

“Score Live” Game Sheet Entry

For PTL site and MAWHA

Login and choose “Edit” mode. Navigate to your team’s Game Schedule and then click on the game you want to score.

The screenshot shows a website interface for a youth sports team. At the top, there is a navigation bar with links: Home, About Us, Calendar, Teams, Coaches, News, Apparel, Photos, Tryouts, Links, and a dropdown for the year '2018-2019'. Below the navigation bar, a breadcrumb trail shows 'TEAMS > U19AA U16AA U14AA U14A U12AA'. The main title is 'Princeton Tiger Lilies U14A' with a team logo to the left. Below the title is a menu bar with links: HOME, ROSTER, GAME SCHEDULE (which is highlighted with an orange underline), PLAYER STATS, TEAM STATS, PHOTOS, VIDEOS, POSTS, ADMIN (with a dropdown arrow), and MANAGE TEAM. A large yellow banner with diagonal stripes contains the text 'Add Game'. Below the banner is a game calendar grid. The grid shows dates from September to November. In September, there are two games listed: Saturday, September 15 (LOSS) and Saturday, September 22 (LOSS). In October, there are three games listed: Sunday, October 7 (12:00p), Saturday, October 20 (3:15p), and Sunday, October 28 (5:00p). In November, there are four games listed: Friday, November 2 (TBD), Saturday, November 3 (TBD), Sunday, November 4 (TBD), and Saturday, November 10 (11:30a). The grid also includes columns for DATE, RESULT, OPPONENT, LOCATION, and STATUS. At the bottom of the grid, there are buttons for 'COMPLETE' and 'BOX SCORES'. A red arrow points from the 'GAME SCHEDULE' link in the menu bar to the 'Add Game' button in the banner. Another red arrow points from the 'COMPLETE' button at the bottom of the grid to the date '14' in the October row of the calendar.

DATE	RESULT	OPPONENT	LOCATION	STATUS
SAT 15 LOSS				
SAT 22 LOSS				
SUN 7 12:00p				
SUN 14 1:30p				
SAT 20 3:15p				
SAT 27 5:00p				
SUN 28 12:45p				
FRI 2 TBD				
SAT 3 TBD				
SUN 4 TBD				
SAT 10 11:30a				
SAT 10 5:50p				
SUN 11 9:45a				
SUN 11 2:40p				
SAT 17 2:40p				
SUN 18 12:15p				
FRI 23 TBD				
SAT 24 TBD				

Click on “Score Live” to begin entry of game sheet data.

The screenshot shows a team's website interface. At the top, there is a navigation bar with links: Home, About Us, Calendar, Teams, Coaches, News, Apparel, Photos, Tryouts, and Links. Below this is a secondary navigation bar with links: TEAMS > U19AA, U16AA, U14AA, U14A, and U12AA. The main content area has a yellow header bar with tabs: HOME, ROSTER, GAME SCHEDULE, PLAYER STATS, TEAM STATS, PHOTOS, VIDEOS, POSTS, ADMIN ↓, and MANAGE TEAM. A red arrow points from the text above down to the "SCORE LIVE" button. The "GAME STATUS" section shows a status bar with buttons for SCHEDULED, IN PROGRESS, and FINAL. Below it is a message: "Game is scheduled. Result and statistics will remain hidden to public until game status is updated to "In Progress" or "Final"". The bottom section features an advertisement for the SportsEngine Live app, which is available on the App Store. It includes a "NEW" badge, an image of an iPad displaying the app, and text encouraging users to score live on their iPad. To the right of the ad is a call-to-action button labeled "SCORE LIVE". Below the ad, there is descriptive text about the app and two more buttons: "QUICK SCORE" and "EDIT STATS".

First, confirm game details are correct: Date, Time, Opponent and ADD Venue name.

Then, go to rosters to begin entry of stats.

The screenshot shows the SPORTSINGIN LIVE software interface for managing a game between PRINCETON TIGER LILIES U14A and RAMAPO SAINTS 14UA. The interface is divided into several sections:

- Top Bar:** Includes links for Menu, Hot Keys, Finalize Game, and user information (Mark Dwyer, CONNECTION).
- Away Team:** PRINCETON TIGER LILIES U14A
- Home Team:** RAMAPO SAINTS 14UA
- Score Game:** A button to score the game.
- Game Details:** A section containing:
 - SCORING:** Options include THIS GAME IS BEING SCORED LIVE and TRACK PLAY LOCATIONS.
 - GAME TIME & LENGTH:** Fields for DATE (10/07/20), TIME (12:00 PM), and GAME STATUS (Scheduled).
- Save Game Details:** A button to save the current game details.
- LOCATION & WEATHER:** Fields for VENUE and MAP/LINK.
- REFEREES:** A section with a '+ Add Referee' button.
- Attendance:** Fields for ATTENDANCE, SELLOUT, and NIGHT GAME.

Two red arrows point to specific areas: arrow 1 points to the 'Save Game Details' button, and arrow 2 points to the 'Teams/Rosters' tab.

Next, check on all active, non-scratched players (not coaches) for both teams. For the PTL site, choose the three default players listed. Then, choose the starting goalies. On MAWHA, all rosters should be automatically populated, so just click on player to activate.

