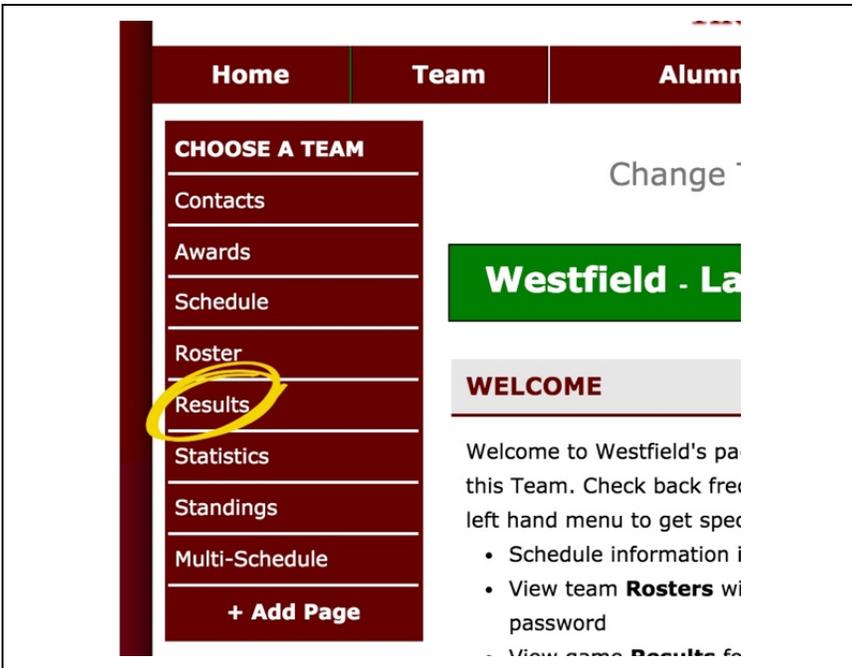
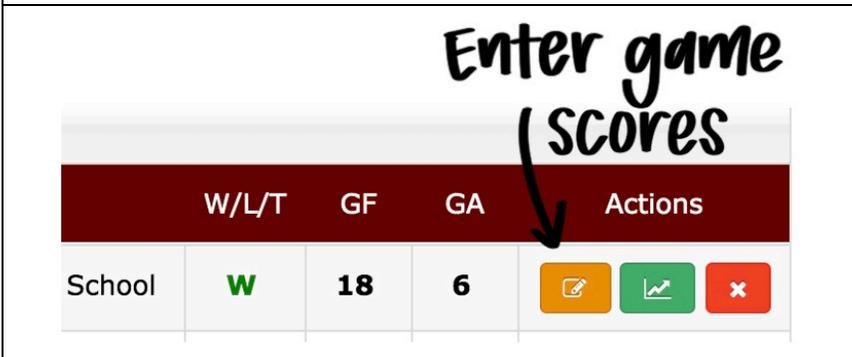


# Adding Game Results and Statistics

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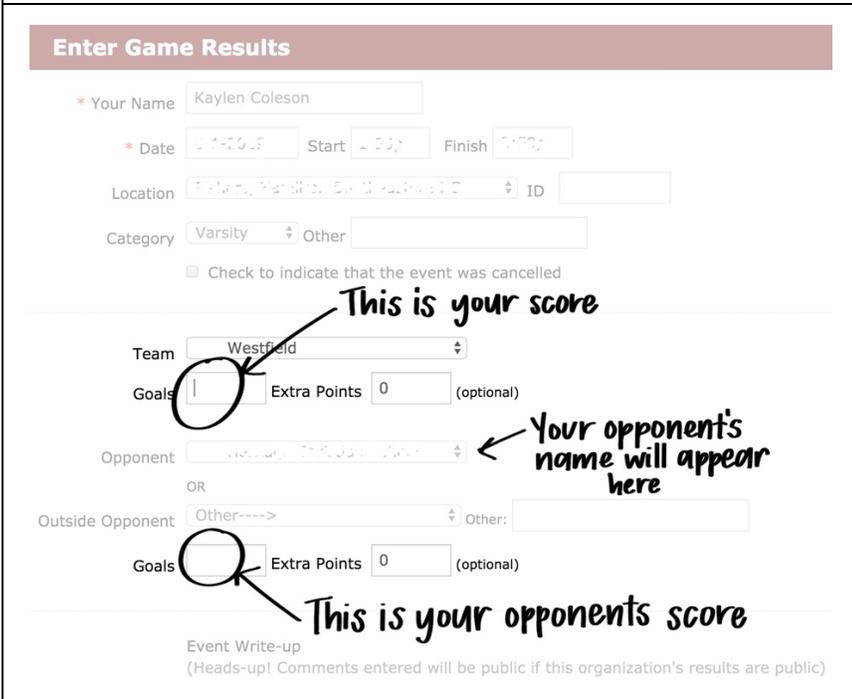


