Scoring games and player stats in Sport Ngin

1)Create a "Team Page" if you don't already have one.
Go to edit mode by clicking the Edit/User switch tab on the team page header banner. If this is not available to you, then you do not have permission to score games. Contact Rich Lucy and ask him to give the system permission to recognize you as a user who can edit your team pages including scoring.

When you are in Edit mode, you will see that some of the sections of your team page are yellow. That is an indication that you are in edit mode, not user mode.

2) Build the Roster on Team Page (To Be Completed by the DCYHA Registrar)
First, make sure you have a roster of players that appear when you select the Roster tab on your team page. If you do not, add the roster into the system. To do this, get a list of the USA approved roster from the DCYHA Registrar. Note that this roster can change until December 31st, the date when the rosters lock. The USA hockey approved team roster. The USA Hockey Roster may not have the players' number listed, this can vary depending on how the report was prepared. Collect your team members' numbers and their position (Forward, Defense, Goalie) before starting this process. While you can add and edit numbers, positions & players later, it is easiest if you have most of this the first time.

Go to the Roster tab. Select "Add Players" located in the yellow header at the top center of the roster page.   Depending on your level of access to the Sport Ngin system, you may have several choices from where to pull your players. If Member Directory is an option, chose that option and search for the player. This will prevent misspellings since it will pull the name of the player from the form that the parent submitted. Select the correct player from the filter. A new form will appear with the player name included, add their number and select the boxes indicating the position(s)that the player plays. Some players fill more than one position; you may select more than one position. **Make sure you select Goalie for at least one player.** Fill in the blanks, scroll to the bottom and when done and select "Save".

When the player is saved, you will see their player number appear along a ribbon at the top of the page. It will organize the players in order of their jersey number.

Repeat the Add Player process.

3) Add Game Schedule into the Team Page (To be done by DCYHA Scheduler)
Before you can enter scores and stats, the game must be entered into the Game Schedule. Go to the Game Schedule tab. Select "Add Game".   On the game entry form, Team 1 is your team. Select either Home or Away for your team.
Team 2 is your opponent, the first time you enter this team for the season, you will have to add their full name by selecting "New Team" if you've played this team already and you've put that team in the Game Schedule then select "Existing Team"

and you can select the team from a drop down menu. If you are entering games for a tournament situation, select the TBD tab and you can edit the team name later when you know the full schedule.

If you happen to have the opponent's team logo, you can upload it by clicking the upload logo box.

Enter the correct game day and time. If you don't know the details, select the TBD box.

Select the enable "Game Comments" and "Track Play Locations" – these are cool features. You may not use them right away but you will see these when you go to score the game and you can chose to use these features only if they are checked here.

Select the "Regulation Periods and Officials" tab – adjust the time in the periods to reflect the time that you typically play per period.

Broadcast information is available for tournaments and for the Iron Cup Tournament. Most other games you will not fill this in. If you have a parent who uploads game video to YouTube, you could paste the url here and visitors to your Team Page will be able to click on it and watch video after the game.

Venue tab can be completed or left empty. It looks better if you fill out the venue info. You can copy and past the venue's url and this may be helpful to parents, grandparents and fans who need directions to the rink. There are many other options on this page that you can choose to complete or leave blank.

Scroll all the way down this form and you will see a tab on the bottom right that says "Create Game". Click here to save this new game. You can edit these features later.

Repeat this process for all of your games.

There are three ways to score a game
   1) Quick Score – enters scores & minimal game data – No Stats entered
   2) Scorekeeper – adds scores and player stats via IPad
   3) SCORE LIVE – enters scores, game data and player stats (can enter Live or after the game.

4) To Enter Game Data & player Stats via SCORE LIVE
I use this feature after the fact when I am scoring from a scoresheet because I talk too much during the games and I don't pay enough attention to who scored/assisted etc. If I am in the scorers box, I can SCORE LIVE provided I have an internet connection. To start:
   a) Log In

b) Go to Edit mode. By selecting Edit Mode toggle switch on the home page banner graphic. If this is not available to you, we need to get you system permission to use this scoring feature. Contact Rich Lucy

c) Navigate to your Team Page

d) Select the Game Schedule tab.

e) Select the "Box Scores" tab and you will be taken to a page with the games listed in a different format.

e) Find the game you want to score. Navigate to the far right bottom of the box that you want to score – it is gray and the tab you want to select says "scheduled" if you have not scored it yet. If you've scored it, it may say "In Progress" or "Final". Click here to proceed.   A new page will launch - At the top it says either Scheduled, In Progress or Final. Check it out and make sure you have the correct game.

Options at this point

a) Select the black bar that says "SCORE LIVE" to enter data as though you are in a live game and you like the scoresheet-like style of entering this way. I prefer this option. You do not have to be Live to use this feature.

b) Select Quick Score (lighter grey tab) if you want to enter basic scoring and no stats.

c) Select Edit Stats to enter using a form-like feature.

Select "Score Live" in the Black box, this will launch the Live Scoring feature in Sport Ngin, Your game status will change to 'In Progress".

Select the "Team/Roster" tab. Be sure your team appears here. Use the "Add Player" button to add the opponent team players using the Scoresheet from the game. If you don't have their names & numbers, don't worry you will be able to chose the generic "Forward", "Defense", "Goalie" options while scoring the game. Just remember to select the box next to these or any players so that they appear when you enter stats. Do not select coaches. Choose the starting goalie for each team using the dropdown menu. You must have a goalie selected to be able to score the game. Next, select the check box next to all the rostered players who participate in the game. This makes them "Active" and they will appear in the stats. While selecting all the players is easy (Select All option), it will affect the percentages of players who are not playing in all the games. Consult the scoresheet to confirm "active" players. Those with lines through them are inactive players. Uncheck any players who are on the scoresheet but whose names are lined-out.

