



RAMP Electronic GameSheet App

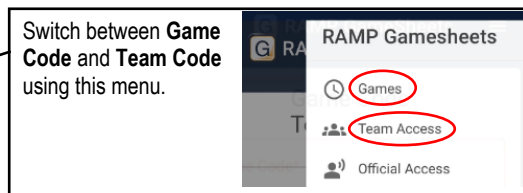
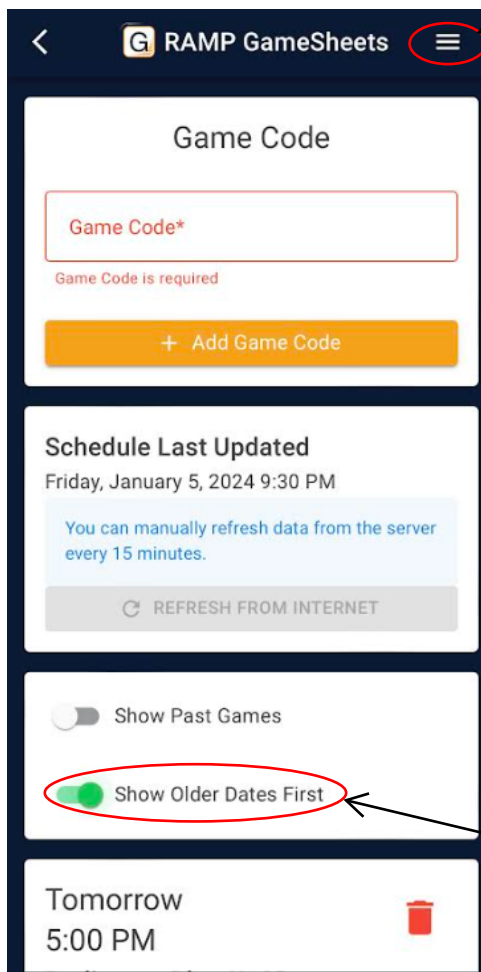
Guide



1. INSTALL RAMP ELECTRONIC GAME SHEET APP

The Head Coach (or designated Team Staff member), Scorekeeper(s), and Officials will need to download the RAMP GameSheets App onto their phone.

Each person who will be using the app will need to create an account on the App. This is the same account login/password as the RAMP TeamApp, if you have used this previously. This account must be your own unique account; you cannot share with someone else.



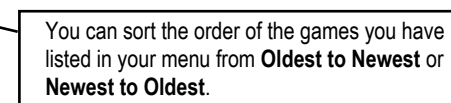
2. ADD THE GAME CODES TO YOUR PHONE/TABLET

There are 4 different types of game codes (**GAMESHEET/HOME/VISITOR/OFFICIAL**). All codes are nine digits (**###-###-###**), the dash is not required when entering the code in.

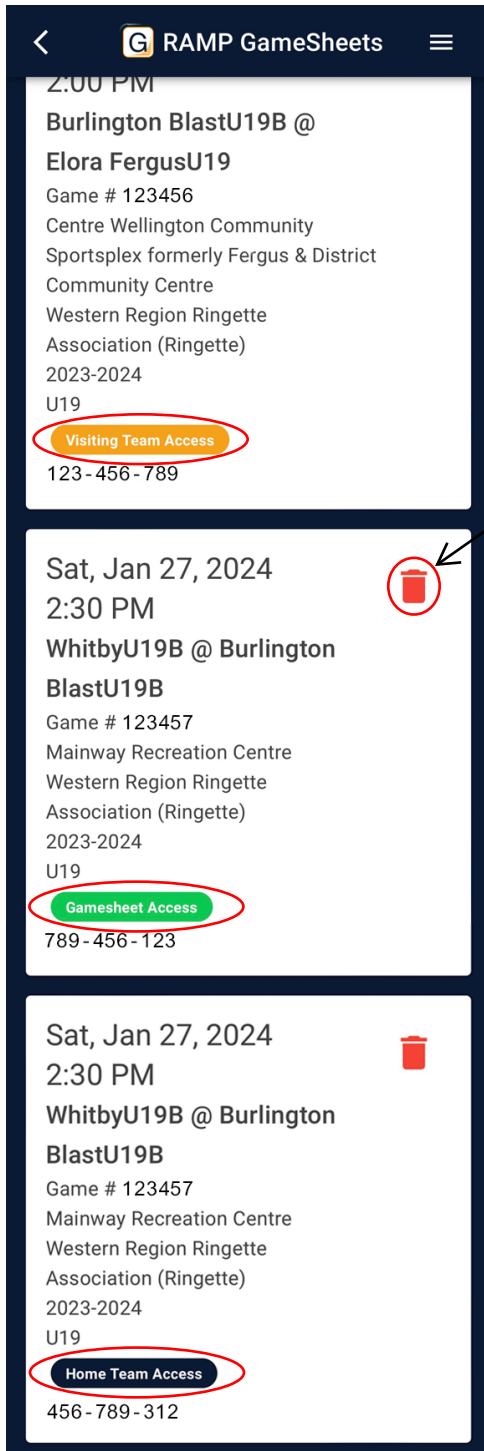
Typically Team Staff will not need to enter **HOME** or **VISITOR** code as they will have entered a **TEAM CODE** at the beginning of the season that will automatically add all league games and tournament games into the APP.

