

Instructions for placing game scores into the Georgia Soccer ADG Scheduling / Gaming system

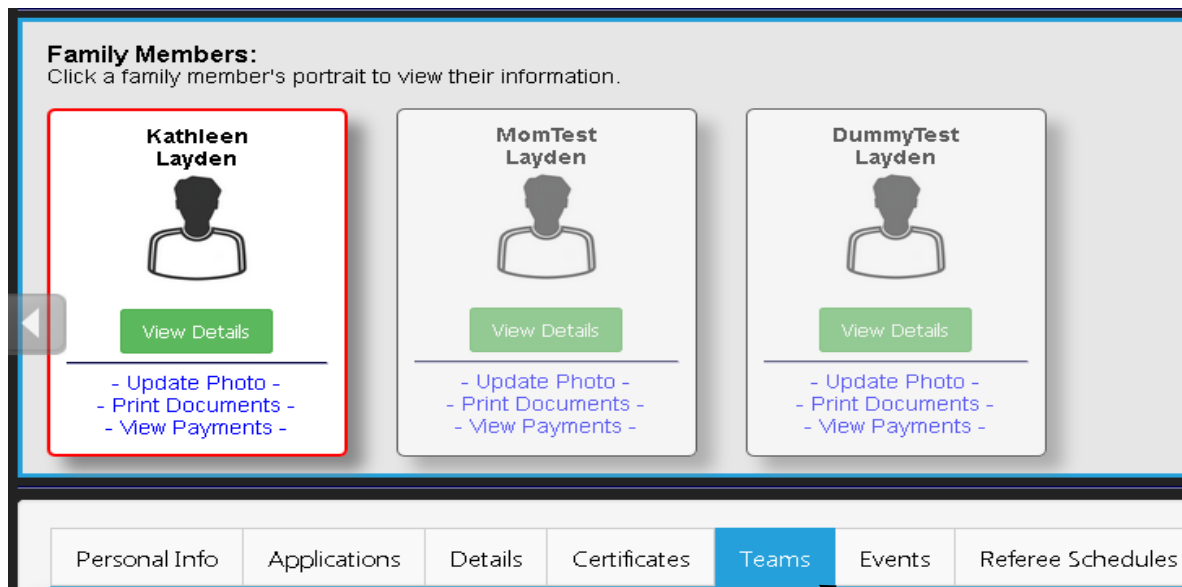
To report scores for a team, you must have a Team Manager, Head Coach or Assistant Coach account in the Georgia Soccer Affinity Sports (ADG) system, and be assigned to the team's roster. If you do not have an account, please contact your league registrar to obtain a username and password.

LOCATING GAME INFORMATION

1. Go to <http://gs.affinitysoccer.com> or the ADG website address provided to you by your league.
2. Log into your **Team Manager or Coach account** by entering your username and password in the User Login boxes at the upper left.
3. Once you have logged into your account, the system will display various items of information.

--Family Members section: Lists you and any other people who have profiles in your family group in the system.

Each person's information is separate. Click the person's portrait or View Details button to view or update the information. Each person's box also contains links to Update Photo, Print Documents, or View Payments.



Click on your portrait (if it's not already highlighted), then click on the Teams tab.

A subsection with two tabs appears. Click on the "Tournament and Schedule Apps" tab.

You should see all teams to which you are rostered in the current season.

- Find the team whose game you want to score, then click the [Schedules/Game Scoring](#) link to the right. On the next screen, you will see the bracket with all of the participating teams at the top of the page.

Fall 2014 Athena & Classic **Scheduled Games**

Lanier Sharks 00/01 Elite - BU14 Classic I

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.

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Field Closures

Browse field usage

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

Winner of bracket based on total points after round robin play.

Club Info	Group A														Tie Brkr				
		1	2	3	4	5	6	7	8	9	10	11	12	13	Total Points	Goal Diff	Goals Against	Ylw	Red
A1 : GSA 01 Premier		5	2	5	5	5	5	5							32	15	1	2	0
A2 : UFA 01 Premier - U14		5	2	0	5	5	5	5	5						32	12	2	2	0
A3 : Lanier Sharks 00/01 Elite		5	0	2	5	5	0	5	0						22	1	11	3	0
A7 : Concorde Fire Central Elite		5	5	0	5	5									20	4	3	2	0
A10 : NASA B19 Elite		5	0	5	5	0	5								20	3	10	0	0
A9 : Atlanta Fire 00/01 Elite		0	2	2	5	2	5	0							16	1	6	3	0
A11 : Inter Atlanta FC - 01 Elite		2	2	0	5	0	5	2							16	-1	9	2	0

5. Scroll down the page to see the games scheduled for the team.

Bracket - Sunday, October 19, 2014

Game#	Group	Home Team	Score		Away Team	Score	Referee Performance
18244 Print Roster	A12 vs A3	RYSA Revolution B14 Blue		vs.	Lanier Sharks 00/01 Elite		Rate

Bracket - Sunday, October 26, 2014

Game#	Group	Home Team	Score		Away Team	Score	Referee Performance
18197	A3 vs A11	Lanier Sharks 00/01 Elite		vs.	Inter Atlanta FC - 01 Elite		Rate

Bracket - Saturday, November 01, 2014

Game#	Group	Home Team	Score		Away Team	Score	Referee Performance
18213	A3 vs A2	Lanier Sharks 00/01 Elite		vs.	UFA 01 Premier - U14		Rate

TO SCORE THE GAME

440.1 Scoring is used by Athena and Classic for regular league play. Scoring is used by Recreation at the discretion of the Recreation Committee. Academy does not record scores for regular league play at U-10 and U-11. Scoring may be necessary for U-12 Academy in order to seed teams.

