



## Instructions for score reporting on the Demosphere platform using Phone It In

URSL

PIN for USRL Scorekeeping is 9489

Go to <http://ursl-soccer.com/PhoneItIn/> on your phone, tablet or computer.

Enter the PIN number of the event.

Enter the game # (this is found on your team schedule page)

TJAY Helmstetter Schedule						
GAME#	Date	Time	Home		Away	Location
April 2021						
35004	Sat Apr 10	12:20 pm	TJAY Helmstetter	vs	SYA U115 Lady Leopards Koontz	Monocacy Middle School U13/U15 Field
35032	Sun Apr 11	5:15 pm	TJAY Helmstetter	vs	Middletown Black	Monocacy Middle School U13/U15 Field
35006	Sat Apr 17	10:45 am	GVA Blue Conley	vs	TJAY Helmstetter	Heritage Park 4
35010	Sat Apr 24	10:45 am	ASC Eagles	vs	TJAY Helmstetter	LOUYAA Park Lower

You will then be shown the division, teams playing, and field location - if this is the correct game, confirm

### Review Game Info

Event	URSL Spring 2021
Division	U15 Girls
Team 1	TJAY Helmstetter
Team 2	SYA U115 Lady Leopards Koontz
Field	Monocacy Middle School U13/U15 Field

← Start Over

Confirm →



Next enter the score for each team, then confirm.  
You're done!

Winning team reports the score. If the game is a draw then the home team reports the score. Once a score is entered the game is locked. To report a mistaken score email Dave Shannon – [dshannonsoccer@gmail.com](mailto:dshannonsoccer@gmail.com). Please use “Score report” as the subject and include the game number in the body of the message

### **Alternate Method 1 – Report scores on your League team website page**

Sign in to your League team website page. From the start screen you will find Team Score Reporting. Choose Home Game or Away Game and fill in the details. Remember to SAVE !

### **Alternate Method 2 – Club Reps report scores on your League club website page**

This would be for clubs that have their teams report their scores to a “club scorekeeper”

Sign in to your club website page. In the admin menu choose Club scores. Fill in all the details. Double check you have correct scores aligned with the correct game numbers. SAVE !