# Match Roster Printing/Game Scoring/Entering Player Jersey Numbers/Club Pass Players

We have updated the look and feel of the My Account page which will change how you print you do some of your league duties. Please see below updates.

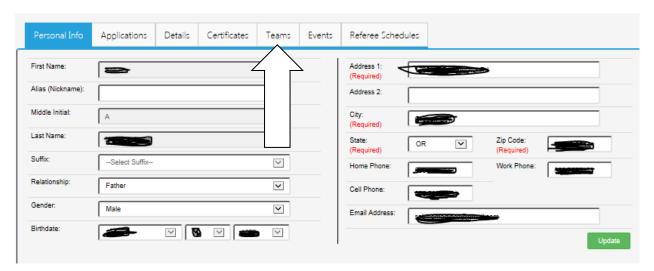
### **Match Roster Printing**

Log onto the Affinity site: http://oysa.affinitysoccer.com/

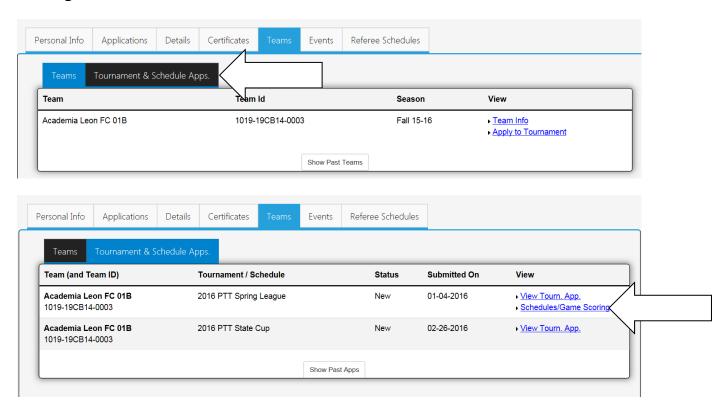
Enter your user name and password in the upper left corner. If you don't have a user name and password or can't remember it, please contact your club registrar or the OYSA registrar. They can look up your user name and reset your password.



Once logged in click on the MY ACCOUNT. Here is your new look and feel! This will pull up your profile with all your family members and team information with which you and your listed family members are associated. Scroll down to the to the bottom half of this page and click on Teams (See Arrow below)



Then click on the Tournament & Schedule Apps tab and then the Schedules/Game Scoring tab.



Each game has a specific roster that includes both the home team and the visiting team. The Print Roster button will appear 3 days before the game date. Click on the PRINT ROSTER button to print. Referees have been instructed to only accept rosters printed from Affinity.



Players who are suspended for a match will have a red **R** on the line with their name and be crossed out. Please keep in mind that if you have more than one game on a weekend, disciplinary issues are not updated until the following week. If a coach or a player receives a red card during the first weekend game, the roster for the next game(s) will not reflect the game (or games) suspension, even if the roster for the next game(s) is printed just before the second match.

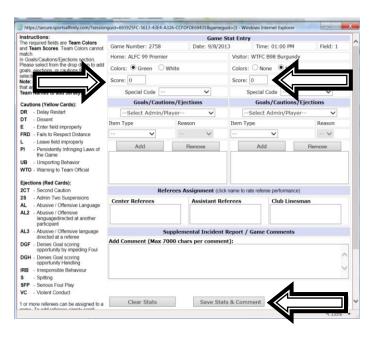
Participation by an ineligible player or coach will result in a forfeit of that game, there may be additional penalties for a player or coach who participates when they know that they are suspended. Coaches are responsible for tracking player eligibility.

### **Game Scoring**

After your match has been played, go to the same Schedules/Game Scoring link as used to print the roster, and then click on the box in the Score column for the game.



A new Game Stats window will open.



Enter your score for the match for both the home team and visting team in the Game Stats window as shown above. You are not required to enter who scored the goals as the league does not maintain goal scoring statistics. DO NOT enter any cautions or ejections as those will be entered by the league administrators from referee reports. Click on the Save Stats & Comment in the middle at the bottom. Only a rostered adult member of the team with an Affinity login can access the Stats Update to enter scores. If you incorrectly post a score, contact...

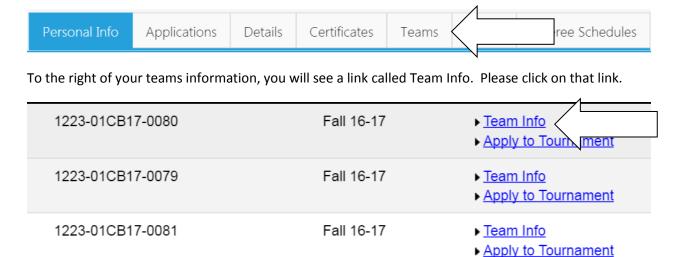
OYSA at 503-626-4625 X1

Please remember that it is extemely important that all scores are entered into the system by BOTH teams after your games. As you enter your scores the standings will be updated in the system. When scores aren't entered the same by both teams you will see a red "(CS)" which means the game has a conflicting score entered. We then look at the referee report and enter the referee's reported score as the official score. If scores aren't entered by Tuesday noon we will enter the score using the referee's reported final score.

# **Entering Player Jersey Numbers**

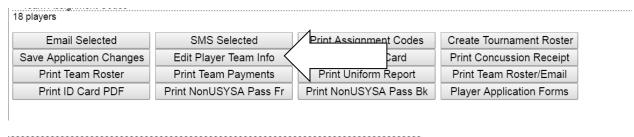
Please make sure that all player jersey numbers have been entered **prior** to printing your rosters. You only need to do it once if you do it here! Follow the below instructions on how to enter your players jersey numbers.

Login to your Affinity account, click on the My Account tab, and then click on the Teams tab.



Click on the Team Roster tab on the top bar. Then click on the Edit Player Team Info button at the bottom, under the listing of players. This will let you enter your entire team's jersey numbes at one time. You only need to enter the Home Jrs#. Save changes when done.





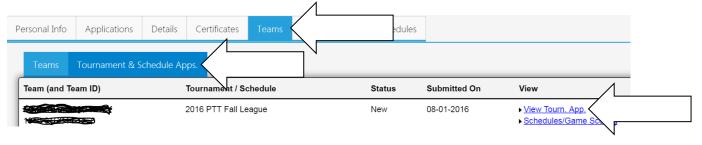


# **Adding a Club Pass Player**

Adding a Club Pass player to your roster means adding a player that is age legal and a player from within your club to your match roster(s). This feature allows a team to borrow a player for one match or several matches without taking them off of their initial roster. Each club handles Club Pass players differently. If you have any questions if your club allows the Club Pass feature to be used, please contact your club Registrar or DOC.

To borrow a Club Pass player, you will also need to have their Member Pass (players card) at the match that they will be playing in.

To Club Pass a player. Login to the system. Go to the My Account tab. To to the Teams – Tournament & Schedule Apps – View Tourn. App.



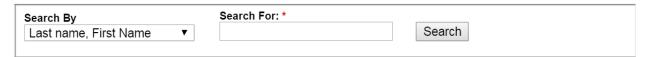
Go to the Player Roster tab and click on the Add Club Pass Player at the bottom of the screen.





#### Add Club Pass Player to Roster

Player must be on another active team in the correct season from the same league or club and age appropriate for this team – Leag Portland



You will be asked to give a name to search for. Enter the players last name, first name and click on the Search button. You will see the player show up. Click on Add to Roster. You will now see the player listed on your roster with a CP next to their name.