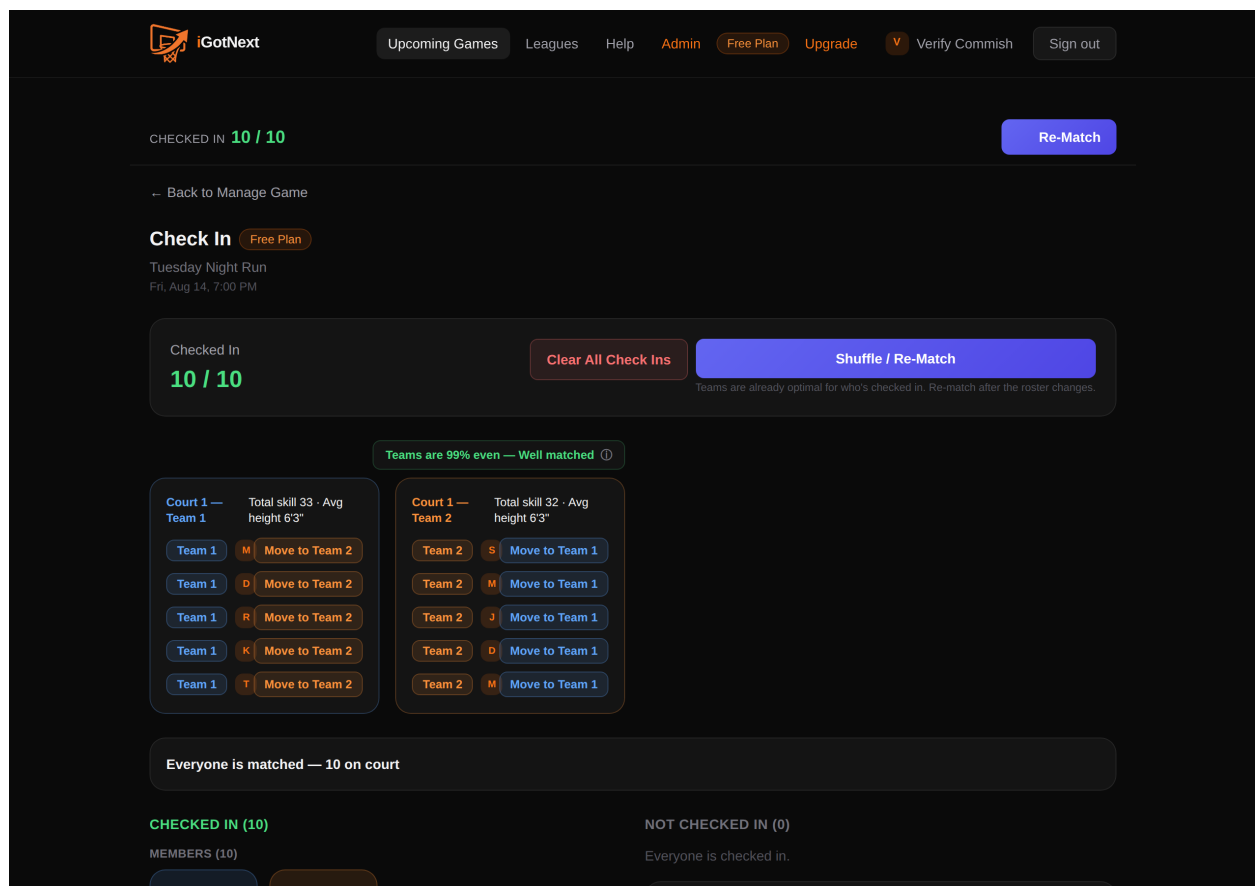


Figure 7: Matched check-in view with per-player move buttons on each team card

1. With teams matched, each player row has a small → move button. Hover it to see where they'll go (e.g. "Move to Team 2").
2. Click it to send that player to the **sibling team on the same court**:
 - **Court 1:** Team 1 ↔ Team 2.
 - **Court 2:** C2 Team 1 ↔ C2 Team 2.
 Courts are independent — you can't move a player from Court 1 to Court 2.
3. The move **saves immediately**. The **Team Balance** % badge, each team's **Balance Score**, and **Avg Height** all recalculate on the spot, so you can see exactly how your override changed the split.
4. Repeat as needed. You can pile up to **9 players** on one side while you shuffle — the only move that's blocked is one that would **empty a team**, so the move button is disabled for the last player left on a team.

These controls appear both in the post-matchup pop-up and on the main team cards, so you can fine-tune from wherever you're looking.

