

# Inputting Stats on a Computer

To be able to input stats, you will need to be assigned to your team(s) as a Coach or Team Manager.

You can be assigned to multiple teams (Varsity, JV1, JV2).

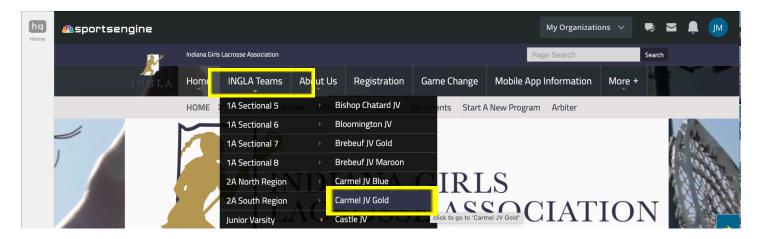
To be assigned to your team(s), you first have to register following the INGLA Coach or Manager / Volunteer link on the Registration Page.

An admin will then assign you to your team(s).

If you have any questions, please email the INGLA Secretary at <a href="mailto:inglacommunications@gmail.com">inglacommunications@gmail.com</a> with your name and school/club before proceeding.



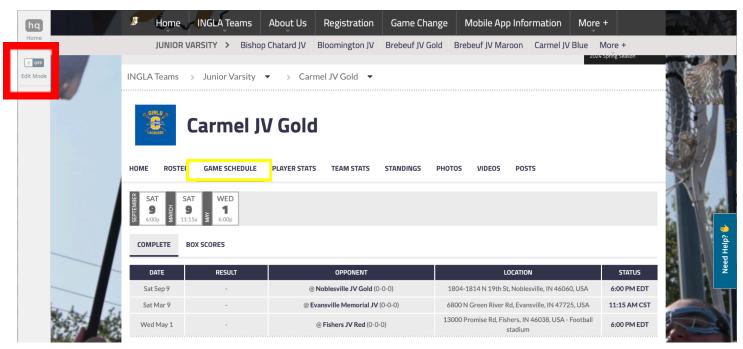
Log into your INGLA/Sportsengine account. Your picture/initials will be in the top right corner.



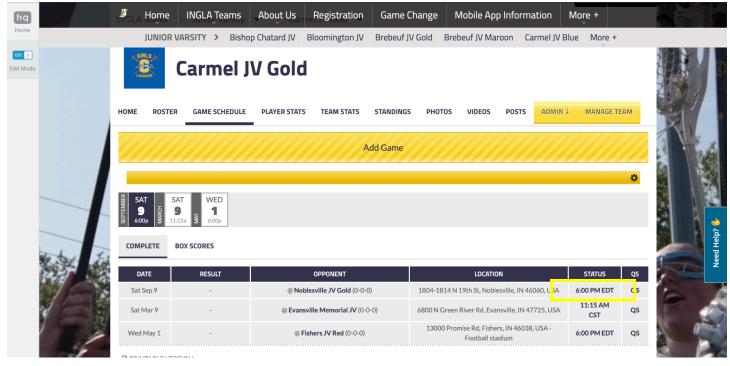
Find the team you are adding stats for using the drop down menu for "INGLA Teams" and clicking on your team name. If you click on INGLA teams instead of using the drop down menu, teams are listed as a banner instead of the default "Home" options.



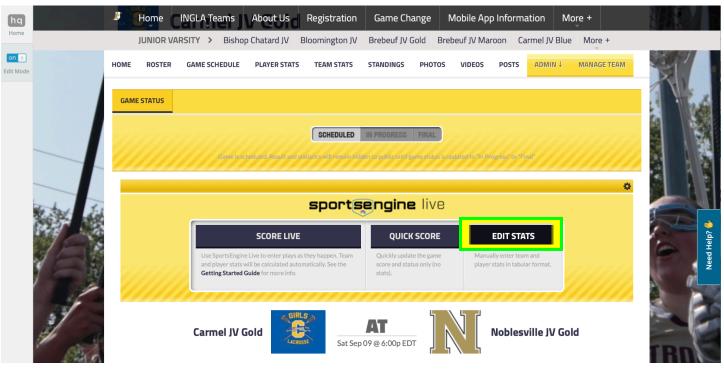
Once you click on your team, a new page will open and the Team you are adding statistics for will be listed. Under the title of your team you will find various options (home, roster, etc.) Click on "Game Schedule" to begin.



