



NCYSA Classic League:

PlayMetrics Game Scoring Assistant

Guide for Match Day

Team Check-In & Score Reporting Procedure with PM Game Scoring Assistant (GSA)

It is game day, you have arrived at the field and it is time to check in your team with the Referees, what do I do?

ENTER THE PLAYMETRICS GAME SCORING ASSISTANT.

As a Team Admin, you just have 2 required step in this process:

STEP 1 —Download the PlayMetrics App on your mobile device if you haven't done so already and log-in as a team admin.

STEP 2 —Access the Game QR Code inside the PM app and show it to the Referee for them to scan. They will then take over the check-in process on their mobile device, you do not complete the remaining steps. Your task is complete.

Important: The PlayMetrics Game Scoring Assistant cannot be accessed before the day of the game.

Access QR Code on Mobile: A Team Admin can access the QR code on a mobile device by going to the game details, clicking the ellipses in the top right, and then **View Game Card**.

Note: The Game Scoring Assistant feature cannot be accessed before the day of the game.



North State Soccer Association
Competitive League 2024-2025
2010/11 Girls

Date: **Fri, Feb 21 - 12:00 PM EST**

Field: **Dorthea Dix Park 1**



Game Report

Game ID: **15931**

Home Team

2010G Blue
Carolina Crushers

Final Score:

Away Team

2011G
Fun FC

Final Score:

REFEREE TAKES OVER PROCESS FOR TEAM CHECK-IN ON THEIR MOBILE DEVICE

REFEREE PROCEDURE FOR TEAM CHECK-IN:

STEP 3 — Scan the QR Code

Using your phone or mobile device:

1. Open your device's camera.
2. Scan the **QR code on the PlayMetrics game card**.
3. Open the link that appears.

Once completed, you will be taken into the Game Scoring Assistant for that specific match.

STEP 4 — Check In Players and Coaches

Complete the player check-in process **before the match as usual**.

NOTE: If a coach is not on the roster they may coach as long as they have a digital or physical card.

IMPORTANT: TEAMS NO LONGER NEED TO SHOW PLAYER PASSES AT TEAM CHECK-IN, YOU WILL UTILIZE THE PHOTO ROSTER IN THE PLAYMETRICS GAME SCORING ASSISTANT WHEN CHECKING IN.

THINK...NOT ON ROSTER=NOT PLAYING

PLAYERS MUST SHOW UP ON THE ROSTER INSIDE OF THE GAME SCORING ASSISTANT TO BE ELIGIBLE TO PARTICIPATE IN THAT MATCH.

IF A PLAYER IS PRODUCES A PASS, BUT THEY ARE NOT ON THE ROSTER IN THE PM GAME SCORING ASSISTANT APP, THEY ARE NOT ELIGIBLE TO PLAY.

1. Locate the team you want to check in.
2. Select the **pencil/edit icon** next to that team.
3. The team's roster will open.
4. Select the players who are **approved and participating in the match**.

NOTE: Do not mark players in the PM GSA who are who are not present

5. Complete the same process for the other team as required.

6. DO NOT CLOSE THE WINDOW THAT THE GAME ASSISTANT IS IN. IF YOU CLOSE IT YOU WILL NEED THE QR CODE AGAIN. Save the window open and you will fill in the post match information after the game.

STEP 5 — Play the Match

Once check-in has been completed, conduct the match according to the applicable NCYSA competition rules and referee procedures.

During the match, keep accurate records of:

- Goals and the final score
- Cautions (Yellow Cards) and send-offs (Red Cards)
- Any other reportable player or team staff infractions
- Any unusual or significant incidents that may require additional reporting

This information will be needed when completing the PlayMetrics match report.

STEP 6 — Enter the Final Score

After the match, the referee should:

1. Return to the Game Scoring Assistant.
2. Select **Set Final Score**.
3. Enter the final score for each team.
4. Verify that the score is correct.
5. Select **Save Score**.

Once saved, the score is recorded as the official game score in PlayMetrics.

STEP 7 — If applicable, Enter Infractions

If there were cautions, send-offs, or other reportable infractions:

1. Select **Enter Infraction**.
2. Select the appropriate team.
3. Select the player or team staff member involved.
4. Select the appropriate infraction type.
5. Enter the required description.
6. Enter an infraction code if the competition requires one.
7. Select **Add Infraction**.

Repeat this process for each reportable infraction from the match.

ACCURACY IS KEY WHEN SELECTING THE INDIVIDUAL AND INFRACTION AS YOUR PLAYMETRICS SUBMISSION BECOMES PART OF THE OFFICIAL MATCH RECORD.

STEP 8 — Review Before Finishing

Before leaving the field, verify that all the steps below have been completed:

- Both Teams have been checked in.
- A Final Score has been entered and is accurate.
- If applicable, any player, coach, team admin infractions have been input and the correct players or team staff members are associated with each infraction.

MATCH REPORTING THROUGH PLAYMETRICS IS REQUIRED FOR NCYSA MATCHES BY THE REFEREE.

<https://youtu.be/eoUJa9nZymQ>