

DIVE LIVE



PROCEDURE FOR COACHES

ISSUE NO. 1
DECEMBER 5, 2025

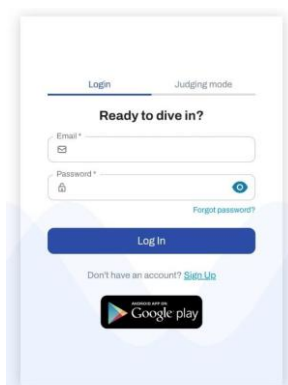
Download APP «Dive Live» from «Scores and More LLC»

Available in «[Google Play Store](#)» and «[Apple App Store](#)»

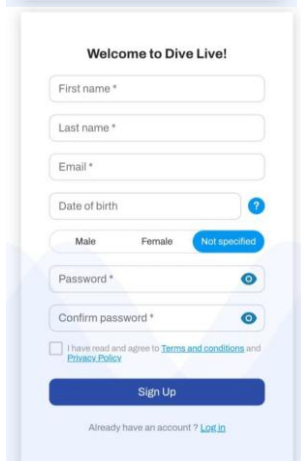


Sign Up and join your home team

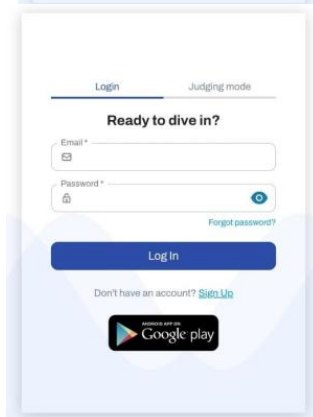
Now you must create your personal account and find your home team/club. Here are the steps:



- Start the APP «Dive Live» and create your personal account
- Click «Sign Up»

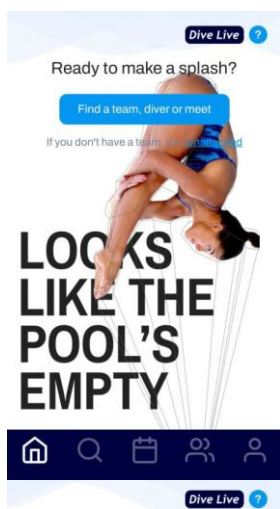


- Fill all Fields
- Click «Sign Up»



Now you are ready to login

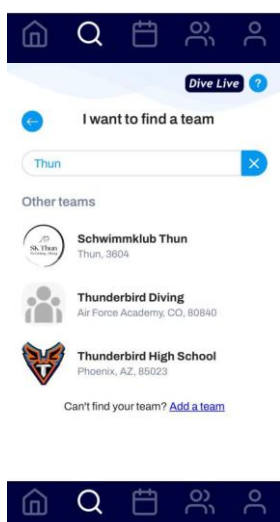
- Enter «E-Mail»
- Enter «Password»
- Click «Log In»



- Click «Find a team, diver or meet»



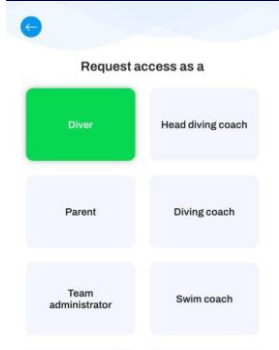
- Click «Team»



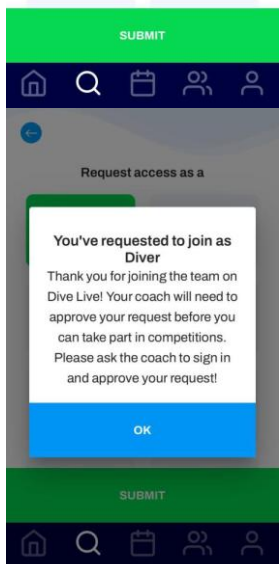
- Search your team/club
 - o Example:
 - Schwimmklub Thun
 - Verein Zürcher Wasserspringer
- Click on your team/club



- Click «JOIN»



- Click «Diver» (if you are a diver 😊)
(if you are coach, parents, ... please choose the right option)
- Click «SUBMIT»

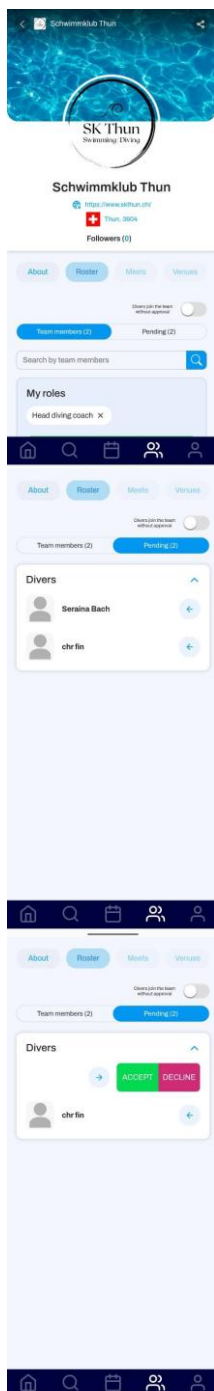


- Click «OK»

↓ Continue here with: How do I accept diver in my team?

Accept diver in your team

Start the APP «Dive Live» and log in



- Click the symbol 

- Click «Roster»



- Click «Pending (XY)»



- Click the Arrow behind the name 

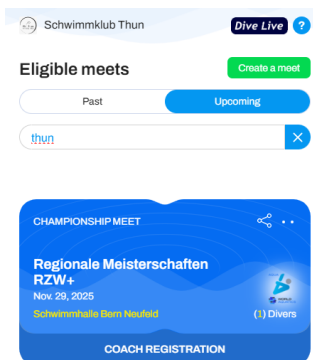
- Click «ACCEPT»

↓ Continue here with: How do I register my athletes for a competition?

Competition – Register your divers (registration only by coach)

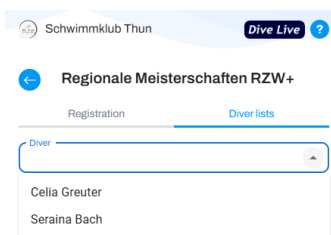


- Click the symbol 

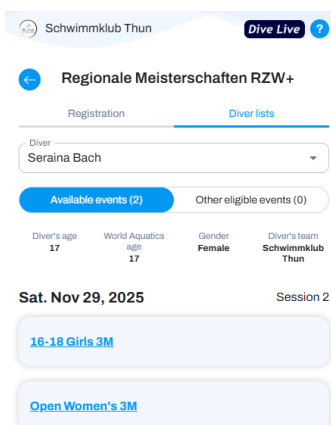


- Click «Upcoming»
- Search the competition
- Click «Coach Registration»

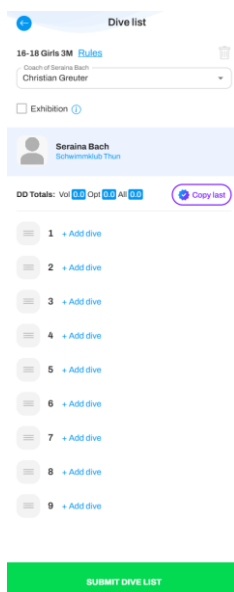
*** That's all for now ***



- Click «Diver lists»
- In the Diver List you will see all your divers
- Choos a diver (click on it)



- You can see now all possible disciplines for the selected athlete
- Click the discipline, where he/she will participate



- Now you can add the dives → «+ Add dive at the end»
- Click «Submit dive list»

Change dive list for a diver

- Same steps as «Register your diver »
- At the end, you can click on an existing dive, change it
- Finally, update the Dive list