Away Team
PRINCETON TIGER LILIES U14A

Home Team
RAMAPO SAINTS 14UA

+ Add Player

= Active Player
Select All Active | Select All | Select None

STARTING GOALIE: Choose...

Player
Dwyer, Mark
Patterson, John
Stylianou, Steve
Robertson, Sheri
McKenna, Fiona
Hinch, Bill
Ulrich, Bob
Kraemer, Rich

+ Add Player

= Active Player
Select All Active | Select All | Select None

STARTING GOALIE: Choose...

Player
F Player, Forward
D Player, Defense
G Player, Goalie

Once both team's rosters are correct and starting goalies selected, click Score Game.

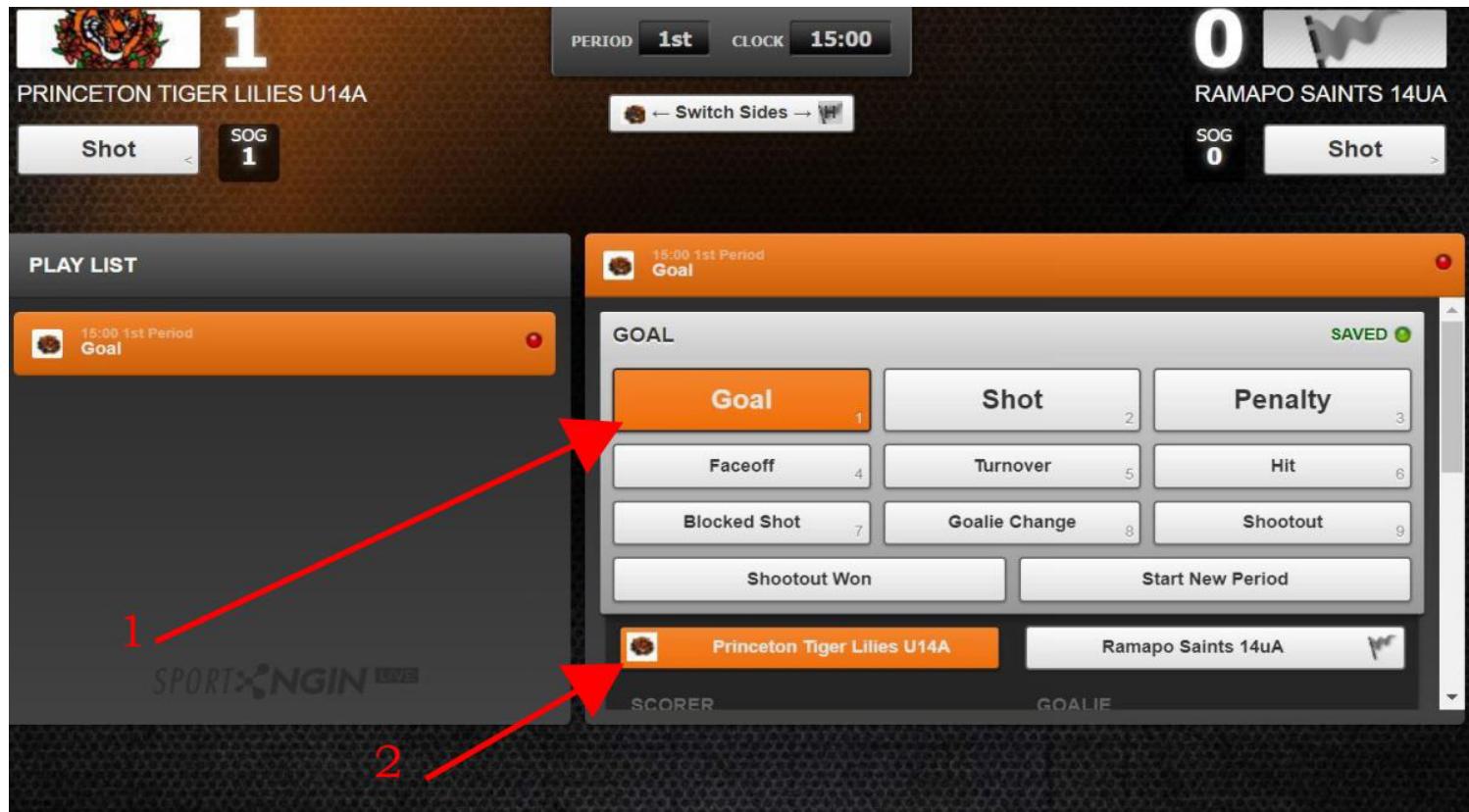
The screenshot shows the SportEngine LIVE software interface for managing a youth hockey game between PRINCETON TIGER LILIES U14A and RAMAPO SAINTS 14UA. The interface is divided into several sections:

- Top Bar:** Includes links for "Menu", "Hot Keys", "Finalize Game", a user icon for "Mark Dwyer", and a "CONNECTION" status indicator.
- Away Team:** PRINCETON TIGER LILIES U14A, featuring a tiger logo and the team name.
- Home Team:** RAMAPO SAINTS 14UA, featuring a saint logo and the team name.
- Score Game Button:** A prominent white button labeled "Score Game" is positioned above the game details.
- Game Details:** Shows the away team (PRINCETON TIGER LILIES U14A) and a "+ Add Player" button.
- Teams/Rosters:** Shows the home team (RAMAPO SAINTS 14UA) and a "+ Add Player" button.
- Player Selection:** Below each team section, there are "Active Player" status indicators (a person icon), "Select All Active | Select All | Select None" buttons, and dropdown menus for "STARTING GOALIE".
- Rosters:** Tables showing player lists for both teams, including columns for Player Name, Position, and Edit buttons.

