

6-8 SPORTS GAME DESK HELP SHEET



TIP

Read **ALL** pop ups that appear.

HOW TO CREATE AN 'UPCOMING GAME'

1. Go to the '**Upcoming**' tab on the top right under the '**Game Scoring**' section. Press '+**New Game**' in the bottom right corner.
2. Fill in game information in - make sure to tap '**Public Sharing**' to share to the 6-8 Scoreboard.
3. To create the game *immediately* select '**Create game now**' under '**Scheduling Preferences.**'
4. To create a *later* game, select '**Schedule game**' to select the date & time (PST).
5. To **start** the *later* game - tap on the game and select '**Start Game**' on the pop up.

Scheduling Preferences

Create game now

Schedule game

EDITING ROSTERS BEFORE GAME IN 'TEAM PROFILES'

1. Tap roster you wish to edit & find player you wish to edit.
2. Tap the pen and paper icon to the right of the player, tap screen to make edits for name, cap number, position, adding an athlete's ID number (tap 'Choose Existing'), and to activate/deactivate.

ACTIVATING AND DEACTIVATING A PLAYER(S) IN 'TEAM PROFILES'

1. Tap roster you wish to edit & find player you wish to edit.
2. Tap the pen and paper icon to the right of the player, tap the toggle button under 'Activate Player' to **TEAL** to activate and **GRAY** to deactivate (not have this player on the roster for this game).

SCORING THE GAME

1. Select 'Sprint Winner' & 'Sprint Loser' to begin taking stats.
2. **Select the player first** and then choose the statistic (example: 'goal'). All stat buttons are in the right column.
3. Marking a **goal**
 - A. Tap the player of the team that scored and tap 'Goal.'
 - B. Input time and select if it was a 6 on 5, penalty or other in the 'Specifications' area.
 - C. Hit 'Done.'
4. Marking an **exclusion, penalty, brutality, game exclusion, misconduct**
 - A. Tap the player of the team that committed the foul and tap 'Exclusion' or 'Penalty' for a 5 meter.
 - B. Input time, tap 'Earned Exclusion' to scroll and select who **DREW** the foul.
 - C. **To add any misconduct or other information - you can tap 'Notes' and write in the detail.**
 - D. Hit 'Done.'
5. Marking a **time out**
 - A. Select the three dots icon next to 'Add Player.'
 - B. Input time, tap if it was a full (**WHITE** icon) or 30 second TO (**YELLOW** icon), select 'Done.'
 - C. You will see a stopwatch icon appear with a number to mark how many fulls or 30s have been used
6. Marking a **yellow, yellow red, red card**
 - A. Select the three dots icon next to 'Add Player' and tap which card color you need.
 - B. Tap the player/staff who earned the card, tap 'Game Time to input time of the card, hit 'Done.'

NEED ASSISTANCE?

Email, call, text Game Desk Specialist Cam Greer: cam@6-8sports.com • 949-630-5122

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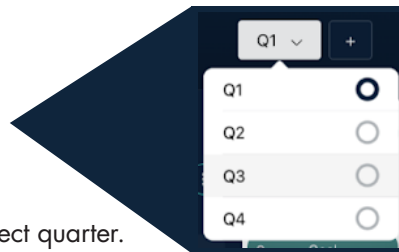


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HOW TO SWITCH QUARTERS

1. Select the 'Q1' area at the top right to change quarters.
2. To add a **shootout** or **overtime**: select the '+' button.
 - A. You can change between each quarter at any time.
 - B. Note: always double check that you are in the correct quarter.



FINISHING A GAME

IMPORTANT: All steps must be followed for the game to be successfully saved.

1. Tap the bottom right 'FINISH SCORING' button to begin the process.
2. A 'Finish Scoring' pop up will appear - tap 'Finish' to continue.
3. You will be brought to a 'Quarter Review' page - you can edit, delete, and confirm stats for each quarter.
 - A. Use the 'quarter row' (top right) to select which quarter you want to review.
4. Tap 'View Summary.'
5. You will be brought to a 'Summary' page - here you can view goals, personal fouls, & cards for both teams.
6. Tap 'Finish Review' when done.
7. **Collect the referee's full name** (type on line) and **signatures** (use a finger to draw).

IN-GAME EDITING PLAYER NUMBERS

1. Swipe **LEFT** to edit the player .
2. Tap **EDIT**.
3. For cap number editing, go to '**Player Number**' and type in the new number.
4. For **position changes**, go to '**Position**' and change a 'Field Player' to 'Goalie' or 'Goalie' to 'Field Player.'
5. Select '**Done.**'

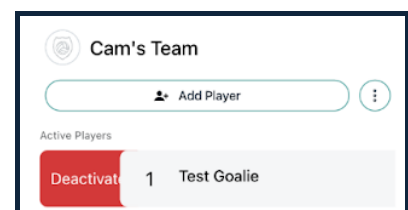
IN-GAME EDITING STATS

1. To edit stats, tap 'Statistics.'
2. To **DELETE** a stat - swipe **LEFT** and select '**Delete.**'
3. To **EDIT** a stat - tap the edit icon that looks like a pen & paper.
4. Select the **field** (ex. Player, Earned Exclusion, Specification) to change:
 - A. To change a player: scroll and tap the **NEW** player.
 - B. To change a time or label: tap '**Specifications.**'
5. When changes are complete - tap '**Done.**'



IN-GAME GOALIE SUBSTITUTION

1. Swipe the goalie you wish to remove to the **RIGHT** until you see the 'Deactivate' signal.



2. In the pop up, enter the time of the substitution and tap the goalie you wish to substitute into the game.
3. Tap '**Done.**'

Close Edit Exclusion Done
Player Earned Exclusion Specifications Notes

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