Scorekeepers will need to enter the **GAMESHEET CODE** into the APP for each game they are doing scoring for (unless a preloaded tablet is provided).

***Please note each CODE gives different access (Coaches cannot sign in via GAMESHEET code, so pay attention to which code you entered).



SELECTING THE RIGHT GAME CODE



TEAM STAFF

Team Staff should be looking for the games with **Visiting Team Access** or **Home Team Access** depending on if they are the visiting or home team. Next confirm you have the correct date & time.

SCOREKEEPER

Scorekeeper make sure you are using **Gamesheet Access** and confirm you have the correct date & time.

Note, you can delete any game from your APP at anytime. It will only be removed from your account. The game can always be added back in using the gamecode.

SCOREKEEPER (1/4)

BEFORE THE GAME

Ensure you have access to data to access the GameSheet App, the GAMESHEET CODE can be added prior to arrival and will work offline if needed. The arena may have public WiFi, if you are experiencing connection issues during the game, flip the phone/tablet to airplane mode and sync data at breaks/when the game is completed. *Some scorekeepers have noted it is easier to use a tablet/ipad for data entry.

DURING THE GAME

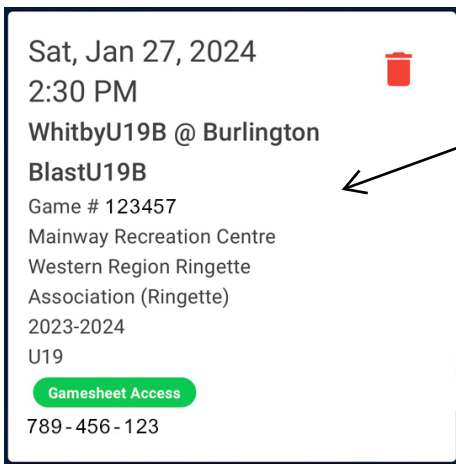
Have a piece of paper with you just in case you are unable to record all information as the game progresses. There may not always be time to enter all the information in the App when it occurs. If your phone cannot maintain data or Wi-Fi connection, it may be necessary to change your phone to "Airplane" mode for the duration of the game.

On the game details page : turn on Live Scores

Officials will either check your device or the tournament tablet in the box to check the rosters.

GETTING STARTED

STEP 1



Sat, Jan 27, 2024
2:30 PM
WhitbyU19B @ Burlington
BlastU19B
Game # 123457
Mainway Recreation Centre
Western Region Ringette
Association (Ringette)
2023-2024
U19
Gamesheet Access
789 - 456 - 123

Select the game you will be keeping score for.

ONLINE MODE is the preferred option, but in cases where WIFI or Data is not available you can use **OFFLINE MODE**.
When using **OFFLINE MODE**, you will need to push your game data once you are connected to a network.