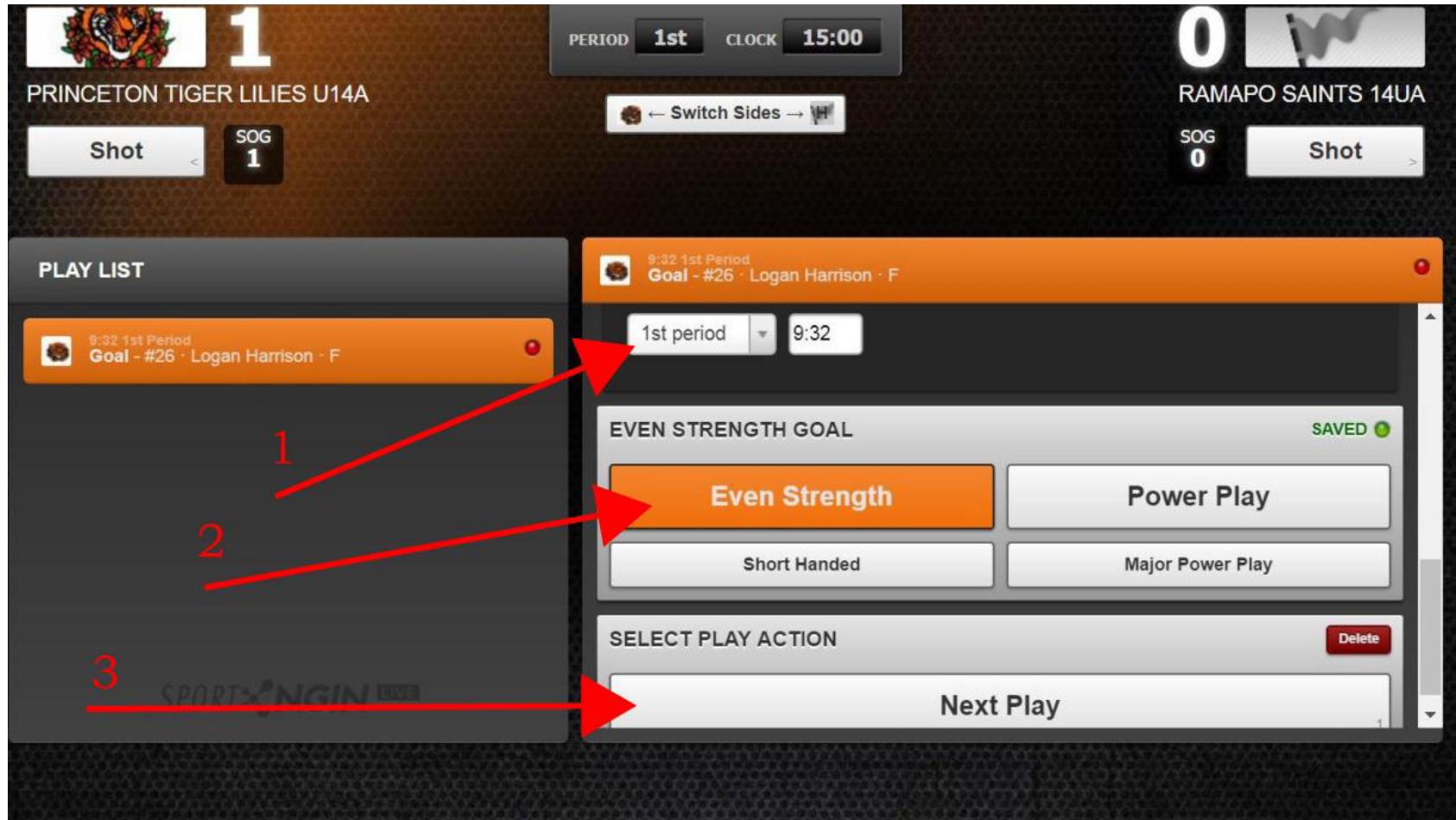
A large red arrow points from the bottom right towards the "Score Game" button, indicating the next step in the process.

