

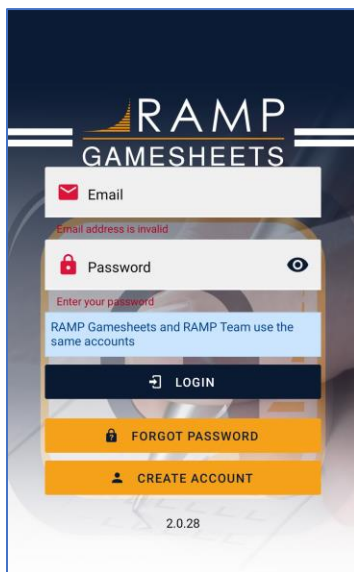
GameSheet App

This manual will walk you through the RAMP GameSheets App used for all regular season games, as well as any playdowns for competitive teams.

Exhibition games will require paper game sheets as a GameSheet Code is only generated for regular season and playdown games.

Log In

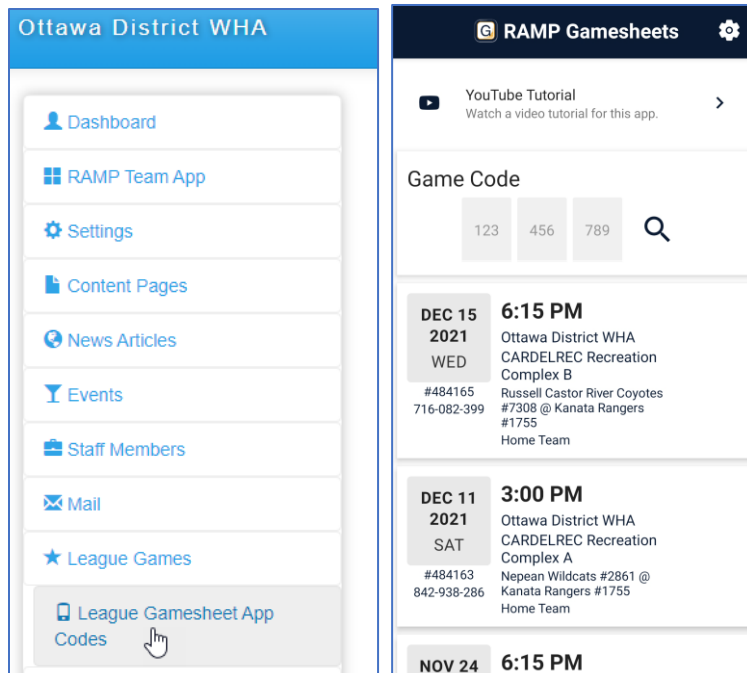
The log in email is the same as the Team App email log in. There is no need to create an account unless you are not using the Team App.



Game Code

Game codes are found under the ODWHA or MOGHL log in used when entering league games. It is not available from the team log in.

From the league log in, under "League Games" on the left-hand side of the screen, you will see "League Gamesheet App Codes". Click this and all scheduled games (home and away) and the associated codes will be available. You can download this in an excel spreadsheet and print, if needed.



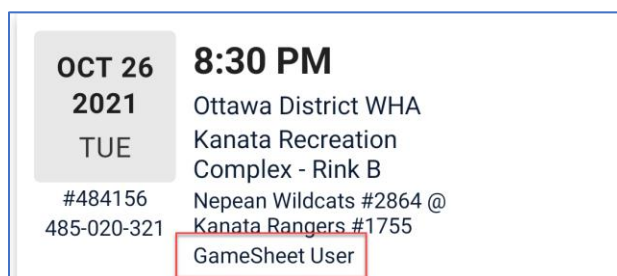
Refs will need the Official Code for all your home games. Please make sure this is available to them before they leave the arena.

Once you have your game codes, you can enter all of them into the GameSheet app. You don't need to wait until the day of the game to input them.

If you are verifying a game, you need to enter in your visitor or home (depending on which one you are for that game). If you are the timekeeper, you will need the GameSheet code to input the scores.