STEP 2



Game Mode

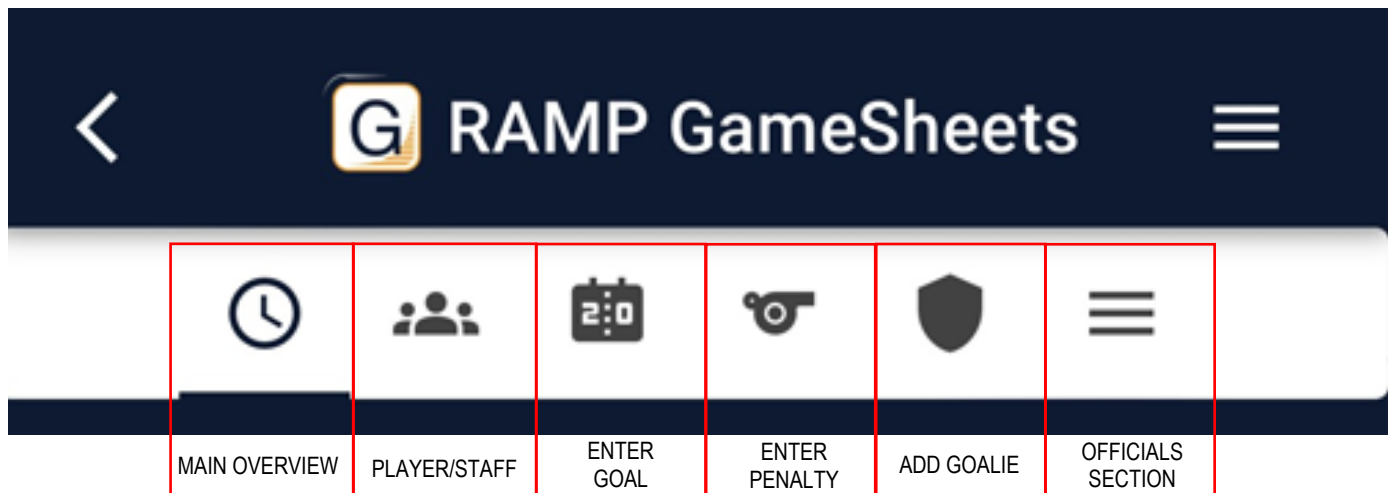
OFFLINE MODE

ONLINE MODE







Offline Mode will download the current game data to your device and allow you to enter gamesheet data while offline. You will need to push your game data once you are connected to a network.

CANCEL

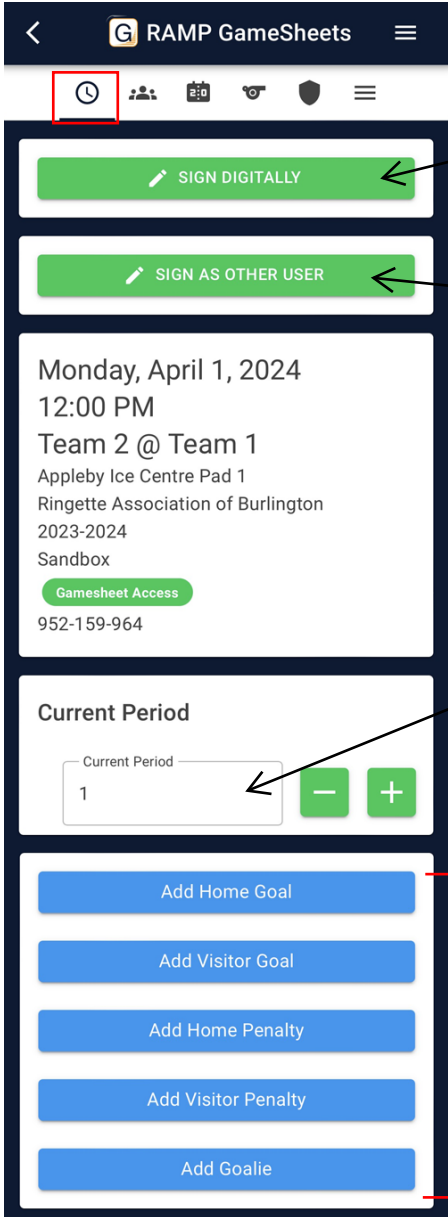
Note: Once you get into the Gamesheet, it starts you at the bottom of the menu. You will need to pan to the top to see the main menu.



< G RAMP GameSheets ≡

					
MAIN OVERVIEW	PLAYER/STAFF	ENTER GOAL	ENTER PENALTY	ADD GOALIE	OFFICIALS SECTION

SCOREKEEPER (2/4)



After the game is complete, the scorekeeper signs and confirms the information is correct.

This option is to allow others such as Officials, Home Team, Visiting team that may not have access to the APP to sign the game sheet.

Change this field as the Periods change. This will save you from having to update this field when entering Goals, Penalties and Timeouts.

Note: These same options can be accessed at the top of the screen.

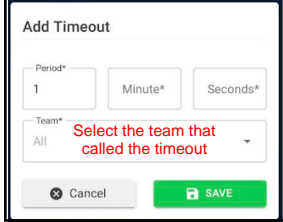


Scores are automatically updated when you enter goals. The **only** time you would adjust the score here is when the final score had a larger then 7 goal differential between the two teams.
Example if the final score was 12-2, you would adjust the score to show 9-2.
NOTE: All goals are still recorded, only the display of the final score changes.

Games can not be marked as "Game Completed" until the officials have signed the Gamesheet.