No re-match needed. Manual moves don't re-run the matchmaker — your changes stick. If you'd rather start over from a fresh auto-balanced split, click **"Re-Match Up"**.

How the Matchup Algorithm Works (Plain-English Walkthrough)

Imagine you have 10 friends showing up to play basketball, and you need to split them into Team 1 (5 players) and Team 2 (5 players). You want the game to be fun, so you don't want one team to be way better or way taller than the other.

Step 1: Give each friend two "scores"

For every friend, we write down two numbers on their name tag:

- **Skill points** — this comes from their draft rank. The best player gets the most points, the worst player gets the fewest. (So if their draft rank is 1 out of 10, that's 10 skill points. Draft rank 10 gets 1 point.)
- **Height in inches** — how tall they are. (A player who is 5 feet 8 inches tall = 68 inches.)

If we don't know somebody's height, we just use the average height of the 10 players in the pool so they don't mess up the math.

Step 2: Try every possible way to split them

The computer is fast, so it tries **every single way** to pick 5 players for Team 1. How many ways? Exactly **252** (the number of 5-player subsets of 10 players).

Step 3: Score each split

For each of those 252 splits, the algorithm adds up:

- Team 1's skill points vs. Team 2's skill points → how different?
- Team 1's total height vs. Team 2's total height → how different?

Then it combines those two differences into one **unfairness score** using the league's weights:

$$\text{unfairness} = (\text{skillWeight} \times \text{normalized skill difference}) + (\text{heightWeight} \times \text{normalized height difference})$$

Defaults are $\text{skillWeight} = 0.7$ and $\text{heightWeight} = 0.3$ — skill matters a bit more than height, but commissioners can tune this in **League Settings → Advanced Settings**.

Before mixing the two differences, each one is divided by its pool total so they become comparable percentages. (Raw skill points range 1-10, heights range ~60-80; without normalization, inches would dwarf skill points.)

Step 4: Pick the winner

Out of all 252 splits, the algorithm picks the one with the **smallest unfairness score** — the split that’s closest to equal on both skill and height at the same time.

Why enumerate all 252 splits?

A simple zigzag (“snake”) draft by rank balances skill okay, but it can accidentally stack all the tall players on one team. Enumerating every possible 5v5 split guarantees we find the one that’s fair on **both** skill and height at the same time — and 252 comparisons finish in less than a blink.

Tuning the Matchup Weights (Advanced Settings)

Commissioners can change how much skill vs. height matter on a per-league basis.

1. Open **League Settings** → expand **Advanced Settings**.
2. Set **Skill Weight** and **Height Weight** (integers 0-100).
3. Leave both blank to use the defaults (70 skill / 30 height).
4. Both values must be set together, or both left blank.

Example scenarios:

- **100 skill / 0 height** — ignore height entirely; balance skill only.
- **50 / 50** — weigh skill and height equally; useful if your league has a wide height range.
- **70 / 30** (default) — skill dominates, height is a tiebreaker across comparably-skilled splits.

8. Billing & Plans

iGotNext has a free plan that covers everything a small crew needs, plus two paid plans that lift the limits. You manage all of it on the **Billing** page. The quickest way there is the button on your **Profile** — “**View Plans**” on the free plan, “**Manage Subscription**” once you’re paid. Commissioners also get a shortcut in the top navigation: “**Upgrade**” while on the free plan, “**Manage Subscription**” on a paid plan.

The Plans: Free, Pro, and Premium

Plan	Price	Games / month	Players / league	Leagues	Courts
Free	\$0	2	15	1	1
Pro	\$10/mo · \$100/yr	Unlimited	Unlimited	1	Multiple
Premium	\$18/mo · \$180/yr	Unlimited	Unlimited	Unlimited	Multiple

Skill **and** height matchmaking, the Balance Score, RSVPs, waitlists, invite links, and the collaborative draft order are on **every** plan, including Free. Paid plans add higher (or unlimited) limits and multi-court matchmaking; **Premium** additionally removes the one-league cap.

 iGotNext

Upcoming GamesLeaguesHelpAdminFree PlanUpgradeVVerify CommishSign out

Billing

You're on the Free plan

Here's where you stand against the free-plan limits. Upgrade any time to lift them.

Games created this month	5 / 2
Roster — Verify League	11 / 15
Roster — Tuesday Night Hoops	13 / 15

Upgrade to Pro for unlimited games & rosters and two-court matchmaking.

Pro Monthly

\$10/mo

Unlimited games & roster, multi-court matchmaking.

Get Pro Monthly

Pro Annual

\$100/yr

Two months free vs. monthly. Same Pro features.

Get Pro Annual

Premium Monthly

\$18/mo

Everything in Pro plus unlimited leagues.