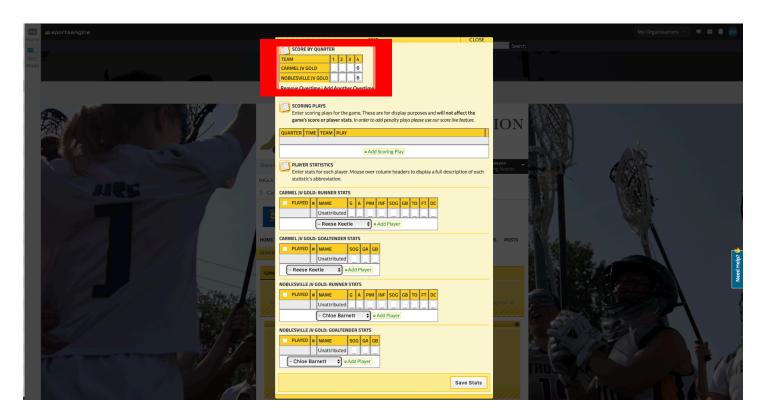
Once you have selected "game schedule" all of your games for the season should be listed. When you have reached this page, turn on "edit mode" (Red).



The website should change to the edit mode for the same page. Select the game that you are adding statistics for by clicking on the time listed under the "status" column.



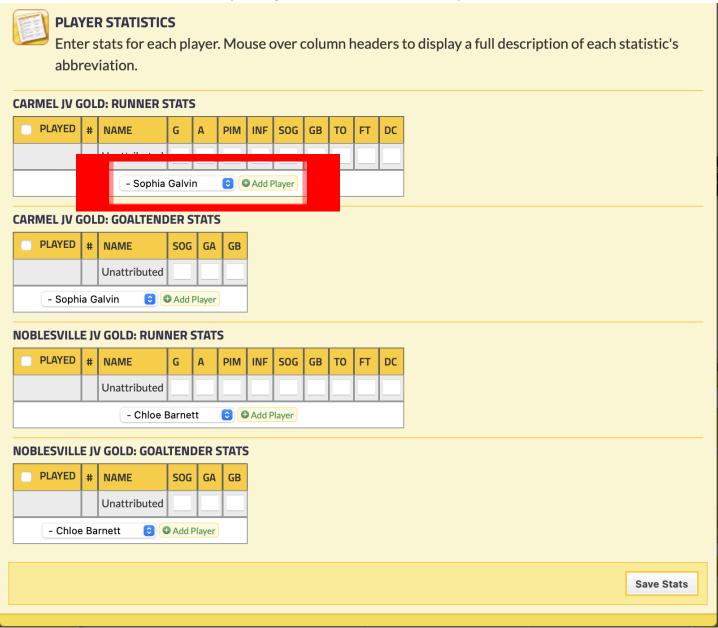
Click on "edit stats" (Green)



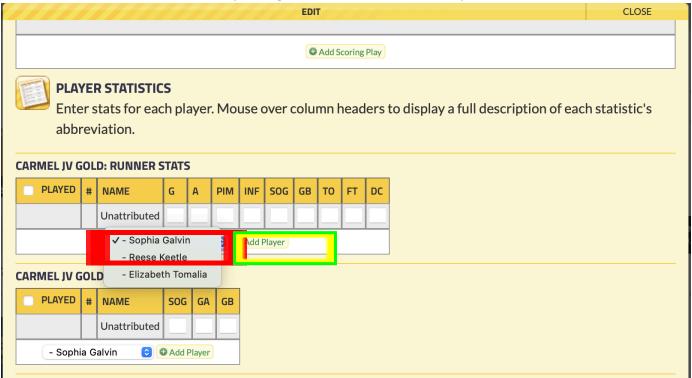
A pop-up should appear that looks like the picture. Start by adding the score if you have not done so already (see "quick stats" tutorial for game score only statistics) Please use each quarter to enter the goals that took place.