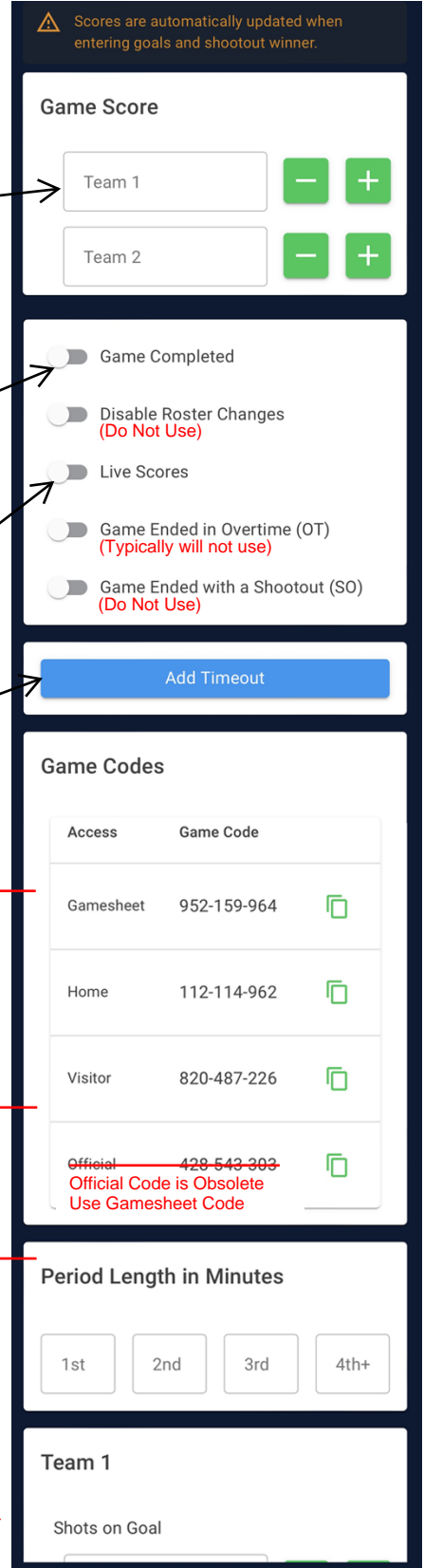
Turn on "Live Scores" if you have access to WIFI or Data.

If a team calls a **Timeout**, use this button to record it.



Note: Typically Officials will require the **Gamesheet Code** for League games.

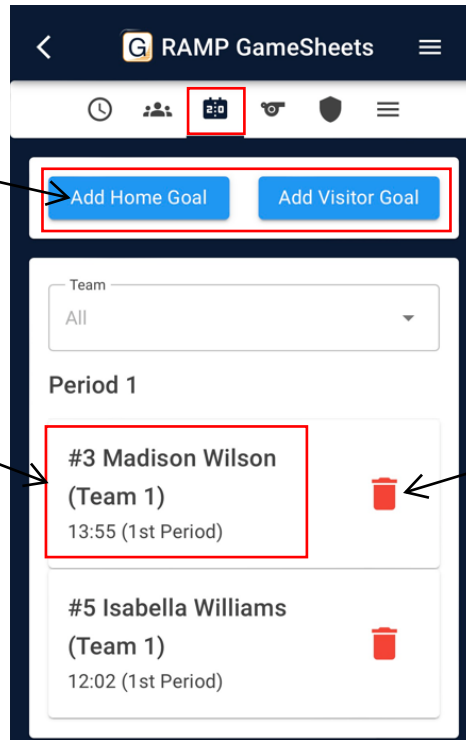
NOT REQUIRED: Period Length, Shots on Goal and Plays Success / Chances are not required to be entered.



SCOREKEEPER (3/4)

ENTERING GOALS

To enter a new goal select "Add Home Goal" or "Add Visitor Goal"



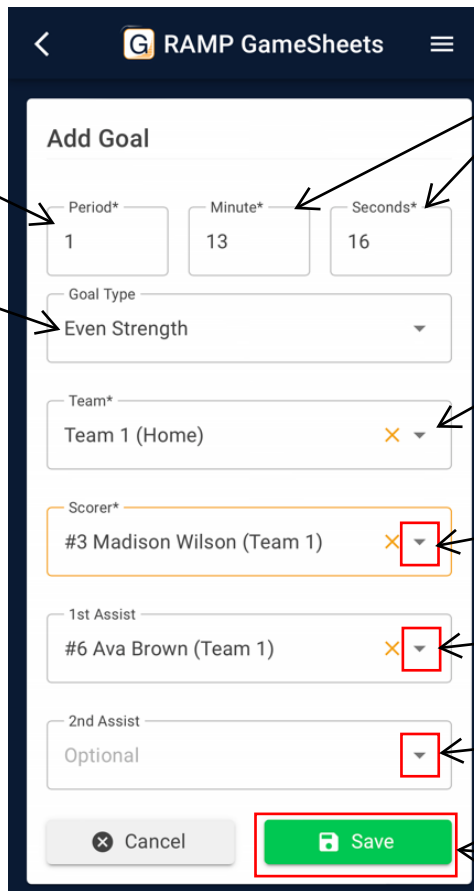
If you need to edit the information of a goal, you can simply press on the goal and the menu will come up to make modifications.