Player	Position	Action
Dwyer, Mark	F	Player, Forward

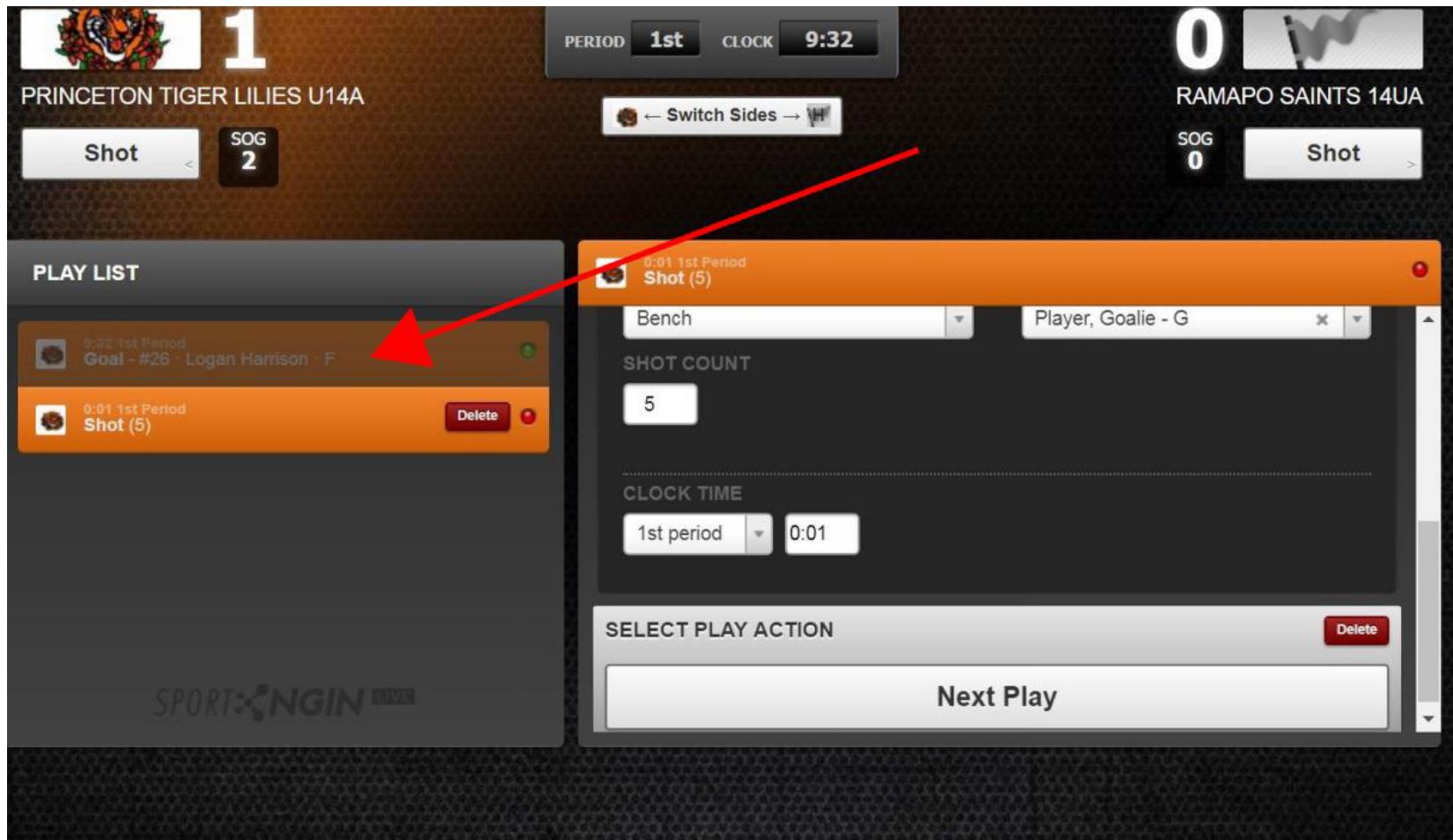
Begin by entering the Goals. Depending on the type of game sheet, it may be easier and quicker to enter one team at a time. First goals, then shots, penalties, then goalie change if necessary.



Select period and enter time. Enter time as digits only, no need to type the colon. Click the goal type and when finished, click Next Play.

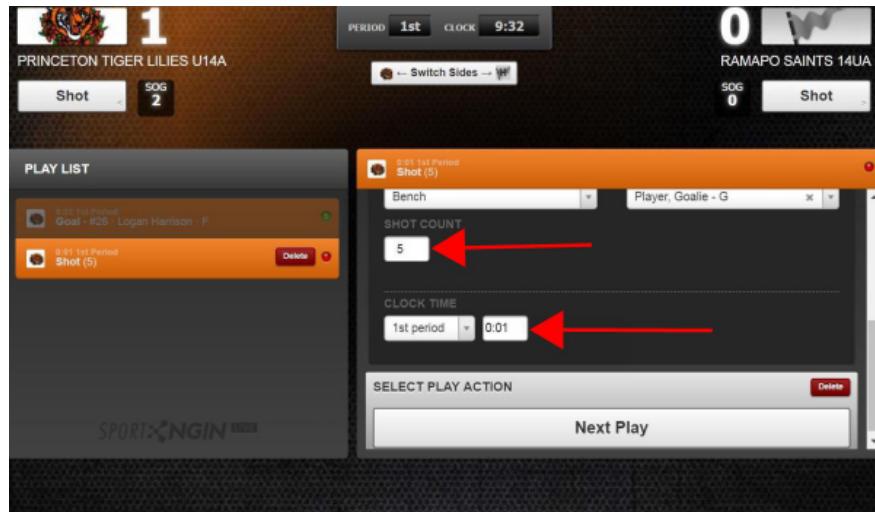


You may make changes or corrections to any entry, just by clicking on the play and modifying. You can always delete and re-enter.



