Match Day Scoring (Tablet)
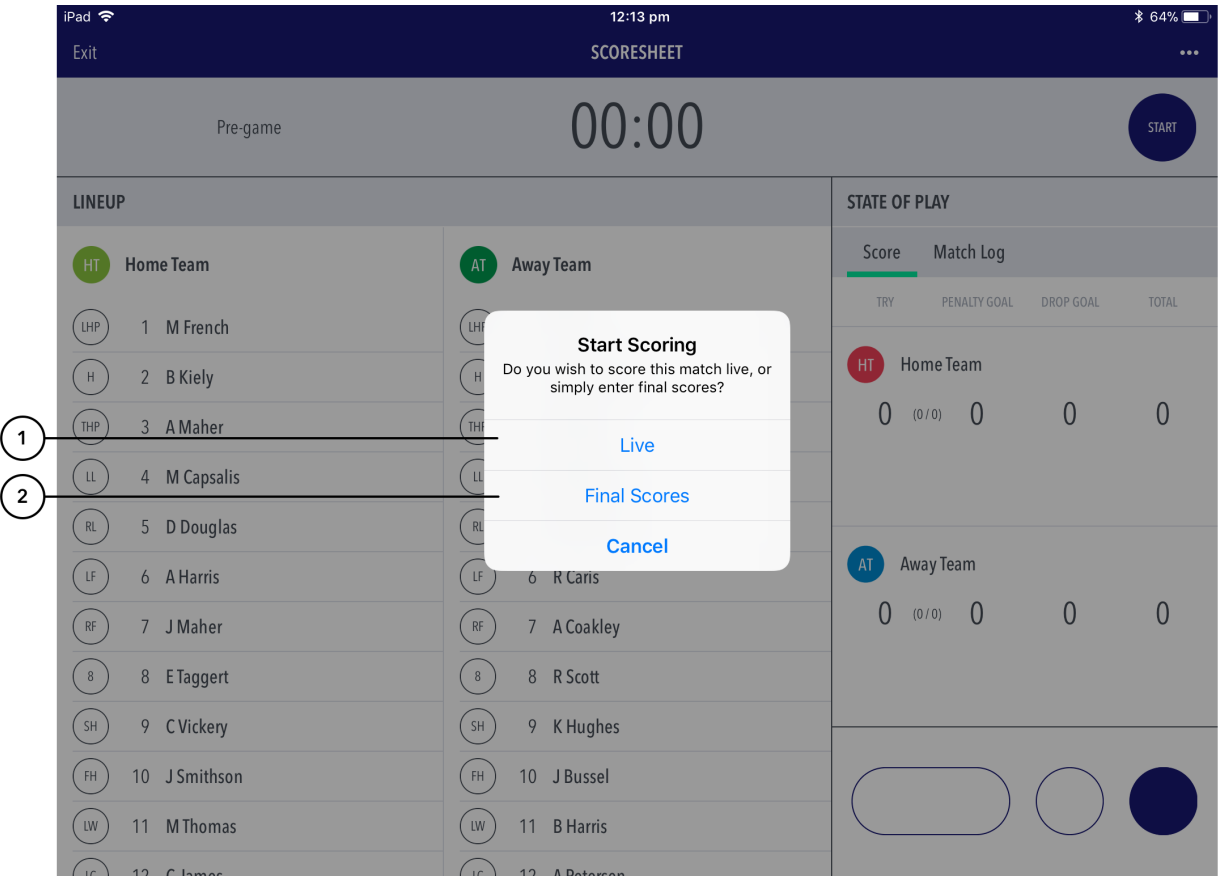
When selecting a match to score, you may be presented with a choice between two scoring roles:

- **Primary scorer**: The primary scorer's device will sync the total scores, the clock, and all scores and stats for the primary scorer's club to RugbyLink. When in this mode, a (1) icon will appear on the score screen.
- **Secondary scorer**: The secondary scorer's device will only sync the scores and stats for the secondary scorer's club to RugbyLink. When in this mode, a (2) icon will appear on the score screen.

