

The screenshot shows the SportsEngine Live interface for scoring a game. At the top, there's a navigation bar with 'Menu', 'Hot Keys', and 'Finalize Game'. The user is logged in as 'David Urbaniak' with a 'CONNECTION' status indicator. The game is between 'RABBITS' (Away Team) and 'SNAKES' (Home Team). A 'Score Game' button is prominently displayed. Below it are two tabs: 'Game Details' and 'Teams/Rosters'. A 'Save Game Details' dialog box is open, containing several sections:

- SCORING:** Includes checkboxes for 'THIS GAME IS BEING SCORED LIVE' (checked) and 'TRACK PLAY LOCATIONS'.
- GAME TIME & LENGTH:** Fields for 'DATE' (07/22/20), 'TIME' (7:00 PM), and 'GAME STATUS' (Scheduled).
- PERIODS:** Three input fields, each with a value of '20' and a delete 'X' button. A '+ Add period' button is also present.
- LOCATION & WEATHER:** Fields for 'VENUE', 'MAP/LINK', 'ATTENDANCE', 'WEATHER', and 'TEMPERATURE'. There are also dropdowns for 'WIND' (MPH, NW).
- REFEREES:** A '+ Add Referee' button.
- Game Status Options:** Dropdowns for 'SELLOUT', 'NIGHT GAME', 'NEUTRAL FIELD', and 'NATURAL SURFACE'.

A 'Save Game Details' button is located at the bottom of the dialog box.

## Best Practices

- Only one team can score a game with SportsEngine Live. Work with opposing team to accurately record plays for both teams. \*For league sites only.
- Home teams are given priority to score a game with SportsEngine Live. If the home team isn't live-scoring the game, the visiting team may use SportsEngine Live. \*For league sites only.
- For the most accurate live-scoring, it is best to have one person using SportsEngine Live.
- Start with the Basic Scoring method using only the required fields on each play until you're more familiar with the application.
- Watch your connection status within SportsEngine Live – in the upper right corner of each play action – to make sure your plays are being recorded properly. Status will

update from 'Unsaved' to 'Saved' once the data has been successfully submitted and sent. If you notice your play actions remain on 'Unsaved', you will need to check your internet connection.

**Live Scoring Options - Basic vs. Advanced:** We strongly recommend a minimum of 2 people working together to live score a game. There are two methods for scoring a game:

**Basic** - Enter the required fields as denoted by a gray background. \*Basic Stats are attributed at the team level.

**Advanced** - Enter required fields as denoted by a gray background AND optional fields as denoted by a black background. \*Advanced Stats include optional additional play and player details.

**Step 1:** Log In> Select Edit Mode> Navigate to the Team Page

**Step 2:** Select Game Schedule> Select the Date of the Game

**Step 3:** Select Score Live

The screenshot shows the Minnesota Snow Owls website interface. On the left is a blue sidebar menu with options like Home, Teams, Connect, In the News, Calendar, Pride, Tournaments, Admin, 2017 Fall League, and Dibs. The main content area has a yellow header with a 'SCORE LIVE' button and a 'QUICK SCORE' button. Below this is a score table for a game between Rabbits and Snakes on Saturday, July 22, 2017, at 7:00 PM CDT. The score table shows 0 goals for both teams in the first three periods, with a total of 0 goals.

	1	2	3	T
Rabbits	-	-	-	-
Snakes	-	-	-	-

**Step 4:** Ensure all game details are correct and click Save Game Details

**Step 5:** Select the Teams/Rosters tab.

**Step 6:** Select the active players for the game (you will only be able to attribute stats to players that were selected or added from this section) - Manually select players using the check box or use the Select All link.

(Note: for solo team sites the opposing team roster will show positions only. Select the positions you want to appear as options within the app) You can manually add single players at this point via the +Add Player button

Roster list will reflect the roster on the teams specific page (on solo sites opposing teams do not have pages so only position names will appear)

**Step 7:** Select the Score Game button to continue.

From this point depending on the Sport you will start to enter various statistical information. Once you either enter in basic or advance stats you will then Finalize the game.

