



How to Report a Score for a Cup Game

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

A screenshot of the Sports Connect user profile page. At the top, there is a blue navigation bar with 'MY ACCOUNT', 'HELP', and 'LOGOUT' links. Below this, the 'Family Members' section is visible, showing a profile for 'Joe Test' with a photo and a 'View Details' button. A red arrow points to the 'Teams' tab in the bottom navigation bar, which is highlighted in blue. Other tabs include 'Personal Info', 'Applications', 'Details', 'Certificates', 'Events', and 'Referee Schedules'.

MY ACCOUNT HELP LOGOUT

Family Members:
Click a family member's portrait to view their information.

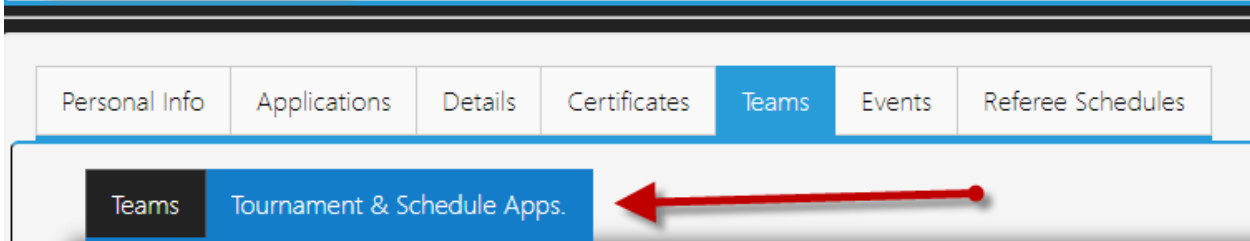
Joe Test

[View Details](#)

- Update Photo -
- Print Documents -
- View Payments -

Personal Info Applications Details Certificates **Teams** Events Referee Schedules

3. Then Click on the "Tournament and Schedule Apps" Tab.



4. Next, click on the "Schedules and Game Scoring" Link to the right of your Team.

A screenshot of a table with the following columns: Team (and Team ID), Tournament / Schedule, Status, Submitted On, and View. The first row contains the following data: Demo Bears (0101-01TB19-0010), 18 VYSA Demo Tour, Final, 07-03-2018, and two links: View Tour App. and Schedules/Game Scoring. A red arrow points to the 'Schedules/Game Scoring' link.

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

5. 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.

6. Then scroll down and click the "Save Stats & Comment" button at the bottom of the Game Stat Entry screen to save your entries.

A screenshot of the '18 VYSA Demo Tour' page. The page title is '18 VYSA Demo Tour' and the sub-title is 'Demo Bears - Boys U19 Premier'. Below the title is a paragraph of text: '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.' Below the text are three buttons: '<< Back', 'Field Closures', and 'Browse field usage'. Below the buttons is a link: 'Click here for Schedule Information Including Game Times and Fields'. Below the link is a table with the following columns: Game#, Home Team, Score, vs., Away Team, Score, and Referee Performance. The first row contains the following data: 645798, Demo Butterflies, a blank score box, vs., Demo Bears, a blank score box, and Rate. A red arrow points to the blank score box.

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	vs.	Away Team	Score	Referee Performance
645798 <input style="border: 1px solid gray;" 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 (click name to rate referee performance)			
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 ALSO goes into Penalty Kicks, enter in a 1 in the PK box for the winning team and a 0 for the losing team. **Do not** enter the number of kicks taken by each team.

Be sure to click the “Save Stats & Comment” button at the bottom of the Game Stat Entry screen to save your entries. **Note** that the Soccer Connect system is run by a company on the west coast and is set to Pacific Time. As a result of this, when you save your score you may see a message telling you that your game has not been played yet – you can ignore this message. As long as you click on the “Save Stats” button, the score you entered will be recorded.

The screenshot shows the "Game Stat Entry" form. At the top, it displays "Game Number: 645798", "Date: 9/10/2018", "Time: 09:00 AM", and "Field: 1". Below this, it identifies the teams as "Home: Demo Butterflies" and "Visitor: Demo Bears". There are two "Colors" sections, each with two "None" radio buttons. The "Score" and "PK's" fields are both set to "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. Below the dropdown, there are sections for "Goals" and "Goals/Cautions/Ejections", each with a "--Select Admin/Player--" dropdown. At the bottom, there are "Item Type" and "Reason" dropdowns.