Game Scoring Instructions

This document was updated: August 19, 2008

The following are the instructions for placing game scores into the ADG Scheduling / Gaming system.

- 1) To report scores you must have a Team Manager, Head Coach or Assistant Coach account on the Ga Soccer Affinity Sports system
 - a) To access your account,
 - i) Log in using your **Team Manager's or Coach** Account established on the **Georgia Soccer/ADG** system created by your league registrar.
 - ii) If you do not have an account please contact your League Registrar to set up a user name and password for you.
 - b) Entering Game Information
 - i) Go to http://gs.affinitysoccer.com or the ADG website address provided to you by your league.
 - ii) You can log in at the gs.affinitysoccer.com page by using the fields on the left hand side or *Click* on the Gaming Tab at the top of the page and login in from the respective page
 - iii) Once you have logged into your account the system will display various information
 - (1) **My info:** This is where you can change/updated your personal information and reset your Username and password.
 - (2) **Family Members:** This is where the system provides information about any other members of your family in the system
 - (3) **Registration Applications:** Displays application information about any family members in the system that have certain roles
 - (4) **Teams:** This displays any team where you may be an administrator and/or parent on the Team.
 - (5) **Tournament Applications/ Gaming Scoring:** This displays all of the Team applications to a gaming League and/or Tournament within the GYSA System.
 - (6) **Event Registration:** This provides any Event registration applications in the system. An Event could be Camps, License classes et.
 - iv) In the **Tournament Applications/ Gaming Scoring** area for your respective team(s) on the left hand side **Click** the **Schedules/Game Scoring** link.
 - v) This displays the Bracket with all of the participating teams at the top of the page.

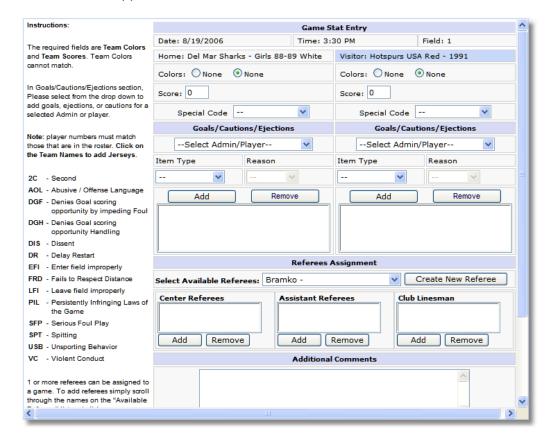


vi) If you scroll down the page the system shows the schedule for the respective Team



- vii) The schedule will appear for the respective Team
 - (1) For each of the games displayed you may:
 - (a) *Click* on the Venue and receive the information about the Venue Location
 - (b) *Click* on the Team Name and receive information about the administrator on the Team, so that you may contact those individuals if required.

- (2) To score the games
 - (3) Find the game to be scored
 - (4) Click on the box under the Score label for your team and the following Game Stat Entry window will appear:



- (5) The window displays the game date, time, field and team information.
- (6) *Input* the Score fields the game score for both teams
- (7) Forfeits or reschedules can only be posted by an Age Group Coordinator.
- (8) Provide the Cautions and Ejection for both Teams by selecting
 - (a) First the players and/or coach from the drop down fields
 - (b) Then selecting the Type and reason for the caution or ejection
 - (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.
 - (f) FOR A DOUBLE YELLOW CARD EJECTION, PLEASE SELECT EJECTION AS ITEM TYPE AND 2C (2 CAUTIONS) FOR REASON.

Please note the following abbreviations for Cautions and Ejections –

Caution Codes

| C1 = USB | Unsporting Behavior |
|----------|-----------------------------|
| C2 = DIS | Dissent |
| C3 = PIL | Persistent Infringement |
| C4 = DR | Delaying Restart of Play |
| C5 = FRD | Failing to Respect Distance |
| C6 = EFI | Entering Without Permission |
| | |

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Send-Off Codes

| S1 = SFP | Serious Foul Play |
|----------|---------------------------------------------------------------|
| S2 = VC | Violent Conduct |
| S3 = SPT | Spitting at a Person |
| S4 = DGF | Denying Obvious Goal Scoring Opportunity |
| S5 = DGH | Denying Obvious Goal Scoring Opportunity by Handling the Ball |
| S6 = AOL | Offensive, Insulting or Abusive Language |
| S7 = 2C | Receiving a Second Caution |

Website Key



- (9) You may also right comments about the game at the bottom of the screen.
- (10) Remember to **Click** the **Save Stats** at the bottom of the screen once you have finished entering the results.
- (11) If you need to edit the information you can make the changes and Save Stats again.
- (12) If you need to clear the information then use the *Clear Stats* Button at the bottom of the screen.
- (13) Once one of the Team Managers enters the scores and the cards the system will show the information on the results page of the public view website.
- (14) If the other Team manager enters different information then the system will display that either the **Scores and/or the cards (cautions or ejections) are Contested**.
- (15) The Contested item will be displayed with a red (S) for contested Score and a red (C) for contested Card. If this is the case you must contact your Age Group Coordinator for resolution.