Enter Shots by clicking on Shots.

Enter the number of shots less the goals scored in that particular period. The Live Score will automatically count the goals as SOG's. You may enter any time for the shots. (I use 0:01 for the first team I enter and 0:02 for the second.) If you have a goalie change, be sure to credit the goalie with SOG's by using a time prior to the change for the starting goalie and a time after the change for the incoming goalie. Be sure to check the goalie listed so the entry is correct.



Goalie Changes are noted here.

The screenshot shows a digital scoreboard and a play log for a youth hockey game. The scoreboard indicates it's the 1st period with 0:01 remaining. Princeton Tiger Lilies U14A is leading 1-0 against the Ramapo Saints 14uA. The play log on the left lists several events, including a goal by Logan Harrison and a goalie change by the Ramapo Saints. A red arrow points to the "Goalie Change" button in the "GOALIE CHANGE" menu, which is open over the play log. The menu also includes other options like Goal, Shot, Penalty, Faceoff, Turnover, Hit, Blocked Shot, Shootout, Shootout Won, and Start New Period. The bottom of the screen shows the names of both teams.

PRINCETON TIGER LILIES U14A

1

PERIOD 1st CLOCK 0:01

Switch Sides

0 RAMAPO SAINTS 14UA

SOG 2

Shot

0

Shot

PLAY LIST

0:32 1st Period
Goal - #26 · Logan Harrison · F

5:20 1st Period
Penalty (10:00) - #null · Forward Player · F

0:01 1st Period
Shot (5)