Next, Select the Game Details tab and complete the info here. I always select the Track Play Locations because I am determined to use this feature. It is an advanced feature so it might be distracting to use at first. When done filling this out continue.

At the top of this page, Select "Score Game". This will take you to a page that has a black background and is organized in three sections. The top has the team names, game clock and team names with a shot button below each team.

On the left is the PLAY LIST – All the stats, scores, goalie changes, period changes will appear here. This is how you can check to see if the data you just entered was saed.

On the right is the PLAY ACTION buttons. You will use this to select the action that you want to record.

If you are entering data from a scoresheet, look over it first to make sure that you understand any weird markings or notes on the scoresheet before you start.

Glance at the **Live Scoresheet** on your computer screen starting at the top. Make sure you are in period 1 and the period clock is set to the correct time for your game. You can switch the side that the DCYHA team is on by selecting the Switch Sides (top center) tab. It is just a preference. The default is visitor on the left (reads team on left is playing at team on right's venue).

The "Shot" tabs under each team are for easy, quick recording of shots on goal. If you are keeping track of Shots on Goal, this is recorded with a quick click on the tab. The shot gets recorded for that team in the period that it occurred in the game. This does not track the name of the player taking the goal shot.

On the right side of the screen, you will see **"select play action"** – This is where you enter the details of the game.

Goals: To record a goal, select goal then select the team that scored the goal. Now more options about that team's players pops up. The default says "Bench" but click the down arrow and the other players pop up. The exception is when you don't have a roster for the other team – in this case you chose "forward" or "defense".

On the defending team side, chose the goalie that was in the net at the time. The default is the goalie that you indicated was the starting goalie. If your goalie changed, you can select the "Goalie Change" button and select from among the Goalies listed for the team. Remember that you needed to indicate all the goalies in the roster page for this game and they need to be checked as active before they can appear here.

Select the player that scored and up to two players that assisted the goal. Enter the time the goal was made. You do not have to enter the colon, just digits and it puts the colon in place.

If scoring live, you can indicate the place on the ice where the goal shot was taken. This is cool but not essential. It is only available if you selected "Track Play

Location" when you set up the game in the schedule. Just click on the general area of the rink where the shot was taken.

Select the conditions such as even strength, power play, etc. Now select "Next Play" and it saves the goal under the Play List action recorded on the left.

Recording Shots on Goal:
You can do this two ways:
1) A simple way is to click the "Shot" tab on the top of the page just under the team name. The shot credit is given to that team and the goalie during that period and active at that time gets the save . No need to count goals in this shot since it automatically adds goals as a shot in the count. The goalie that you have active has that goal count against them in the stats. Again that is automatic. No other data is requested and the shot is recorded in the playlist and credited to the team that took the shot.
2) A more detailed way to document shots is to select shot (Next to Goal) and select the correct team who took the shot, the player, the number of shots in that instance (incase they got their rebound and shot again from that same spot). Enter the period and the time on the clock at the time. You can mark the location of the shot(s) and then "Next Play" to save the data. You better be real fast to do this. I tend to use the "Shot" Button at the top because it is easy and fast.
3) You could have another parent track this live at the same time that you are recording everything else. He/she could be logged-in and be tracking this only. It may be possible for one person to do everything in a slower paced rec game. However, for a very dynamic game, it would be very challenging to do it all. You cannot have the other team score at the same time. Typically the home team gets to score the game Live or pass on it.

Recording a Penalty
 Select the "Penalty" Button, then select the team being assessed the penalty. Fill in the skater details and any of the infraction details , the time on the clock, the location where the penalty Occurred and the rest of the detail. I have not figured out how to adjust the Minor penalty time to read 1:30.

Start New Period
In the "Select Play Action" buttons panel, you will see an option to select "Start New Period". Select this when you are entering the next period. If you are entering the data after the game, remember to Start New Period before you start entering goals, penalties or other stats for the next period. This ensures that the stats are recorded in the correct period. You will see the period number adjust at the top of the page and the clock will reset.

Mistakes
There are points throughout the form that have red dots indicating spots where you can delete data entry mistakes. The deleted items disappear from the Play List on

the left. When something is saved, you will see the words "Saved" in green on the right top of the Play Action buttons. Always remember to select "Next Play" to save the data entry.

Finalizing the game
To finish the data entry and have it appear in the stats section on the DCYHA team page for your team, you have to make sure

1) All the actions in your play list (on the left) have a green bullet next to them, This means that it was saved. If it is red, select that action, make sure all the data is correct and select Next Play at the bottom of the entry. This should save it.
2) The last item in the play list is often a holding action. Meaning that it is waiting to be edited as the next action. It also usually has a red bullet. Select "delete" and then confirm it by selecting "yes.delete". Now everything in the Play List should have a green bullet.
3) Navigate to the very top of the page. Select "Finalize". I everything is savd correctly, it will ask you for the referee signature – that is you – put your name or nickname or "team manager" in there and click okay. If it says that some action is not saved then go back to the scoring page and look for any entries that have a red bullet next to them. Click on any with a red bullet and edit, finish or delete.   Try to save again.

So Much More
There is all that other data you can collect stats on, FaceOff, Turnovers, Hits, etc. I believe that some organizations have several folks who log in and collect these other stats simultaneously.