

Scoring Instructions

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To report scores you must be rostered to a team as a team administrator in the Cal South / Affinity system.

a) Log in using your Team Administrator Account. If you need help with your username and password you can click the "Forgot Password" link to request a reset. If you do not receive an email you can contact technical support to request a password reset.

b) Entering Game Information

i) Go to www.cysa.affinitysoccer.com

ii) You can log in from this page by using the fields on the left hand side. Click on the My Account tab.

iii) In the **Tournament Applications/ Gaming Scoring** area for 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: <input checked="" type="radio"/> White <input type="radio"/> Blue	Colors: <input type="radio"/> None <input checked="" type="radio"/> None		
Score: <input type="text" value="0"/>	Score: <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: <input type="text" value="--"/>	Reason: <input type="text" value="--"/>	Item Type: <input type="text" value="--"/>	Reason: <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 black; height: 40px;"></div>			
<div style="border: 1px solid black; height: 40px;"></div>			
Referees Assignment (click name to rate referee performance)			
Center Referees	Assistant Referees	Club Linesman	
<div style="border: 1px solid black; height: 30px;"></div>	<div style="border: 1px solid black; height: 30px;"></div>	<div style="border: 1px solid black; height: 30px;"></div>	
Comments			
Add Comment:			
<div style="border: 1px solid black; height: 40px;"></div>			
<input type="button" value="Clear Stats"/>	<input type="button" value="Save Stats & Comment"/>	<input type="button" value="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 Administrator enters the scores and the cards, the system will show the information in the standing.
 - (11) If the opposing Team enters different information then the system will display a contested result. A contested result occurs when Scores and/or the Cards (cautions or ejections) are not entered the same by both teams.
 - (a) The Contested item will be displayed with a **red C(S) for Contested Score** and a **red C(C) for Contested Card**.
 - (b) When this happens you will need to have the Roster Game Report to confirm your input and you must contact the League Administrator to resolve this contested game.

Affinity Sports Tech Support 800 817 5977