0:01 1st Period
Goalie Change Empty Net

Delete

0:01 1st Period
Goalie Change Empty Net

UNSAVED

GOALIE CHANGE

Goal

Shot

Penalty

Faceoff

Turnover

Hit

Blocked Shot

Shootout

Shootout Won

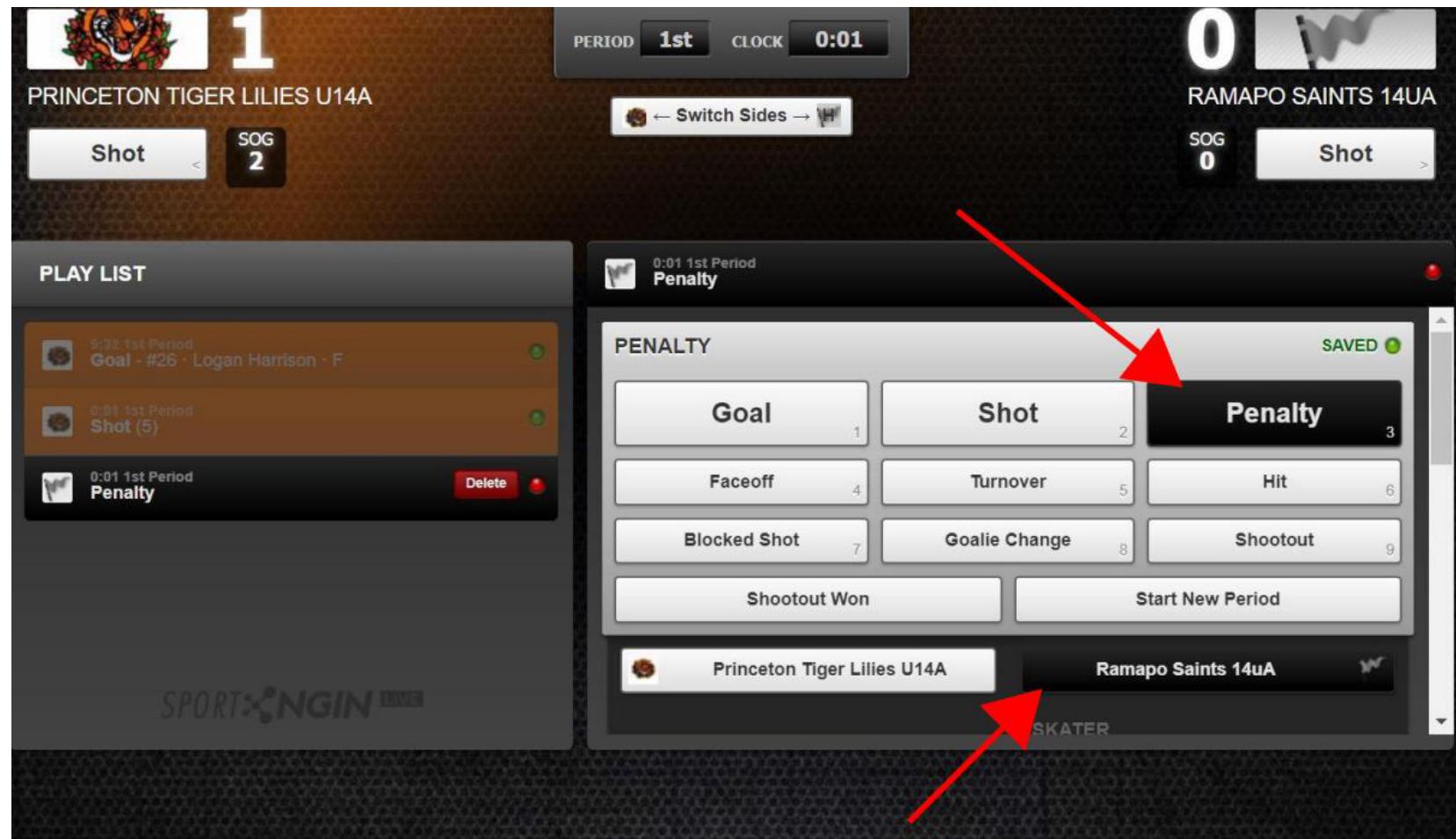
