

TeamLinkt Play-By-Play Overview

How to enter scores and stats for an organization as a game is taking place.

General Overview (How it Works)

- A timekeeper enters a unique code (provided by the OSFL) to **games.teamlinkt.com**
- Plays are entered as the game is going on via a smartphone, tablet or computer
- After a game is complete, the stats/score is submitted

Getting Started: Locating Game Codes

Step 1: Log into your TeamLinkt Account

Step 2: Go to Schedule & Scores > Scheduled Events

Step 3: Click Share > Get Game Access Codes

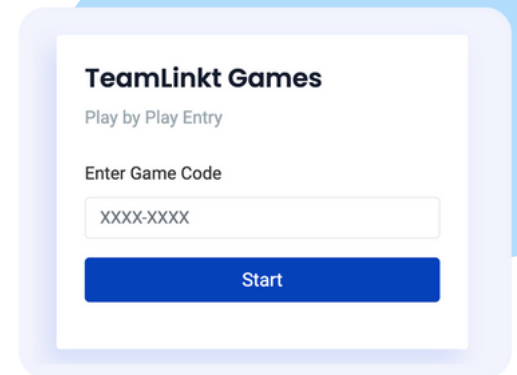
Step 4: Provide Timekeepers with Game Codes

Accessing the Game

Step 1: Go to **www.games.teamlinkt.com** on any device

Step 2: Enter the 8 digit Game Code

Note: The Game is only available within 24 hours of the event start time

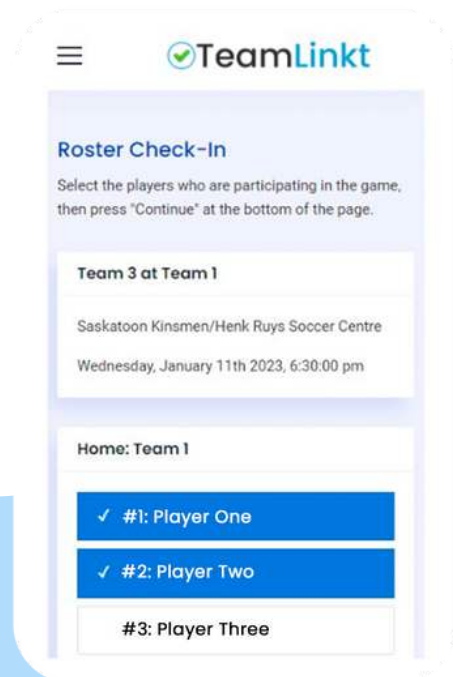


TeamLinkt Games
Play by Play Entry

Enter Game Code

XXXX-XXXX

Start



TeamLinkt

Roster Check-In

Select the players who are participating in the game, then press "Continue" at the bottom of the page.

Team 3 at Team 1

Saskatoon Kinsmen/Henk Ruys Soccer Centre

Wednesday, January 11th 2023, 6:30:00 pm

Home: Team 1

✓ #1: Player One

✓ #2: Player Two

#3: Player Three

Roster Check-In

Step 1: Review the event details and select all players who are present for the game

Step 2: Press 'Continue' at the bottom of the page to save your selection

Note: if players join the team, or updates jersey # at the start of the game, you may need to log out and sign in again to get updated roster information

Play By Play Entry Overview

- The top of the screen shows a scoreboard
- The middle section contains buttons for adding plays
- The bottom section shows all of the plays that have been entered

The screenshot displays the TeamLinkt interface for entering plays. At the top, there is a scoreboard for Team One and Team Two, both with a score of 0. Below the scores are fields for Quarter (set to Pre-Game) and Time (set to 00:00). There are 'Update' and 'Finalize' buttons. The 'Non-Scoring' section includes buttons for Rush, Completed Pass, Incomplete Pass, Interception, and Sack. The 'Scoring' section includes buttons for Rush (TD), Completed Pass (TD), Interception (TD), 1pt Convert (Pass), 2pt Convert (Pass), 2pt Convert (Rush), and Safety. The 'Plays' section shows a message: 'No plays have been added'.

If the play **resulted in points** (a touchdown, 2 point conversion, etc), it is a **Scoring Play**.
If the play **didn't result in points**, it is a **Non-Scoring Play**.

- The scoreboard allows you to track the quarter, time, and score.
- The football icon identified which team has the ball during a play
- The "Update" button will store the current scoreboard on the TeamLinkt Servers, so no data gets lost.
- The "Finalize" button is used to process all of the plays in the event and generate game stats for each player. This should be done at the end of each event.

Entering a Play

When you add a play such as a catch or rush, you will have the opportunity to update the score clock, as well as identify who participated in the throw, rush, catch, interception, sack, etc.

Saving a play will update the main score clock and will also add the play to the list of the plays at the bottom of the page.

Completed Pass

Team One: 0
Team Two: 0
Quarter: 1st Quarter
Time: 05:27

Passer: Player One (#13)
Receiver: Player Seven (#27)
Receiver Yards: 12
Tackler: Player Ten (#88)

Buttons: Cancel, Save

Buttons: Update, Finalize

Non-Scoring
Rush, Completed Pass, Incomplete Pass, Interception, Sack

Scoring
Rush (TD), Completed Pass (TD), Interception (TD), 1pt Convert (Pass), 2pt Convert (Pass), 2pt Convert (Rush), Safety

Plays

1st Quarter	05:27	0 - 0
Completed pass from Player One (#13) to Player Seven (#27) for 12 yards. Tackled by Player Ten (#88)		

Remove

Reviewing Plays

Existing plays can be reviewed at the bottom of the screen.

Each play includes the details related to the play.

If there is a data entry error, the play can be removed and replaced with the correct details. Plays will be automatically sorted by period and time.

Finalizing the Game

Once the game is over. Simply click "Finalize".

The game summary will be automatically updated to the league website.

Team One: 21
Team Two: 14
Quarter: 4th Quarter
Time: 00:00

Buttons: Update, Finalize