1. If the user can create organization, Should we verify if the organization is legal, how do we verify? Great question. There is an option on the organization set up page (1.010) to “*become official”.* If the user clicks this option they are taken to the Become Official Page (1.010.4) where they essentially provide their information, agree to some basic Terms and Conditions, and then it submits a request to me so I can reach out and verify they are an actual organization. This is also when I would help them set up their payment details so they can take payments and I would explain how their stats would need to follow certain standards as their impact on the application will be much larger. For example, if athletes play at an “official” organization the Experience points gained from winning are much larger, and the stats tracked would impact their profile. This is part of my sell to the organizations because I am driving players to them as the players will want to level up faster and have their stats show.

On the other hand, I want to give all users the ability to create and manage organizations. The difference will be whether or not they are *Official.* Any organization that is not official cannot take payments, and the stats tracked in that organization would not flow to any user/ or teams profiles. We would still want to see in their history that they played in an unofficial league but the stats wont be “official”.