



Electronic Scoring Guide

SCORE.PLAYHQ.COM



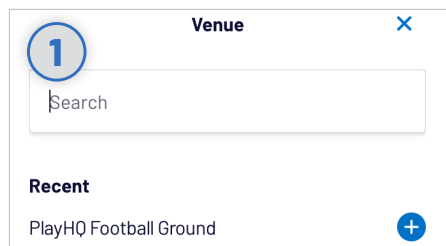
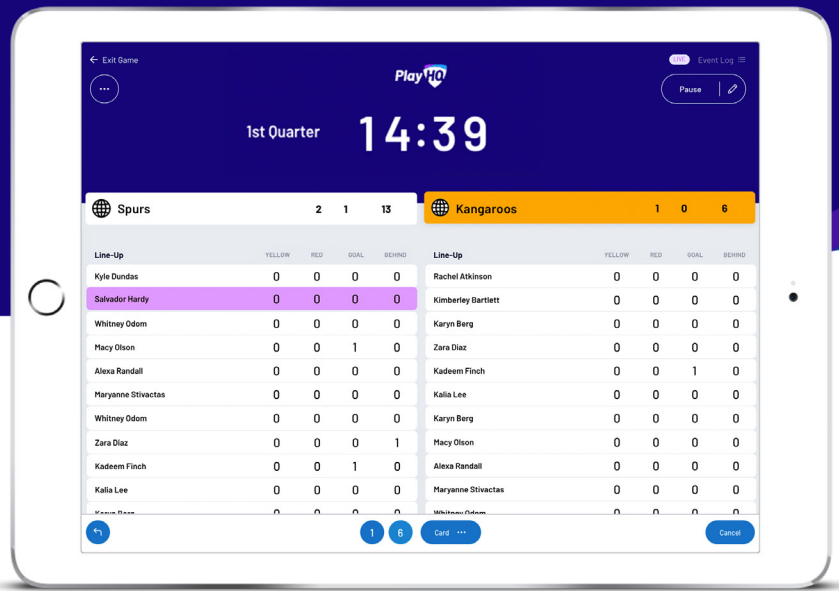
Scoring platform recommended for desktop, laptop or tablet devices.

14:39 01 **LIVE**

Scores will be LIVE on game centre if device is connected to internet.

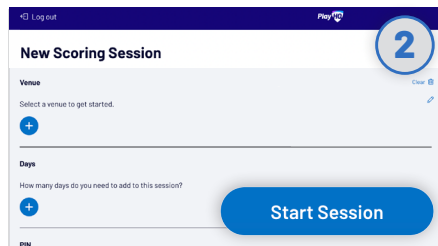
Download & Score Game

If you run out of battery you can take over scoring on a secondary device.



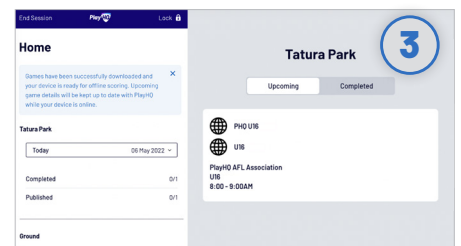
Select Venue

Login to score.playhq.com, search and select the venue you wish to score from.



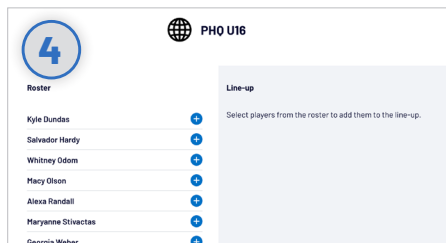
Enter Session Details

Select which day(s) you would like to download games for and create a pin to secure the session. Click **START SESSION**.



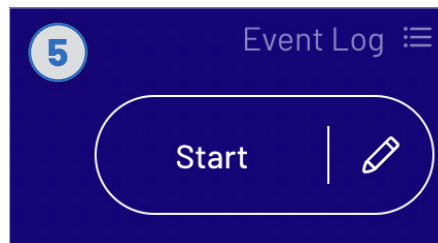
Select Your Match

Now that you're in a session, select the **day** of your match as well as the **ground**. Select the **upcoming match** you want to score.



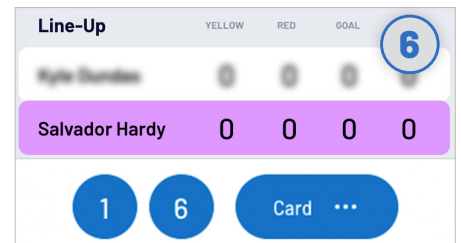
Add Players To Line-Up

Click **+ Add** to bring up the lineup editor. Click on **+** or **-** to move players in and out of the line-up.



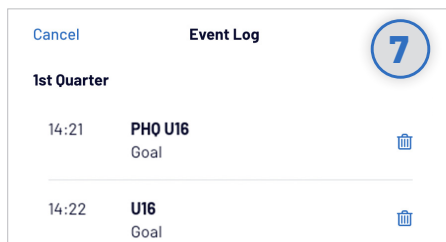
Start Game

Do a final check of the team line-ups and ensure there is the correct time on the clock (if need be, you can adjust the time by clicking which is next to **START**).



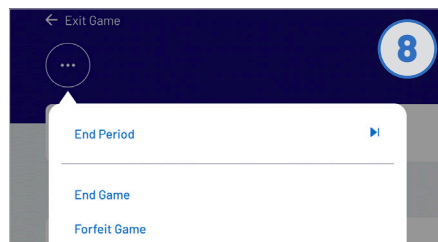
Start Scoring

There are four events that can be recorded, a goal (6), a behind (1), a yellow card or a red card. When this occurs in the game, select either the **player** or **team** then hit **1, 6** or **CARD**.



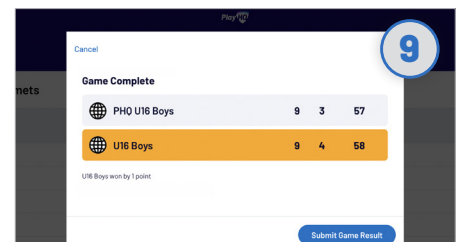
Undo Score Event

You can click the button to undo the previous event or alternatively, you can click the next to the **EVENT LOG** (top right) to remove any event from the game.



End Quarters

To manually end a quarter prior to timer running out, click the and then **END PERIOD**.



Submit Game Result

Once the game is complete you'll be prompted to **SUBMIT GAME RESULT**, ensure that the scores are correct. Navigate to **END SESSION** in order to finalise scores.