Get Premium Monthly

Premium Annual

\$180/yr

Two months free vs. monthly. Unlimited leagues.

Get Premium Annual

Figure 8: Billing page showing the current plan, free-usage meter, and upgrade options

The prices and limits above are the current defaults. Because limits are set by the platform, the exact numbers you see on the Billing and Pricing pages are always the source of truth.

Annual billing on either paid plan works out to **two months free** versus paying monthly.

Where You Stand (Free Plan Usage)

If you're on the Free plan, the Billing page shows a **"You're on the Free plan"** card with a live usage meter:

- **Games created this month** vs. your monthly limit.
- **Roster size** for each league you commission vs. the per-league player limit.

Numbers turn red as you hit a limit, so you can see at a glance when it's time to upgrade.

Upgrading Your Plan

1. On the Billing page, pick the plan and billing period you want (e.g. **Get Pro Monthly, Get Premium Annual**).
 2. **From the Free plan**, you're taken to our secure checkout to enter payment and complete the purchase.
 3. **From a paid plan** (e.g. Pro → Premium, or monthly → annual), iGotNext first shows a **price preview**: the new plan's price, a **credit for your unused time** on the current plan, and the **estimated amount due today**. Your unused time is always credited — you never pay for two subscriptions at once.
 4. Click **"Confirm & pay"** to apply the change. Your new plan is active immediately and the prorated difference is charged to your card on file.
-

Cancelling or Resuming

1. On the Billing page for a paid plan, click **"Cancel plan"**, then **"Confirm cancel"**.
2. Cancelling schedules your plan to end at the close of the current billing period — **you keep full access until then**.
3. Changed your mind? Before the period ends, click **"Resume plan"** to un-cancel; your plan renews as normal.

Downgrading from Premium to Pro isn't self-serve — email **support@igotnext.club** and we'll sort it out.

Managing Your Subscription

Click **"Manage Subscription"** on the Billing page to open the secure customer portal, where you can update your payment method, view invoices, and review your billing history. A back button returns you to iGotNext.

Comped plans. If the team has granted you complimentary Pro or Premium access, the Billing page says so and there's nothing to pay — your access simply stays active.

Comparing Plans

The public **Pricing** page at /pricing lays every plan side by side in a comparison table so you can see exactly what each tier includes before you decide. (Signed-out visitors also get a **“Pricing”** link in the top navigation.) The same side-by-side comparison appears at the bottom of the Billing page when you’re on the free plan.

9. Commissioner Features

League Settings

1. Open your league and click **“League Settings”**.
2. You can update:
 - **League Name**
 - **Description**
 - **Location** (default game location)
 - **Members RSVP opens** (days before game time)
 - **Guests RSVP opens** (hours before game time)
3. Click **“Save Changes”**.

There is no sport field — all leagues are basketball.

Managing Rosters and Roles

On the league page (or via League Settings for promotion/demotion):

- **Promote to commissioner** — grant commissioner access.
 - **Demote from commissioner** — step someone back down to player (the last commissioner can’t be demoted).
 - **Set status** — mark a player as **Member** or **Guest**.
 - **Edit details** — name, email, draft rank, height.
 - **Remove from league** — take a player off the roster.
-

Deleting a League

⚠ This is permanent and cannot be undone.

1. Open **League Settings**.
 2. Scroll to the **Danger Zone**.
 3. Click **“Delete League”** and confirm.
-

10. Admin Dashboard

The Admin Dashboard is only accessible to **uber admins** — platform-level administrators who oversee all leagues, users, and players across the entire iGotNext platform.

Accessing the Dashboard

If you're an uber admin, an **"Admin"** link appears in the navigation bar. Click it to open /admin.

Viewing Users and Leagues

The dashboard has these sections:

- **Dashboard** — system-wide totals (leagues, users, players).
- **Users** — all registered users with name, email, sign-in method, league count, and join date. Role badges are color-coded at a glance — **orange** for commissioner, **blue** for member, **purple** for guest.
- **Leagues** — all leagues with commissioner, member count, and creation date.
- **Players** — all league memberships (user x league, with role and status).
- **Admins** — all uber admins.
- **Invitations** — outstanding admin invitations.

Assigning a League to a User

From **Admin → Users**, uber admins can attach a user to a league without going through an invite link:

1. Find the user in the **Users** table.
2. Use the league action on that user's row to pick a league and (optionally) their starting role/status.
3. Save — the user is added as a member of that league immediately.

This is useful when you need to fix up rosters or onboard someone who didn't receive their invite link.