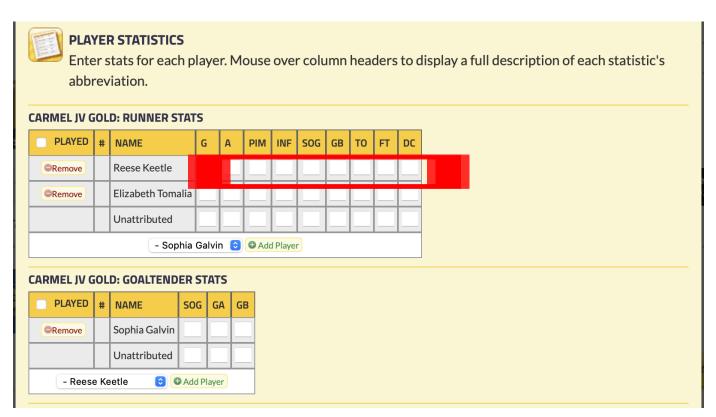
Inputting Stats in INGLA – On Computer



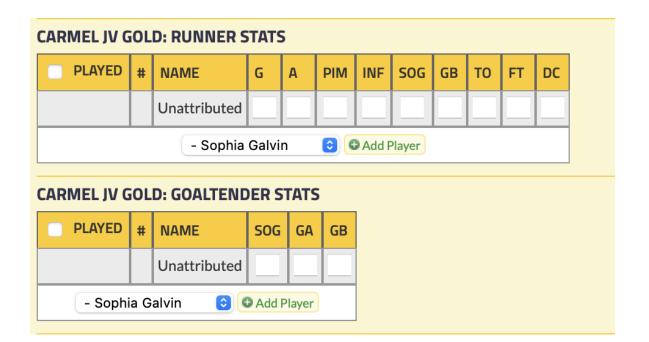
Next, scroll down to player statistics and begin by adding all players who entered the game. One player will be listed, and a drop down menu will appear when clicked on.



Select whichever player you are adding statistics for first from the drop down menu, then click "add player"



Once you have added all of your players, you can start adding the statistics to each box. Move the mouse over the column display for a description of each stat. Same process for goalies.

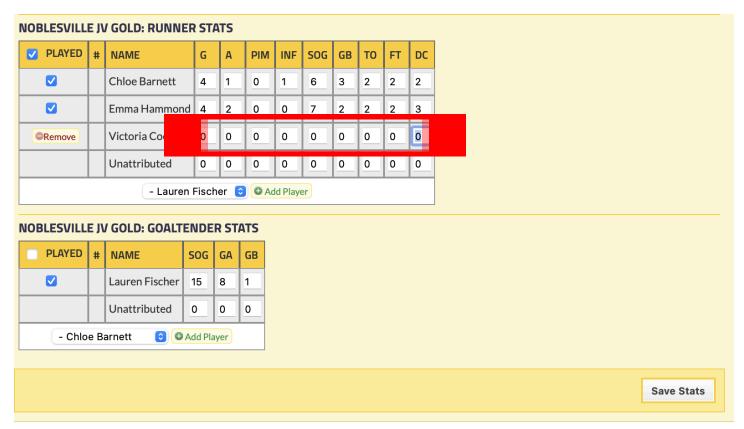


# • Field Player Stats:

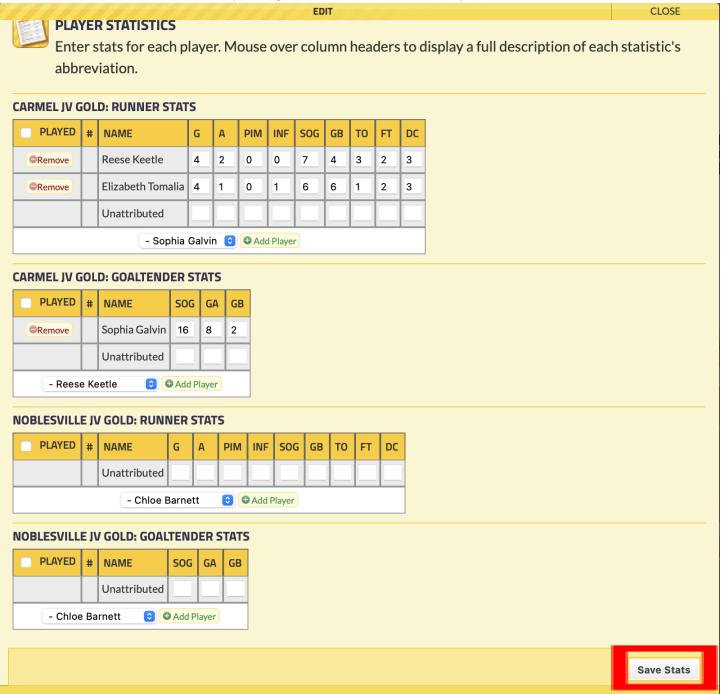
- o G = Goal
- $\circ$  A = Assist
- PIM = Red Card
- o INF = Yellow Card
- SOG = Shots on Goal
- GB = Ground Ball
- O TO = Turnover
- o FT = Forced Turnover
- DC = Draw Control

