

Using a Digital Roster/Game Scoring

Log onto the Affinity site:

<https://oysa.affinitysoccer.com/Foundation/Login.aspx?sessionguid=>

Enter your User Name and Password in the boxes below. If you don't have a User Name and Password or can't remember it, please contact your club registrar or the OYSA registrar. They can look up your information for you. Do not try to create a new login, as this will delay getting into the system.



Oregon Youth Soccer Login

Enter your username

Enter your password

LOGIN

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Using a Digital Roster

Step One - Training

Review the training video by clicking [here](#)

Step Two - Download

Download the Mobile app by clicking [here](#)

Step Three - Credentials

Log in using your current Affinity username and password.

Teams can check in with the referee with either printed/laminated player/coach cards, or by digital roster. Always bring your printed cards with you to each game in case there is a problem with the digital roster.

Game Scoring

After your match has been played, go to the same Tournament & Schedule Apps. - Schedules/Game Scoring tab as above. You will then want to click on the box in the Score column for the game.

<input type="checkbox"/>	763577	BU17 Timbers Premier Green	Bracket	Capital FC Soccer Complex	Turf	3/17	9:00AM	A1 vs. A6	Capital FC Timbers 02B Kagey	<input type="checkbox"/>	vs.	Westside Timbers 02B Copa White NLNC	<input type="checkbox"/>
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A new Game Stats window will open.

The screenshot shows the 'Game Stat Entry' form. On the left is a list of codes and descriptions for cautions and ejections. The main form includes fields for Game Number (763577), Date (3/17/2019), Time (09:00 AM), and Field (Turf). It also shows Home and Visitor team names, color selection, and score input fields (both set to 0). There are sections for 'Goals/Cautions/Ejections' with dropdown menus and 'Add/Remove' buttons. Below that is 'Referees Assignment' with lists for Center Referees, Assistant Referees, and Club Linesman. At the bottom, there is a 'Supplemental Incident Report / Game Comments' section with a text area and a 'Clear Comment (Max 7000 chars per comment):' label. At the very bottom are buttons for 'Clear Stats', 'Save Stats & Comment', 'Send SMS Text Message', 'Close', and 'Print'.

Enter your score for the match for both the home team and visiting team. DO NOT enter any cautions or ejections as those will be entered by the league administrator from information gathered from the referee report. When done, click on the Save Stats & Comments. Only a rostered adult member of the team with an Affinity login can access the Stats Update to enter scores.

Please remember that it is extremely important that all scores are entered into the system by BOTH teams after your games. As you enter scores the standings will be

updated in the system. When scores are entered by both teams that differ from one another, you will see a red (CS) which means that the game has a conflicting score entered. The OYSA staff then looks at the referee report and enters the referee's reported score as the official score. If scores are not entered by Wednesday, the OYSA staff will enter the score using the referee reported final score.