**Green text** = Information that must be edited (e.g. club name, competition date/name)

**EMAIL / WEBSITE TEMPLATE**

**Subject: CLUB NAME Box League | Sign Up Now (Deadline: DATE)!**

Dear player(s),  
  
Join the CLUB NAME box league competition (singles and/or doubles)!

The competition will be available on and managed through the **Scala Sports** mobile app, which allows you to contact opponents and record scores in the app.

The league’s open to everyone and players of all standards, and is the perfect way to play matches that suit your schedule.

**How it works**

* The round runs DATE - DATE (X WEEKS)
* You’ll be grouped with X opponents of a similar standard
* You play each opponent in your group once
* You decide when matches are played (in consultation with your opponents)

**How to join**

* Download the free**Scala Sports** app([iOS](https://itunes.apple.com/nl/app/scala-social-network-for-racket-sports/id1230943227?ls=1&mt=8) or [Android](https://play.google.com/store/apps/details?id=com.scalasports.scala&hl=en))
* Go to **Competitions**
* Search and join the competition of your choice:
  + **LEAGUE NAME 1**
  + **LEAGUE NAME 2**
  + **LEAGUE NAME 3**
  + **…**
* For **doubles:** Both players need to download the app; 1 player then registers the team

When the round starts (DATE), you’ll receive an email and a notification, and your opponents will be visible in the app.

Please let us know if you have any questions or concerns! For specific enquiries related to the Scala app, please reach out to [service@scalasports.com](mailto:service@scalasports.com).

**SOCIAL MEDIA / WHATSAPP**

NEW: Join the CLUB NAME box league competition (DATE - DATE). Open to everyone and players of all standards, it’s the perfect way to play matches that suit your schedule.

**How to join**

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* Go to **Competitions**
* Search for and join the CLUB NAME competition of your preference:
  + **LEAGUE NAME 1**
  + **LEAGUE NAME 2**
  + **LEAGUE NAME 3**
  + **…**
* For **doubles**: Both players need to download the app; 1 player then registers the team