If you are not prompted to select a scoring role, your device will sync all of its data to RugbyLink, and no other scorer will be able to contribute scores or stats to the match.
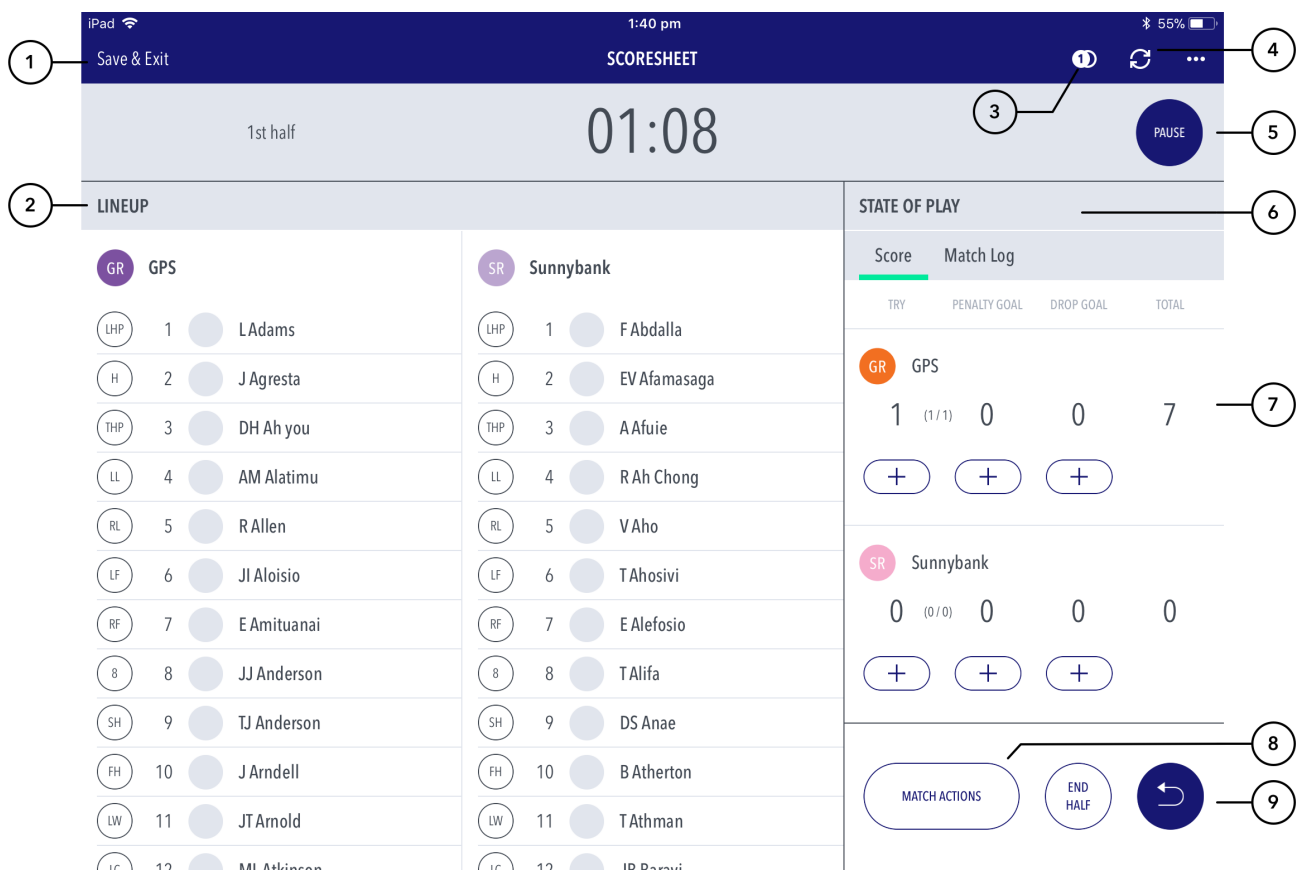When an association is scoring thier own managed match, Dual Scoring will not be enabled.

You will be presented with two options after you have selected your team in readiness to score - Live or Final Scores.

Highlighted Features:

(1) Choose 'Live' to score the match live and sync play by play events to RugbyLink.

(2) Choose 'Final Scores' to enter final match and player scores to bypass live scoring. These results also sync to RugbyLink upon match submission.

(1) Tap to save the match scores before exiting the match. Matches can be resumed at anytime by tapping on the match in the matches list screen.

(2) Displays the line up for each team as selected.

(3) Icon display advising which mode of scoring the user is in - primary or secondary.

(4) Tap to sync match to RugbyLink.

(5) Tap to pause game clock. Note you will need to pause the game clock before adjusting the clock.

(6) The 'State-of-play' TAB shows the match scoring buttons where goals and stats can be recorded in real time, as well as an audit of match events, the match log.

(7) Press to record a goal. If player stats are turned on, the next screen will allow the scorer to assign the goal to a player.

(8) Brings up the match settings options.

(9) Removes the last action completed.