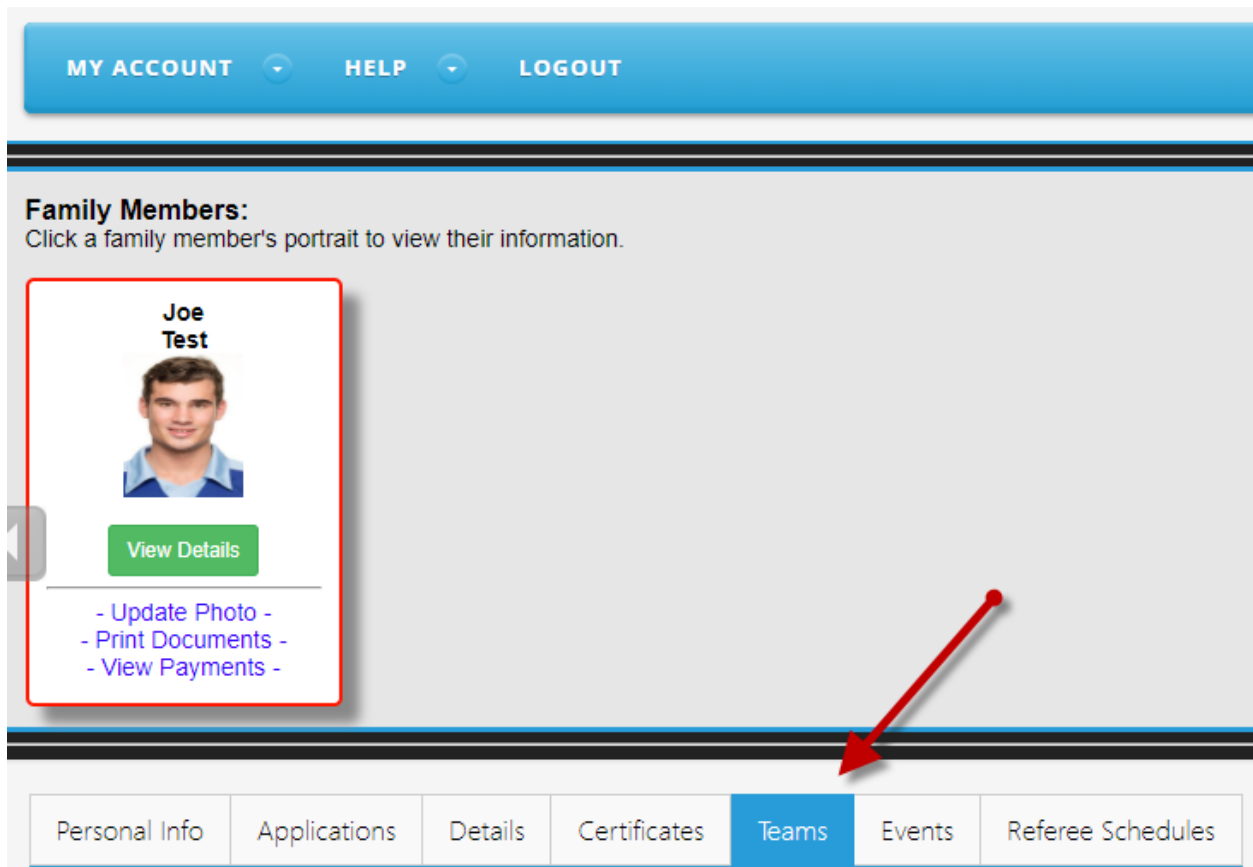
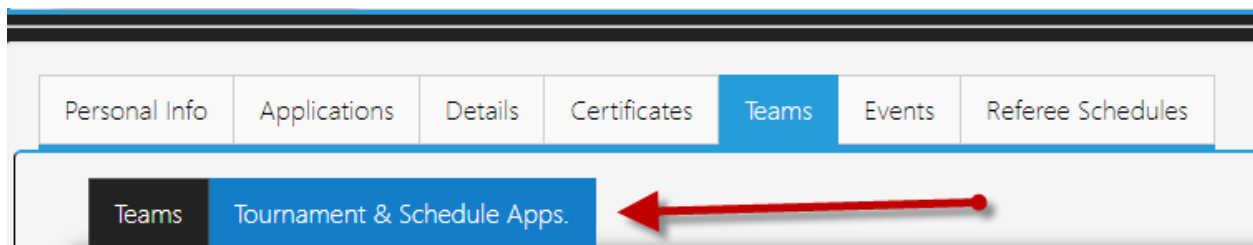


How to Score a Game in Affinity

1. Login to Your Affinity Account.
2. Click on the “Teams” Tab Below your Profile.



3. Then Click on the “Tournament and Schedule Apps” Tab.



- Next, click on the “Schedules and Game Scoring” Link to the right of your Team.