On your team homepage, you will need to click **RESULTS**.



The **YELLOW** button will take you to enter **GAME RESULTS**.

\*\*These should be input within **24 hours** of the finish of the game by the **HOME TEAM**.\*\*



On this screen, you only need to **edit** the **two boxes** that have been circled.

The first score is the home team score and the second is the away team.

Enter stats here

	W/L/T	GF	GA	Actions
School	W	18	6	<input type="button" value="Edit"/> <input type="button" value="Stats"/> <input type="button" value="Close"/>

The **GRAY/GREEN** button will take you to enter **GAME STATS**. These should be input within 7 days of the game.

Though statistics can be a pain to input, other teams rely on them during the awards season. Additionally, your athletes that want to play in college are relying on accurate statistics to share with college recruiters.

### Westfield Statistics

Varsity Date: 8-1-2019 1:00  
 Where: Westfield vs. ...  
 Match up: Westfield vs. ...  
 Score: ... to ...

Player: Goalie

All players that went into this game get this checked.

Officials use these stats

#	Player	Atn	Position	Goals	Shots	Asst	DC	GB	FTO	INT	YC	RC
2	[Player Name]	<input type="checkbox"/>	Midfield	<input type="text"/>								

This screen is for **FIELD PLAYERS**. You should strive to input **ALL** available statistics for each game. Please have your parent volunteers (or assistant coaches that keep stats) review the stats manual each year to ensure accurate stat records.

A quick reference guide is below.

Player: Goalie

Notice that GOALIE is now selected

#	Player	Atn	Position	GB	GA	SV
2	[Player Name]	<input type="checkbox"/>	Midfield	<input type="text"/>	<input type="text"/>	<input type="text"/>

There is also a **GOALIE tab**. Make sure you record your Goalie's statistics on this tab.

### FIELD PLAYER STATS:

- **Atn:** Played in the game
- **Goals:** A goal occurs when the whole ball passes completely over the goal line and should only be recorded if the signal for such has been given by the official.
- **Shots:** A shot is any attempt made by a player to score a goal.
- **Asst (Assist)** An assist is a play made by a player to her teammate who then scores a goal without having to evade excessive defensive pressure other than the goalkeeper. Only one assist per goal may be recorded.
- **DC: (Draw control)** A draw control is awarded to the player who controls the ball and/or creates an opportunity to play following the taking of a draw; i.e., gains possession following the draw.
- **GB: (Ground ball)** A ground ball is recorded when a ball changes possession during live-ball play or when the ball hits the ground (due to check, drop, errant pass, or shot) and retrieval of the loose ball is directly contested (within a sticks length) by the opposing team.
- **FTO: (Forced turn over)** This statistic is defensive-minded and is designed to give a player credit for disrupting play which results in her team's gaining control of the ball resulting in a change of possession. An FTO may be awarded to the player if she performs any of the following actions resulting in a change of possession: stick check, interception, blocked pass or shot, drawn charge.
- **INT: (Interception)** An interception is a play in which a team obtains intercepts a pass thrown by the other team resulting in a change of possession.
- **YC/RC: (Yellow Card and Red Card)** Record the total number of yellow and/or red cards each player receives in the game. This statistic is also being tracked by the officials.

### GOALIE STATS:

- **GB: (Ground ball)** This is recorded the same as the field player ground ball, except that the ball must be OUTSIDE of the goalie's crease for this statistic to count.
- **GA: (Goals Against)** The total number of goals scored against the goalie.
- **SV: (Save)** A save is recorded each time a goalie stops a ball from going into her goal that, if she did not stop, might result in a goal for the opponent. Shots that are wide (completely miss the net) or hit the pipes are **not** recorded as saves.