Start New Period

Princeton Tiger Lilies U14A

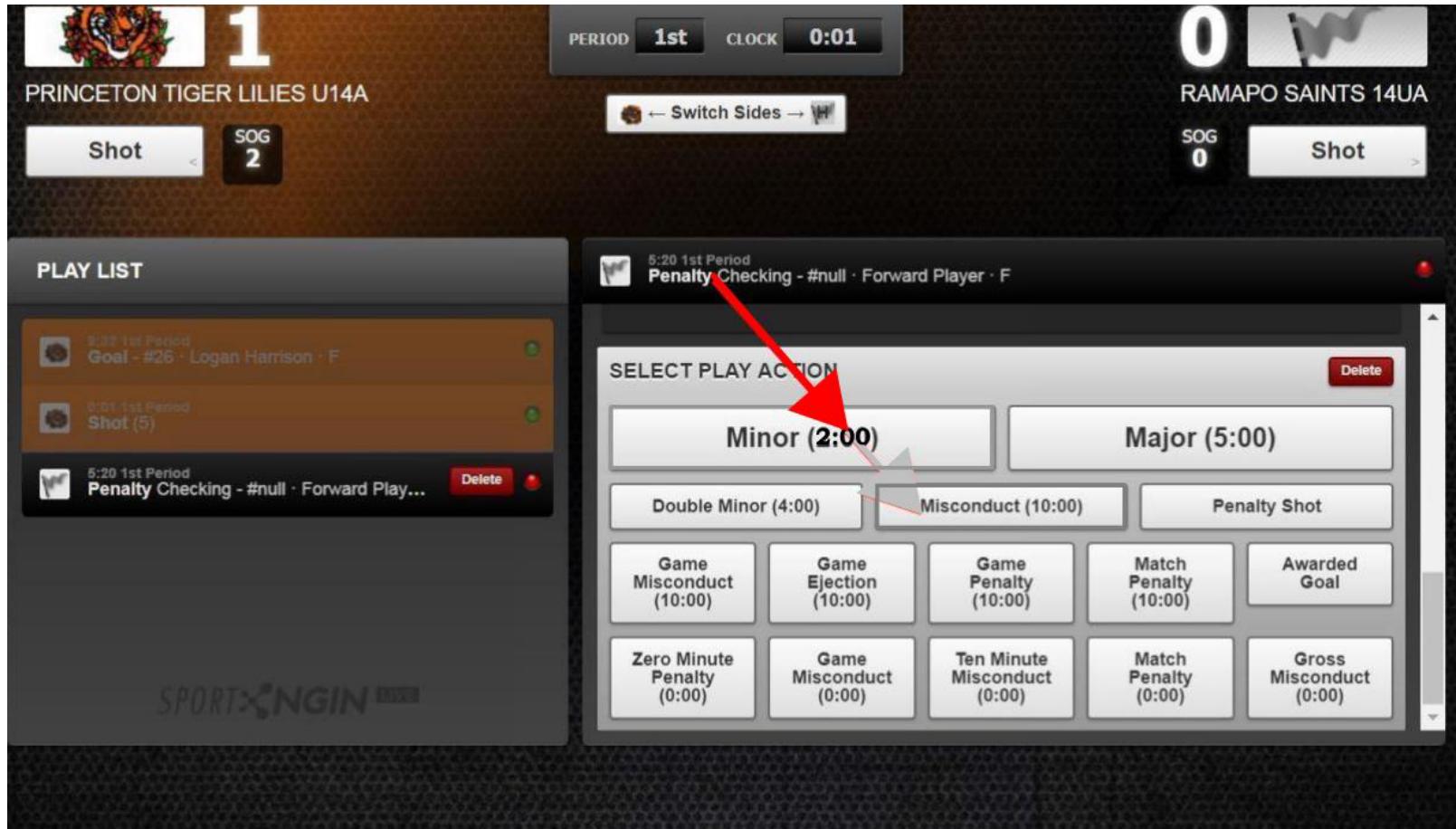
Ramapo Saints 14uA

SPORTS XINGIN LIVE

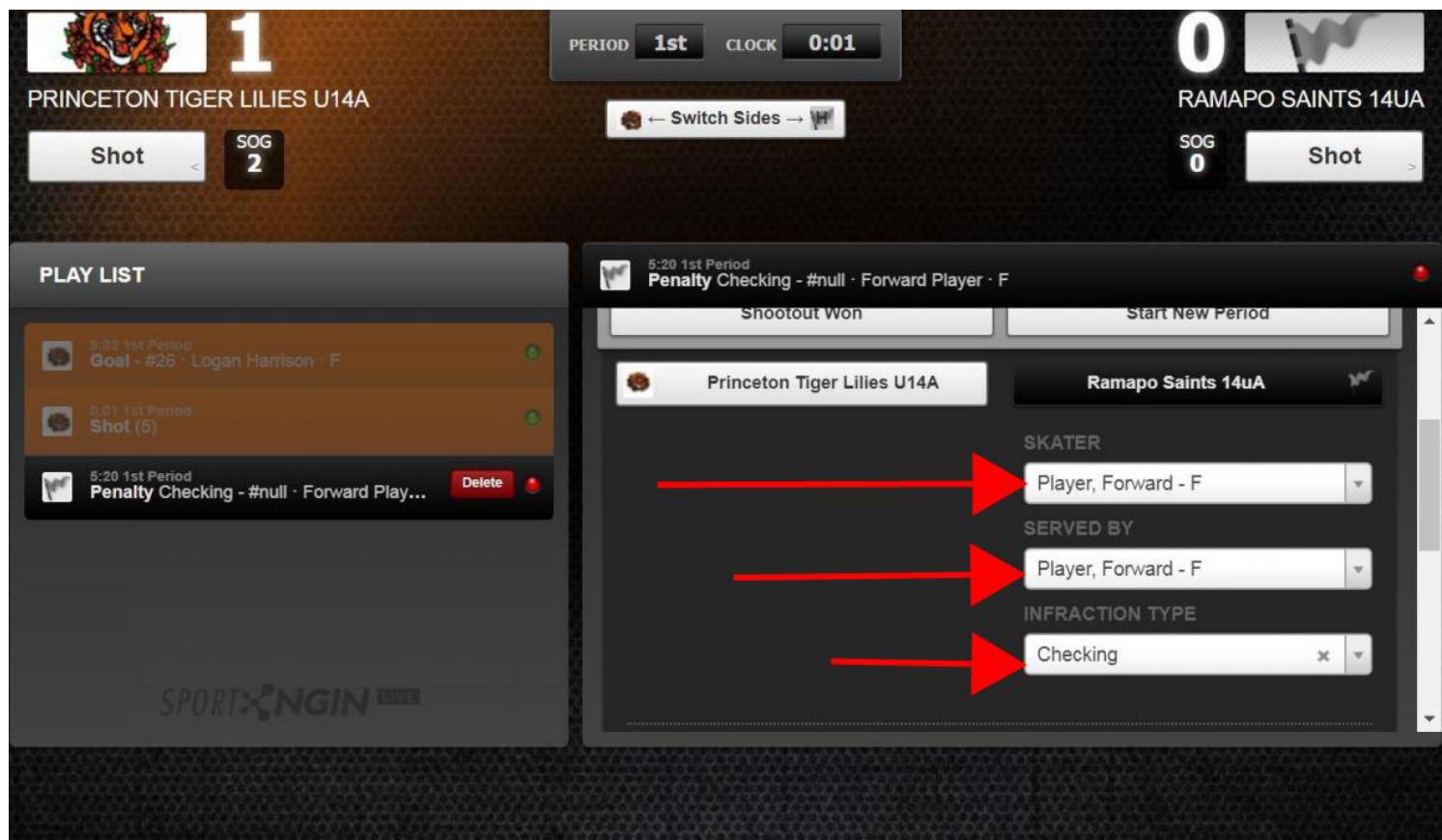
Enter Penalties similar to scoring plays.



