

RAMP GameSheets App Role Guide



Coaches and anyone who is running the scoreboard during home games will need to have the RAMP GameSheets app downloaded onto their smartphone or tablet. The app can be downloaded for both apple and android devices on the appropriate app store.

When you are the home team, I suggest you bring all the codes with you in case the Official, Timekeeper or Visiting team do not have their codes. In case you are playing in an arena that has spotty cell service or you do not want to use data to load the game code, you can enter your code into the app before the game when you have access to Wi-Fi or cell service, you can edit without internet during the game and once you have cell service/Wi-Fi access again it will all upload.

When you open the App you will be prompted to enter your login and password, you can use the same login credentials as with the RAMP Team app. You will also be asked to provide the appropriate role game code:

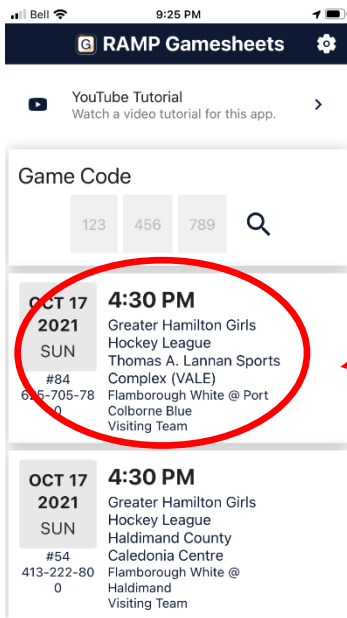


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Head Coach Role

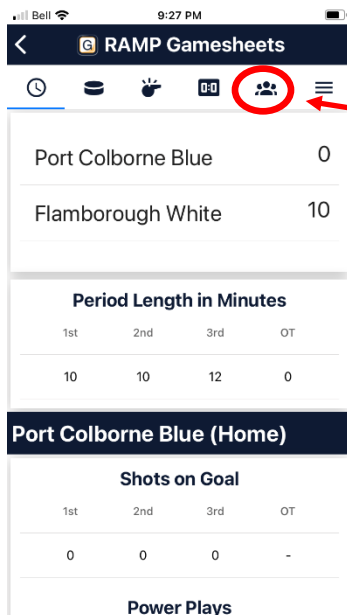
All of the games that you have entered a code for will then show up, select the appropriate game you are playing.



Select the game you want to edit

After selecting the game, you will be able to see different information and statistics about the game at any time before, during or after the game.

Next step is to edit the roster of the game you are playing

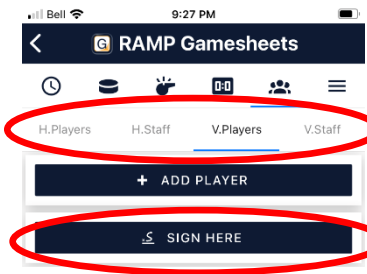


To edit and complete the roster for the game select this icon.

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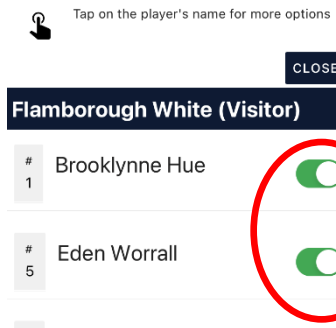


Step 1. Select the appropriate role – H. Players if you are the home team and V. Players if you are the visiting team. Step 2. Toggle the selection beside each player to show green – present for the game or red- not present. Step 3. Once all is completed you will select Sign Here and sign the Game Sheet. You will also confirm the bench staff that are present for the game – H. Staff for home staff and V. Staff for visitors – repeat step 1-3.



Step 1. Choose the appropriate role

Step 3. Sign the game sheet



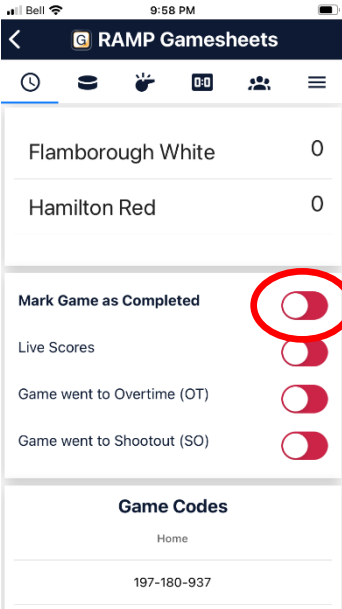
Step 2. Toggle the selection – green for present, red for not

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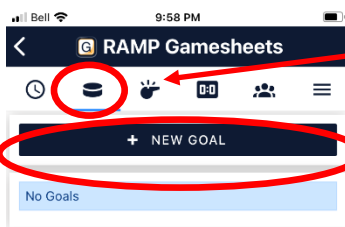
Timekeeping/GameSheet Role

Once the code has been entered as in above it will bring up all the different options for the Timekeeper – enter goals, penalties, new goalies and edit rosters if necessary



Once the game is completed the Timekeeper will toggle the Mark Game as complete from red to green

To enter goals: Step 1. Select the “puck” icon. Step2 click on + NEW GOAL.



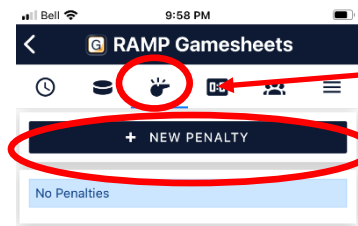
Step 1: Select the “puck” icon.

Step 2: Click on + NEW GOAL. This will open a separate page where you can select the Period, Minute, Seconds. Select the appropriate team and the type of goal – Even Strength, Power Play, Short Handed, Penalty Shot, Empty Net. Select the appropriate player(s) for goals and assists.

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To Enter penalties: Step 1. Select the “whistle” icon. Step2 click on + NEW PENALTY.

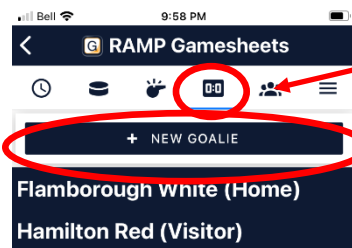


Step 1: Select the “whistle” icon.

Step 2: Click on + NEW PENALTY. This will open a separate page where you can
1. select the Period, Minute, Seconds. 2. Select the appropriate offence. 3. Select the appropriate Team. 4. Select the appropriate player(s).

OPTIONAL – New Goalie

If there is a goalie change or you wish to record goalie statistics – Minutes played, goals against, number of shots, Win – Lose – Tie.



Step 1. Chose the “Scoreboard” icon

Step 2: Click on + NEW GOALIE. This will open a separate page where you can enter the appropriate information.