If you accidentally add a goal you can delete afterwards.

If you keep the "Current Period" up to date on the main menu that will automatically show the correct period.

The "Goal Type" is NOT a critical field to select the correct Type. If you are unsure leave it as "Even Strength"

Available Options:
Even Strength
Power Play
Short Handed
Penalty Shot
Empty Net



Enter the time of the goal

This field will automatically be populated from when you selected "Add Home Goal" or "Add Visitor Goal". If you selected the wrong Team you can change it here.

Select the player that scored the Goal

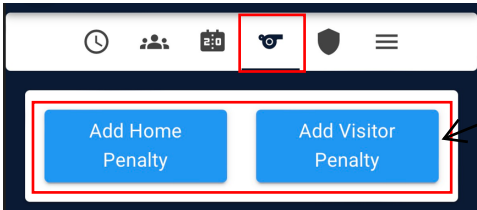
If there is a 1st Assist, Select the player that Assisted the Goal

If there is a 2nd Assist, Select the player that Assisted the Goal

Once all the information has been entered, press "Save".

SCOREKEEPER (4/4)

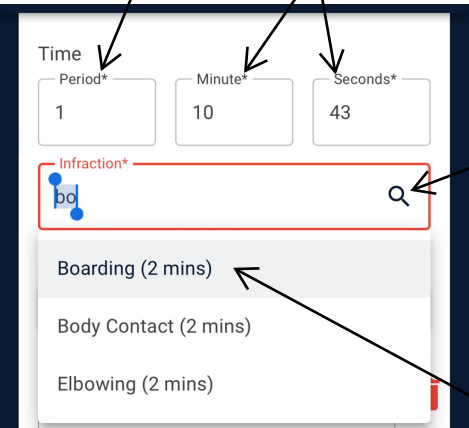
ENTERING Penalties



To enter a new **Penalty** select "Add Home Penalty" or "Add Visitor Penalty"

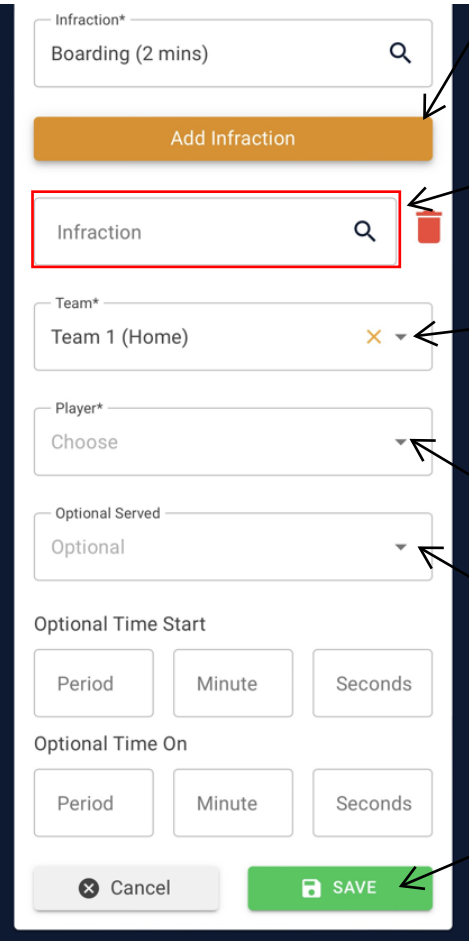
Confirm the Period # is correct

Enter the time of the Penalty



You will need to start typing the name of the infraction. After a couple letters, options will start to appear.

Select the correct Infraction. And click on "Add Infraction".



After you have added the infraction, you will see this come up. If you have selected the wrong infraction, you will need to delete this before correcting the infraction or multiple infractions will appear.

This field will automatically be populated from when you selected "Add Home Goal" or "Add Visitor Goal". If you selected the wrong Team you can change it here.

Select the player that committed the Infraction.

If the Penalty needs to be served by another player, use this field. Otherwise leave it blank.

Once all the information has been entered, press "Save".