440.2 Each team is required to electronically submit their game score into the ADG Scheduling / Gaming system within 72 hours of the match. Electronic game scoring for Athena and Classic teams consists of the following information: score by team, yellow / red cards for all players, and coach ejections for both teams. Electronic game scoring for Recreation Inter-Affiliate Scheduled games consists of the following information: yellow / red cards for all players, and coach ejections for both teams. Additional information can be supplied in the comments section and with the required Coach Incident Report outlined in Rule 730.1a.

440.2a After review of all game misconduct reports and any ruling by the Discipline & Protest Committee, the electronic scheduling / scoring system will be updated to reflect any sanctions levied to a team official or player.

1. Find the game to be scored.

Bracket - Sunday, October 26, 2014

Game#	Group	Home Team	Score		Away Team	Score	Referee Performance
18197	A3 vs A11	Lanier Sharks 00/01 Elite		vs.	Inter Atlanta FC - 01 Elite		Rate



2. Click on the Score box next to your team's name.

- The following Game Stat Entry window will appear.

The screenshot shows a web browser window titled "Game Stats Update - Windows Internet Explorer". The main content area is a form titled "Game Stat Entry".

Instructions:
 The required fields are Team Colors and Team Bores. 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.

DR - CAUTION - Delay Restart
DT - CAUTION - Dissent
E - CAUTION - Enter field Improperly
FRD - CAUTION - Falls to Respect Distance
L - CAUTION - Leave field Improperly
PI - CAUTION - Persistently Infringing Laws of the Game
UB - CAUTION - Unsporting Behavior
2CT - EJECTION - Second Caution
3CT - CAUTION - Third Seasonal Caution
6CT - CAUTION - Fifth Seasonal Caution
AL - EJECTION - Abusive / Offense Language
DGF - EJECTION - Denies Goal scoring opportunity by Impeding Foul
DGH - EJECTION - Denies Goal scoring opportunity Handling
IRB - EJECTION - Irresponsible Behaviour
S - EJECTION - Spitting
BFP - EJECTION - Serious Foul Play
VC - EJECTION - 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 referee to this game. If the referee is not already in the system, you can add him/her by clicking "Create New Referee".

Game Stat Entry
 Game Number: 18181 Date: 3/15/2015 Time: 01:30 PM Field: 1
 Home: Lanier Sharks 00/01 Elite Visitor: APC Lightning 01 Elite
 Colors: None None Colors: None None
 Score: 0 Score: 0
 Special Code: -- Special Code: --
Goals/Cautions/Ejections
 --Select Admin/Player-- --Select Admin/Player--
 Item Type Reason Item Type Reason
 -- -- -- --
 Add Remove Add Remove
Referees Assignment (click name to rate referee performance)
 Select Available Referees: Test02, Tammy Captain
Center Referees **Assistant Referees** **Club Linesman**
 Add Remove Add Remove Add Remove
Supplemental Incident Report / Game Comments
 Add Comment (Max 7000 chars per comment):
 Clear Stats Save Stats & Comment Save Comment only
 Send SMS Text Message Coaches Incident Report

- The window displays the game date, time, field and team information.
- Enter the game score for **BOTH** teams.
- Forfeits must only be posted by an Age Group Coordinator.**
- Input the Cautions and Ejections (yellow cards, red cards, coach ejections) for **BOTH** teams.
 - Select the player or coach from the drop down field
 - Select the type and reason for the caution or ejection
 - Click on the **Add** button to add the item to the list.
 - If there is more than one disciplinary item from the match, repeat (a) through (c) above until all items for BOTH teams have been entered.
 - FOR A DOUBLE YELLOW CARD EJECTION (red card), PLEASE SELECT EJECTION AS ITEM TYPE AND 2C (2 CAUTIONS) FOR REASON.**
 - For a coach ejection, select IRB as 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
C7 = LFI	Leaving Without Permission

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

DR	- CAUTION - Delay Restart
DT	- CAUTION - Dissent
E	- CAUTION - Enter field improperly
FRD	- CAUTION - Fails to Respect Distance
L	- CAUTION - Leave field improperly
PI	- CAUTION - Persistently Infringing Laws of the Game
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SFP	- EJECTION - Serious Foul Play
VC	- EJECTION - Violent Conduct

8. Entry of goal scorers, for both teams, is optional for all programs of play.
9. You may enter comments about the game at the bottom of the screen. Please note that these are infrequently reviewed, and do not take the place of an official report, such as a Coaches Incident Report (see #13 below).
10. Remember to click the **Save Stats** button at the bottom of the screen once you have finished entering scores and all disciplinary items **for both teams**.
11. If you need to edit the information you can make changes and click **Save Stats** again.
12. If you need to clear the information then use the **Clear Stats** button.
13. Click on the **Coaches Incident Report** button to be brought to the electronic report form used for incident reporting. (The form can also be accessed at www.georgiasoccer.org / Coaches / Coaches Incident Report.) Coaches have 72 hours to submit a report of all game misconduct issues (Rule 730.1a).
14. Once one of the teams enters the scores and the cards, the system will show the information on the Schedule & Results page of the public website.
15. If the other team enters different information, then the system will display that either the scores or the cards (cautions or ejections) are **Contested**.
16. The contested item will be displayed with a **red (CS) for Contested Score** or a **red (CC) for Contested Card**. If this happens, you must contact your Age Group Coordinator for resolution.