Managing Admins

1. Go to **Admin → Admins**.
2. You'll see every uber admin with their role (read or write), who invited them, and their join date.
3. To remove an admin, click **Remove** next to their name.

You cannot remove yourself.

Inviting a New Admin

1. Go to **Admin → Invitations** and click **"New invitation"** (or **"Invite admin"** from the dashboard).
2. Enter the person's **email address** and choose a **role**:
 - **Read** — can view the admin dashboard but not change anything.
 - **Write** — full admin access.
3. Click **"Send"**.
4. You'll see a generated invite link. Share it directly with the invitee.
5. The link is valid for **7 days** and can only be used by the specified email.

Claiming an admin invitation:

1. The invitee opens the link in their browser.
 2. They sign in with the Google account that matches the invited email.
 3. They click **“Claim admin”** to accept and land on the Admin Dashboard.
-

Impersonating a User

Uber admins with the **Write** role can temporarily sign in as another user — handy when debugging an issue someone’s seeing in their own leagues.

1. From **Admin → Users**, find the user and start impersonation.
 2. A banner appears at the top of every page reading “Impersonating ” with a **Stop Impersonating** button.
 3. Click **Stop Impersonating** to return to your own session.
-

11. Legal & Site Info

How It Works

A public walkthrough of iGotNext’s core flows lives at /how-it-works. No sign-in required — share it with players who haven’t joined yet.

Privacy Policy

iGotNext’s Privacy Policy explains what data is collected and how it’s used.

- Navigate to /privacy or click **“Privacy”** in the footer.
 - The page is publicly accessible.
-

Terms & Conditions

The Terms & Conditions outline your rights and responsibilities when using iGotNext.

- Navigate to /terms or click **“Terms”** in the footer.
 - The page is publicly accessible.
-

Have questions or feedback? Reach out to your league commissioner or the platform team.