Team (and Team ID)	Tournament / Schedule	Status	Submitted On	View
Demo Bears 0101-01TB19-0010	18 VYSA Demo Tour	Final	07-03-2018	View Tour App. Schedules/Game Scoring

- Then Click on the blank Score box (see below) for the game you wish to score. A pop-up window titled “Game Stat Entry” will appear (see next page for a screen shot of this window). In the Game Stat Entry window enter the score for both the Home and Away team. If the game went into overtime or penalty kicks, see the last page of this document for directions on how to score.
- Then scroll down and click the “Save Stats & Comment” button at the bottom of the Game Stat Entry screen to save your entries.

18 VYSA Demo Tour **Scheduled Games**

Demo Bears - Boys U19 Premier

Below you will find the current game schedule for the selected team. Clicking on a game will bring up it's scoring window. The scoring window will allow you to view / edit the score for the selected game. Clicking on a team name will display the teams' contact info. Also Click "Rate" to rate referees' performance on the game.

[Click here for Schedule Information Including Game Times and Fields](#)

Round of 16 - Monday, September 10, 2018

Game#	Home Team	Score		Away Team	Score	Referee Performance
645798 <input type="button" value="Print Roster"/>	Demo Butterflies		vs.	Demo Bears		Rate

Below is the pop-up window that appears when you click on the “score” box in #5 above.

Game Stat Entry			
Game Number: 645798	Date: 9/10/2018	Time: 09:00 AM	Field: 1
Home: Demo Butterflies		Visitor: Demo Bears	
Colors: <input type="radio"/> None <input checked="" type="radio"/> None		Colors: <input type="radio"/> None <input checked="" type="radio"/> None	
Score: <input type="text" value="0"/> PK's: <input type="text" value="0"/>	Score: <input type="text" value="0"/> PK's: <input type="text" value="0"/>		
Special Code <input type="text" value="--"/>	Special Code <input type="text" value="--"/>		
Goals/Cautions/Ejections		Goals/Cautions/Ejections	
<input type="text" value="--Select Admin/Player--"/>		<input type="text" value="--Select Admin/Player--"/>	
Item Type	Reason	Item Type	Reason
<input type="text" value="--"/>	<input type="text" value="--"/>	<input type="text" value="--"/>	<input type="text" value="--"/>
<input type="button" value="Add"/>	<input type="button" value="Remove"/>	<input type="button" value="Add"/>	<input type="button" value="Remove"/>
<div style="border: 1px solid gray; height: 50px;"></div>		<div style="border: 1px solid gray; height: 50px;"></div>	
Referees Assignment <small>(click name to rate referee performance)</small>			
Center Referees	Assistant Referees	Club Linesman	
<input type="text"/>	<input type="text"/>	<input type="text"/>	
Supplemental Incident Report / Game Comments			
Add Comment (Max 7000 chars per comment):			
<div style="border: 1px solid gray; height: 60px;"></div>			
<input type="button" value="Clear Stats"/>	<input type="button" value="Save Stats & Comment"/>	<input type="button" value="Save Comment only"/>	
<input type="button" value="Send SMS Text Message"/>			



See next page for entering Overtime and Penalty Kicks.

OVERTIME – If your game goes into overtime, you can select an “overtime” code by clicking on the “Special Code” Drop Down Box. Select Overtime.

PENALTY KICKS - If your game goes into Penalty Kicks, enter in a 1 in the PK box for the winning team and a 0 for the losing team.

Be sure to click the “Save Stats & Comment” button at the bottom of the Game Stat Entry screen to save your entries.

Game Stat Entry			
Game Number: 645798	Date: 9/10/2018	Time: 09:00 AM	Field: 1
Home: Demo Butterflies		Visitor: Demo Bears	
Colors: <input type="radio"/> None <input checked="" type="radio"/> None		Colors: <input type="radio"/> None <input checked="" type="radio"/> None	
Score: 0	PK's: 0	Score: 0	PK's: 0
Special Code	--	Special Code	--
Goals		Goals/Cautions/Ejections	
--Select A		--Select Admin/Player--	
Item Type		Item Type	Reason
--		--	--

The image shows a screenshot of a 'Game Stat Entry' form. The form is divided into two columns for Home and Visitor teams. The Home team is 'Demo Butterflies' and the Visitor is 'Demo Bears'. Both teams have 'None' selected for colors. The score for both teams is 0, and the number of penalty kicks (PK's) is also 0. The 'Special Code' dropdown menu is open, showing options: '--', 'OverTime', 'Terminated', 'Forfeit One Only', 'Forfeit One Forfeit All', and 'Abandoned-DNP'. The 'OverTime' option is highlighted. The form also includes sections for 'Goals' and 'Goals/Cautions/Ejections' with dropdown menus for selection.