

Player Agent

Run the event lifecycle: watch registration and scoring, resolve issues, reveal names, operate the draft, and publish rosters.

WHO THIS IS FOR	The league officer responsible for fair evaluation, draft operations, roster corrections, and the event audit trail.
AVAILABLE ON	Web · iPhone · iPad
GUIDE EDITION	2026-08-03

BEFORE YOU BEGIN

Start here

1	Choose Agent command center From Home on the web choose Agent command center. In the native app choose Agent, then open the correct Season and Division.
2	Read the stage before acting The command center changes with the event lifecycle. Confirm the Division and stage before using a transition control.
3	Keep an operational fallback Have paper numbers, a network fallback, and a named person who can continue registration while you resolve event-day issues.

DO THE WORK

Core workflows

PLAY 1

Web, iPhone, or iPad

Open and monitor tryout scoring

EXPECTED RESULT	Assigned Managers and Evaluators can score the correct synthetic or registered players while you can see coverage and issues.
--------------------	---

- 1 Open Agent command center and choose the Division.
- 2 Confirm player numbers, range, registration window, and staff assignments.
- 3 Move the event into Scoring only when the field and check-in teams are ready.
- 4 Open Ops Console to watch skipped players, number issues, and incomplete coverage across active events.
- 5 Resolve data issues before declaring scoring complete.

FIELD NOTE Do not use names to direct scoring before reveal. Tryout number is the shared event-day reference.

PLAY 2

Web, iPhone, or iPad

Review rankings and scoring disagreement

**EXPECTED
RESULT**

The board can distinguish strong consensus from players whose scores need a closer conversation.

- 1 Open Rankings from the Division command center.
- 2 Compare Raw and Adjusted rankings; Adjusted drops one high and one low score when enough scores exist.
- 3 Use the variance indicator to find players whose evaluators disagreed.
- 4 Open a player to review the per-scorer matrix, notes, stars, and score coverage.
- 5 Correct a score only when you have a documented reason; agent corrections are audited.

PLAY 3

Web, iPhone, or iPad

Reveal names and prepare tiers

**EXPECTED
RESULT**

Managers can review identified players and the draft board starts from a deliberate, explainable tier model.

- 1 Confirm scoring is complete and review any unscored-player warning.
- 2 Choose Reveal player names and read the one-way confirmation before continuing.
- 3 Open Tier Configuration and choose tier count, labels, and By count or By threshold.
- 4 Save and recompute tiers, then review manual overrides separately.
- 5 Open the tier sheet and confirm it matches the room's intended draft format.

FIELD NOTE Reveal is a meaningful privacy and process boundary. Pause and resolve missing scoring unless the league has explicitly approved an override.

PLAY 4

Web, iPhone, or iPad

Set up and run the live draft

**EXPECTED
RESULT**

Every team, pick, timer action, pause, and correction is visible to the room and retained in TalentTap.

- 1 Open Set up draft after names are revealed.
- 2 Confirm team names, randomize the order, set rounds and timer, and add any approved protected picks.
- 3 Start the draft only after the readiness checklist is green.
- 4 During the draft use Pause, Resume, Undo last pick, Force-skip, and protected-pick controls as needed.
- 5 Finish only when the room agrees the recorded board matches the actual selections.

PLAY 5

Web, iPhone, or iPad

Review and publish rosters

**EXPECTED
RESULT**

Every registered player is placed, internal team views are available, and the event has a final published state.

- 1 Open Rosters after the draft completes.
- 2 Resolve every unplaced player and confirm every team has at least one player.
- 3 Use roster correction controls before publication when the recorded board differs from the approved result.
- 4 Choose Publish rosters and read the confirmation carefully.
- 5 Verify the published Team and roster views, then complete the league's direct family communication process.

PERMISSIONS AND HANDOFFS

Know your boundaries

- Player Agent is powerful inside the league, but cannot grant higher roles, change memberships directly, or delete an event.
- Score and roster corrections are audited. Use them to record approved corrections, not to quietly rewrite a disputed result.
- Parent registration, full league setup, account enrollment, privacy, and deletion requests remain web workflows.
- Publishing does not automatically email team assignments; the league shares final teams using its approved communication process.

RECOVER WITH CONFIDENCE

When something looks wrong

A scorer is missing the Division.

LIKELY CAUSE	The person may have the right league role but no event assignment.
WHAT TO DO	Verify the exact Season Division assignment from Members or the event Managers surface, then have them refresh or sign in again.

Reveal is blocked or warns about players.

LIKELY CAUSE	At least one eligible player has incomplete scoring.
WHAT TO DO	Use coverage and Ops Console to identify the numbers. Complete scoring or document why the league is choosing Reveal anyway.

Start draft is disabled.

LIKELY CAUSE	A team name, order, configuration value, or required setup item is missing.
WHAT TO DO	Read the on-screen readiness checklist; correct each named item rather than refreshing or recreating the event.

The live draft board appears stale.

LIKELY CAUSE	The device may have lost realtime or network connectivity.
WHAT TO DO	Pause the room, confirm the last accepted pick on another device, reconnect or refresh, and resume only when both boards agree.

SUPPORT HANDOFF

Get the right help

Contact the League Administrator for membership or Season structure. Contact support@talenttap.app for an event-state, scoring, draft, or roster problem you cannot reconcile; include the league, Division, stage, exact action, visible support reference, and whether the room is paused.

- 1 Name the league, Division, and action you were completing.
- 2 Include the exact visible support reference, device, and approximate time.
- 3 Leave out passwords and any player information that is not needed to investigate.

More help: talenttap.app/help · Support: talenttap.app/support