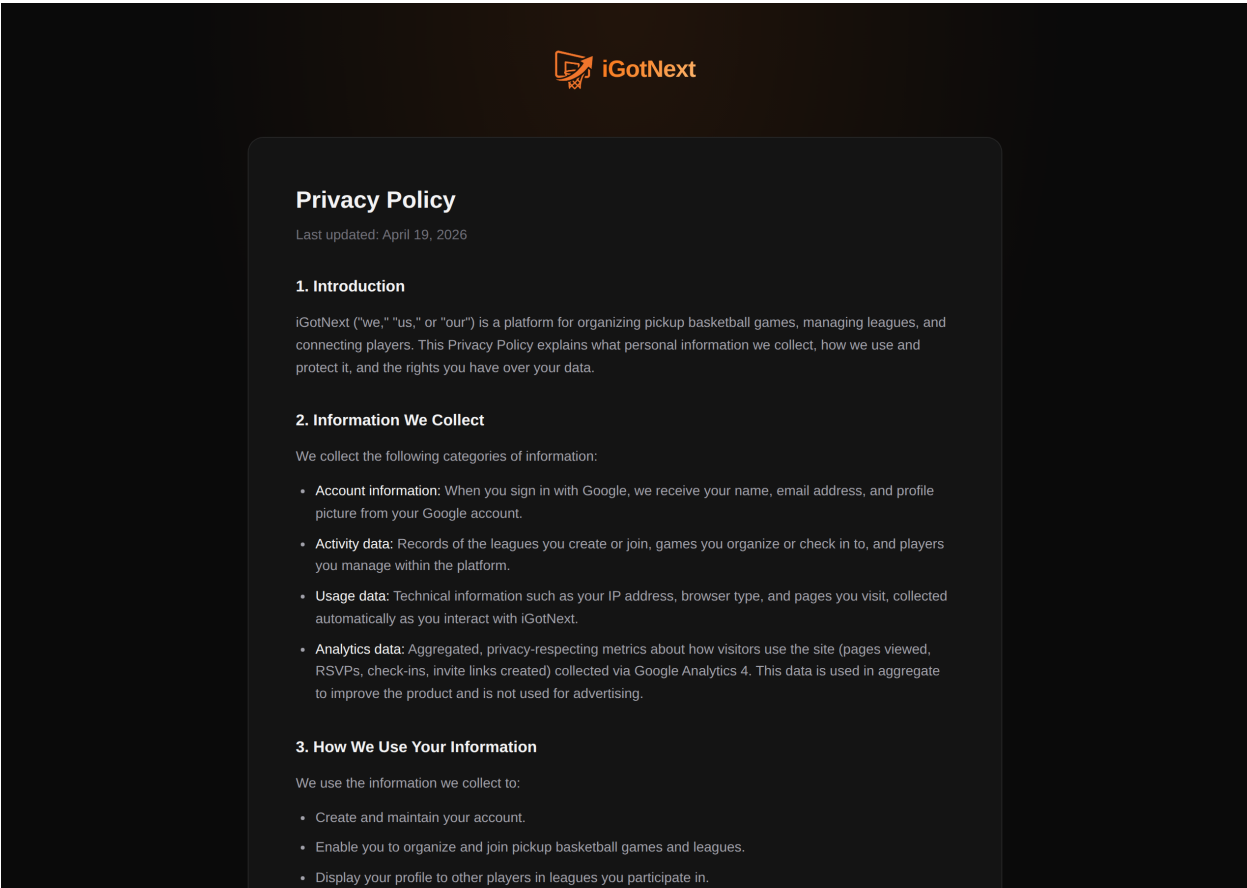


Figure 9: Privacy Policy page with data collection and usage information

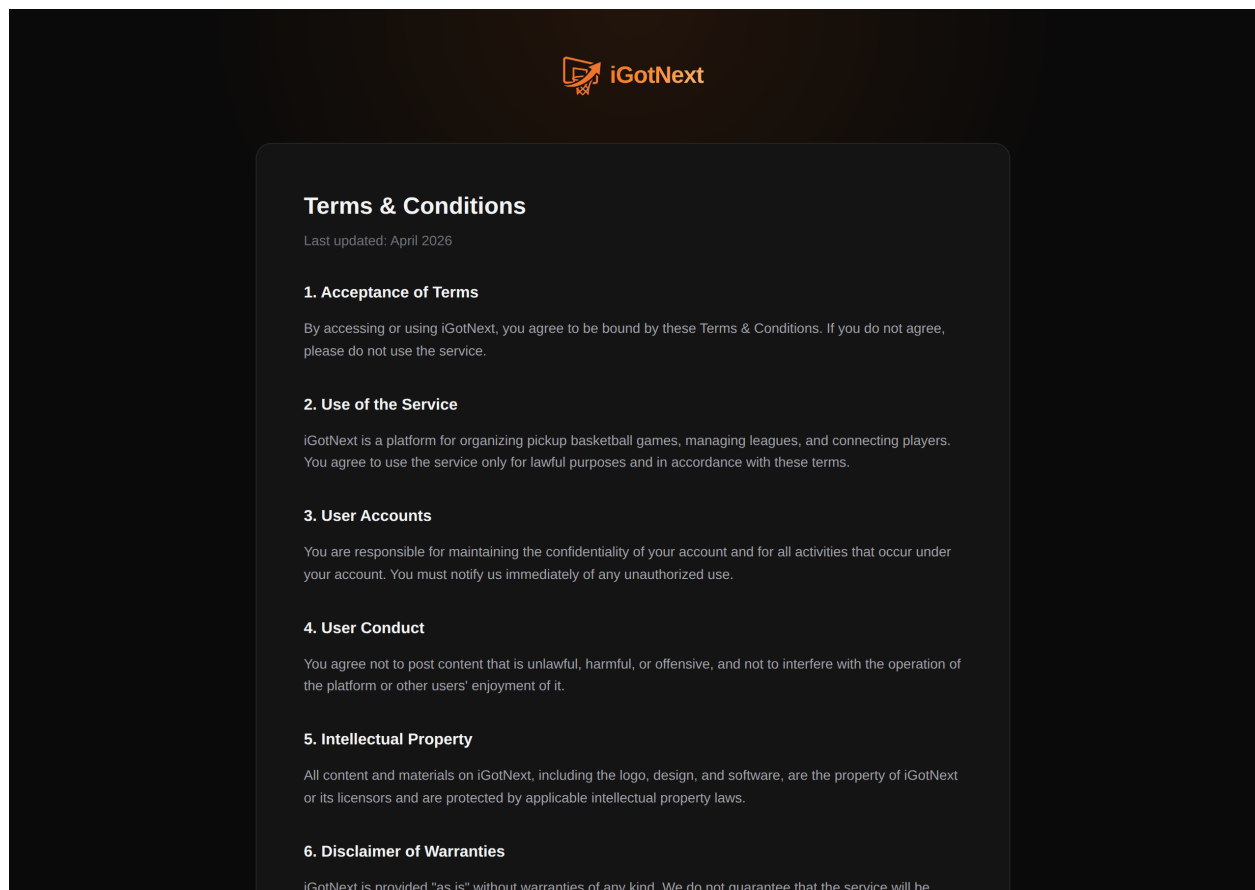


Figure 10: Terms & Conditions page with usage terms and user responsibilities