Game Scoring Instructions

The following are the instructions for *Game Scoring*

1) **To report scores you must be rostered to a team as a team administrator on the Affinity Sports system**

    a) **To set up your account**
- i) Log in using your Team Manager's or Head Coach Account established on the Affinity Sports system
- ii) If you do not have an account please contact your Club Registrar or Affinity Sports to set up an account or use the Forgot Password link www.pawest.affinitysoccer.com

    b) **Entering Game Information**

- i) Go to www.pawest.affinitysoccer.com
- ii) You can log in from this page by using the fields on the left hand side or **Click** on the **Gaming Tab** at the top of the page.
- iii) In the **Tournament Applications/ Gaming Scoring** area for the your respective team on the right hand side **Click** the **Schedules/Game Scoring** link.
- iv) The schedule will appear for the respective Team
  - (1) Find the game to be scored
  - (2) **Click** on the box under the **Score** label for your team and the following window will appear:

Instructions:

The required fields are **Team Colors** and **Team Scores**. Team Colors cannot match.

In Goals/Cautions/Ejections section, Please select from the drop down to add goals, ejections, or cautions for a selected Admin or player.

Note: player numbers must match those that are in the roster. Click on the Team Names to add Jerseys.

2C	- Second Caution
AOL	- Abusive / Offense Language
DGF	- Denies Goal scoring opportunity by impeding Foul
DGH	- Denies Goal scoring opportunity Handling
DIS	- Dissent
DR	- Delay Restart
EFI	- Enter field improperly
FRD	- Fails to Respect Distance
IRB	- Irresponsible Behaviour
LFI	- Leave field improperly
PIL	- Persistently Infringing Laws of the Game
SFP	- Serious Foul Play
SPT	- Spitting
USB	- Unsporting Behavior
VC	- Violent Conduct

1 or more referees can be assigned to a game. To add referees simply scroll through the names on the "Available Referees" list and click "Add/Remove" to add/Remove the

Game Stat Entry

Date: 9/10/2011   Time: 01:00 PM   Field: 6

Home: Beadling Red   Visitor: Penns Forest FC

Colors: ◉ White ◯ Blue   Colors: ◯ None ◉ None

Score: 0   Score: 0

Special Code --   Special Code --

Goals/Cautions/Ejections   **Goals/Cautions/Ejections**

--Select Admin/Player--   --Select Admin/Player--

Item Type   Reason   Item Type   Reason

Add   Remove   Add   Remove

Referees Assignment (click name to rate referee performance)

Center Referees   **Assistant Referees**   **Club Linesman**

Comments

Add Comment:

Clear Stats   Save Stats & Comment   Save Comment only

(3)   The window displays the game date, time, field and team information.
(4)   ***Input*** the Score fields the game score.
(5)   **If the game has been forfeited select the special code _for the Team that Forfeited_.**

 To record which player scored the goal:
    (a) First select the players from the drop down menu
    (b) Then selecting the Item Type as "Goal"
    (c) Then **Click** on the **Add Button** to add the item to the list.
    (d) If more then one item repeat (a) through (c) above until all have been inputted.
    (e) Repeat for both Teams.
(6)   You may also right comments about the game at the bottom of the screen.
(7)   Remember **Click** to the ***Save Stats*** at the bottom of the screen once you have finished entering the results.
(8)   If you need to edit the information you can make the changes and ***Save Stats*** again.
(9)   If you need to clear the information then use the ***Clear Stats*** Button at the bottom of the screen.
(10) Once a Team Manager, enters the scores and the cards, the system will show the information on the standing.
(11) If the opposing Team manager enters different information then the system will display
    (a) ***Scores and/or the cards(cautions or ejections) are contested***.
    (b) The Contested item will be displayed with a ***red (S) for contested Score*** and a ***red (C) for contested Card.***
    (c) When this happens you will need to have the Roster Game Report to confirm your input and you must contact your ***AGC or Commissioner***