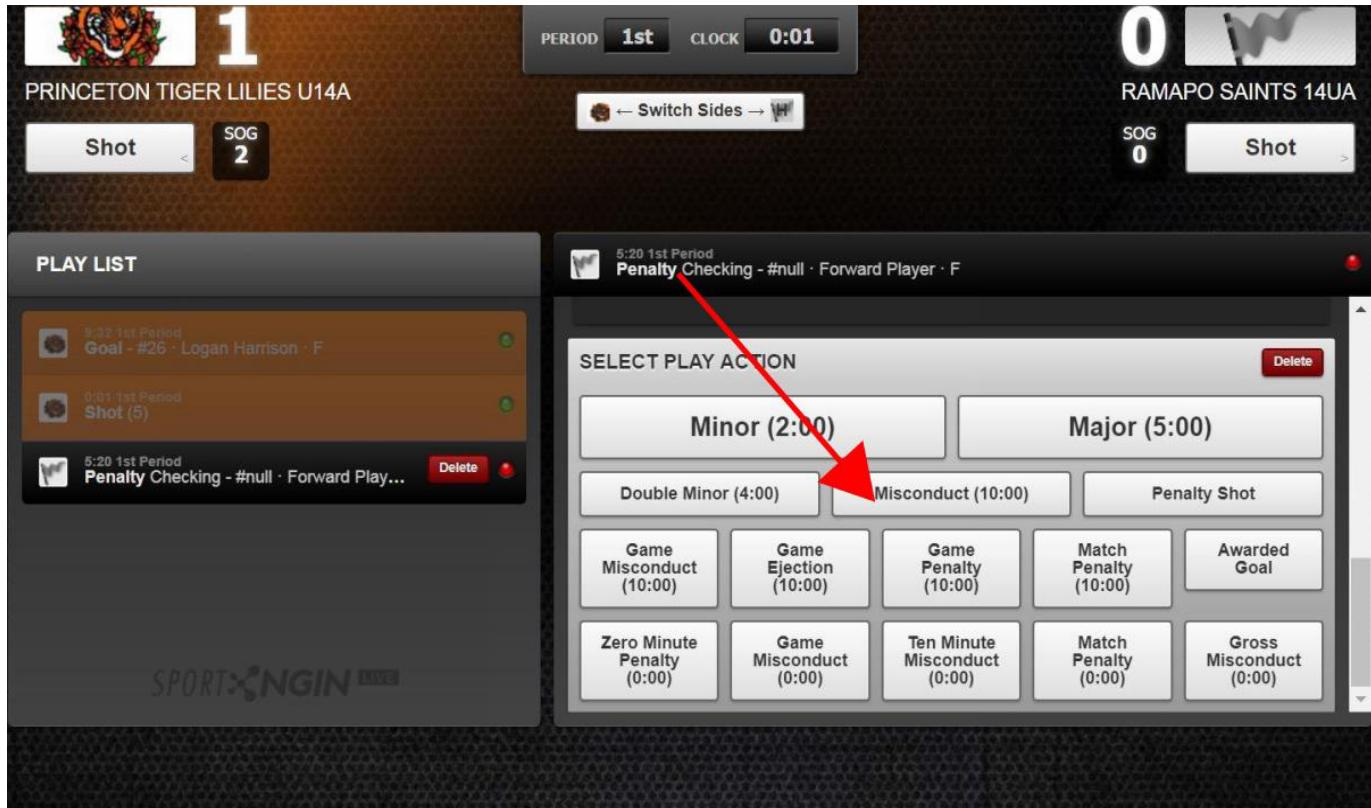
Most will be 2 minute minor type.
Major, Game or Match penalties will need to be reported to the league.



Most Penalties are charged to and served by the same player. Be sure to check for off-setting penalties, where both teams are called for infractions. These will not result in a Power Play.



Use the 10 minute Misconduct penalty for 2 and 10 situations. The 2 minute will be served by another player and will result in a PP. The 10 minute will be served by the indicated player and will not result in a PP.



When complete, click Finalize and enter referee name.
Type ILLEGIBLE if you cannot read the signature.

The screenshot shows the SportEngine LIVE software interface for managing a youth soccer game. At the top, there are tabs for 'Menu', 'Hot Keys', and 'Finalize Game'. A red arrow points to the 'Finalize Game' tab. The main header displays the away team as 'PRINCETON TIGER LILIES U14A' and the home team as 'RAMAPO SAINTS 14UA'. Below the header, there are two sections: 'Game Details' and 'Teams/Rosters'. Each section contains a summary of the respective team's information, including their logo, name, and a '+ Add Player' button. Under 'Game Details', it says 'Away Team PRINCETON TIGER LILIES U14A'. Under 'Teams/Rosters', it says 'Home Team RAMAPO SAINTS 14UA'. At the bottom, there are two tables for 'STARTING GOALIE' selection, each with a dropdown menu labeled 'Choose...'. Below these tables are lists of players with columns for 'Player', 'Pos', and '#'. The first player listed in the left table is 'Dwyer, Mark' and in the right table is 'Player, Forward'.

Player	Pos	#
Dwyer, Mark		

Player	Pos	#
Player, Forward	F	

After Finalizing, check your work. Go to Schedule, click on “FINAL”, then Live Game Sheet. If corrections are needed, navigate back to SCORE LIVE and choose “Menu” to make corrections. Choose Game Settings to go back to the beginning.

The screenshot shows the SPORTXINGIN LIVE software interface. At the top, there is a navigation bar with buttons for "Menu", "Hot Keys", and "Finalize Game". The title "SPORTXINGIN LIVE" is displayed in the center. On the right side of the title, there is a user icon with the number "1" and the name "Mark Dwyer", along with a "CONNECTION" status indicator. Below the title, the away team is listed as "PRINCETON TIGER LILIES U14A" and the home team as "RAMAPO SAINTS 14UA". A "Score Game" button is centered between the team names. The main area is divided into two sections: "Game Details" on the left and "Teams/Rosters" on the right. Under "Game Details", the away team is highlighted with an orange background and its logo. Under "Teams/Rosters", the home team is highlighted with a black background and its logo. Both sections have a "+ Add Player" button. Below each section, there is a note about active players and links to select all active players. At the bottom, there are two tables for "STARTING GOALIE" and "Player" rosters, each with columns for position, name, and edit buttons.

Pos	Player	Edit
Dwyer, Mark		Edit

Pos	Player	Edit
F	Player, Forward	Edit