# Goaltender Stats:

- SOG = Shots on Goal
- GA = Goals Allowed
- o GB = Ground Ball

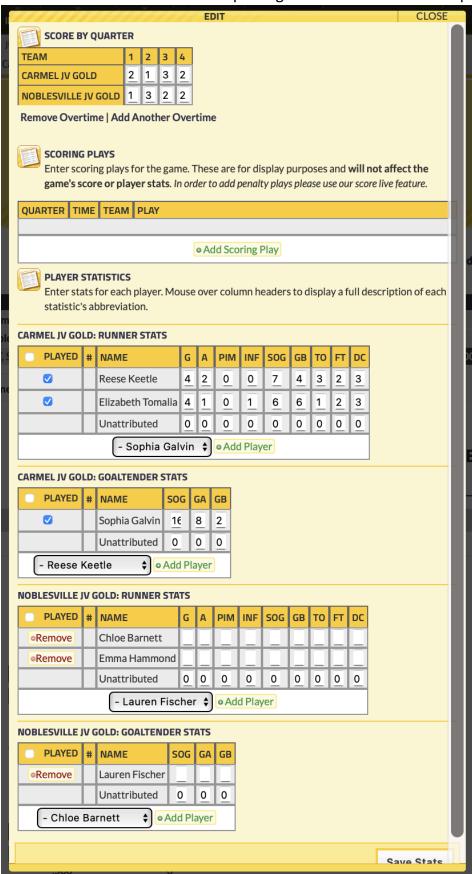


Every player who enters the game gets added to the game. If a player entered the game though did not have any stats, put 0s in place so they still get credit for being in the game.



Once you have added all of the players, and their stats, then click "save stats" in the bottom right when you have finished.

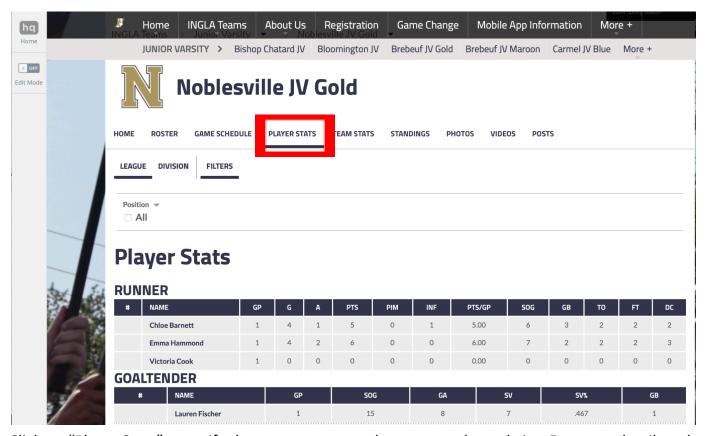
Inputting Stats in INGLA – On Computer



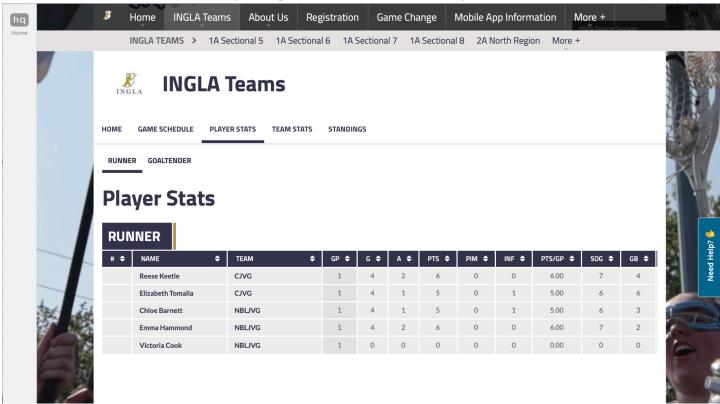
After you click "save stats", it will look finalized like this.



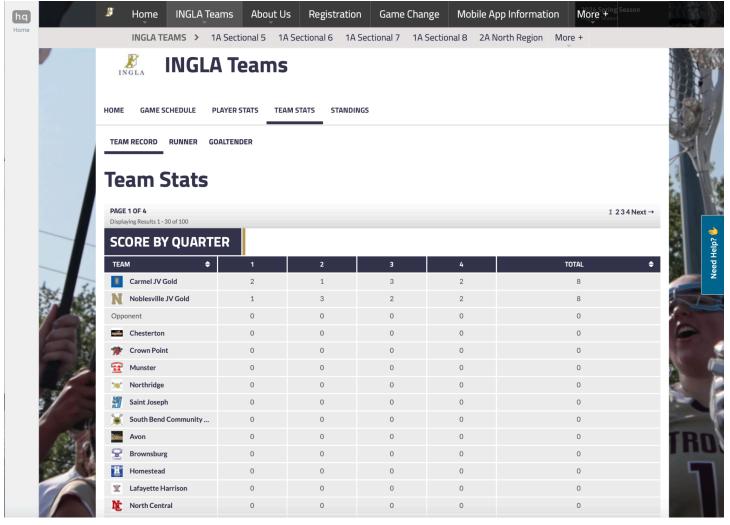
When you have saved the stats, leave the edit environment by turning the "edit" switch to "off" in the top left corner.



Click on "Player Stats" to verify the stats you entered appear on the website. For more details, select "filter" ...



Here are the stats for field players.



By clicking on "Team Stats" and selecting "Team Record" you can see all the scores in the league.