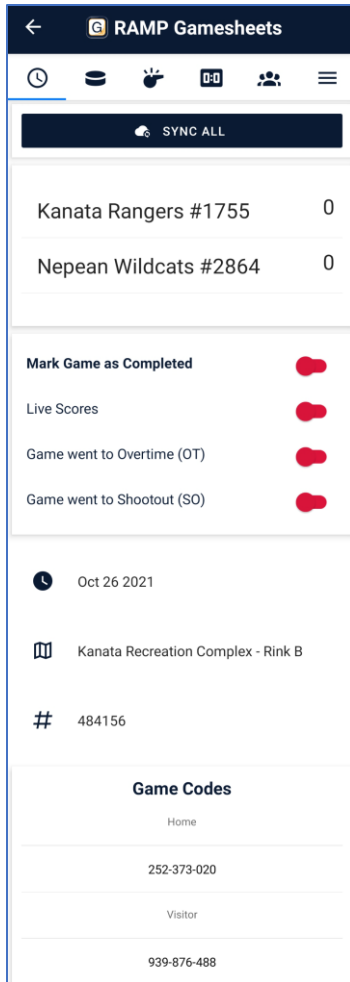
Timekeeper

If you are the timekeeper for the game, select the game that states "GameSheet User".



The initial screen will have the game information, including the home, visitor, and official game codes. Just below is the Period Lengths in Minutes that need to be added in (otherwise it says 0, 0, 0).

If you want, you can have someone track the shots on goal and power plays for each team. This can be tricky if you only have one person working the clock and the game sheet, so be realistic.

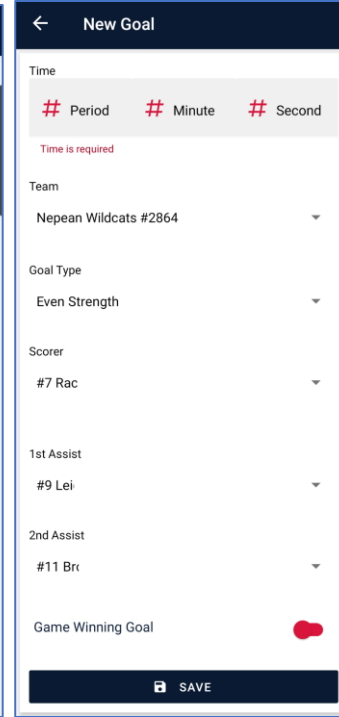
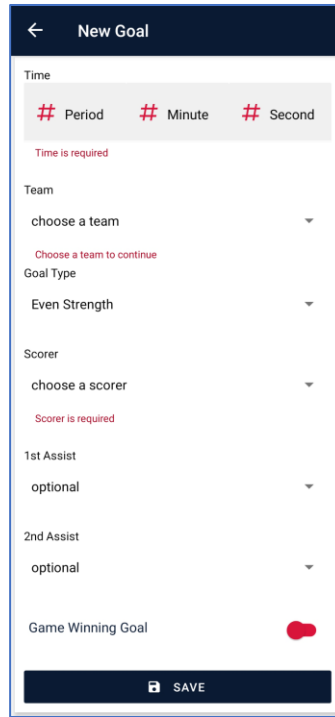
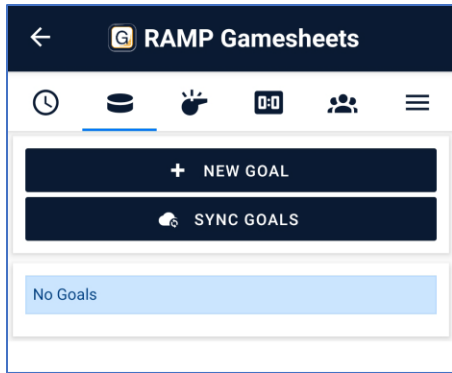


Mark Game as Completed should only be selected when the game is over. Live Scores is currently not a function KGHA has in our RAMP applications, so this can stay as red. Game went to Overtime (OT) and Game went to Shootout (SO) will only be used when a winner needs to happen with the game.

There

Goals

Select the puck along the top of the screen to move to entering goals. Select New Goal to enter in a goal for the game.

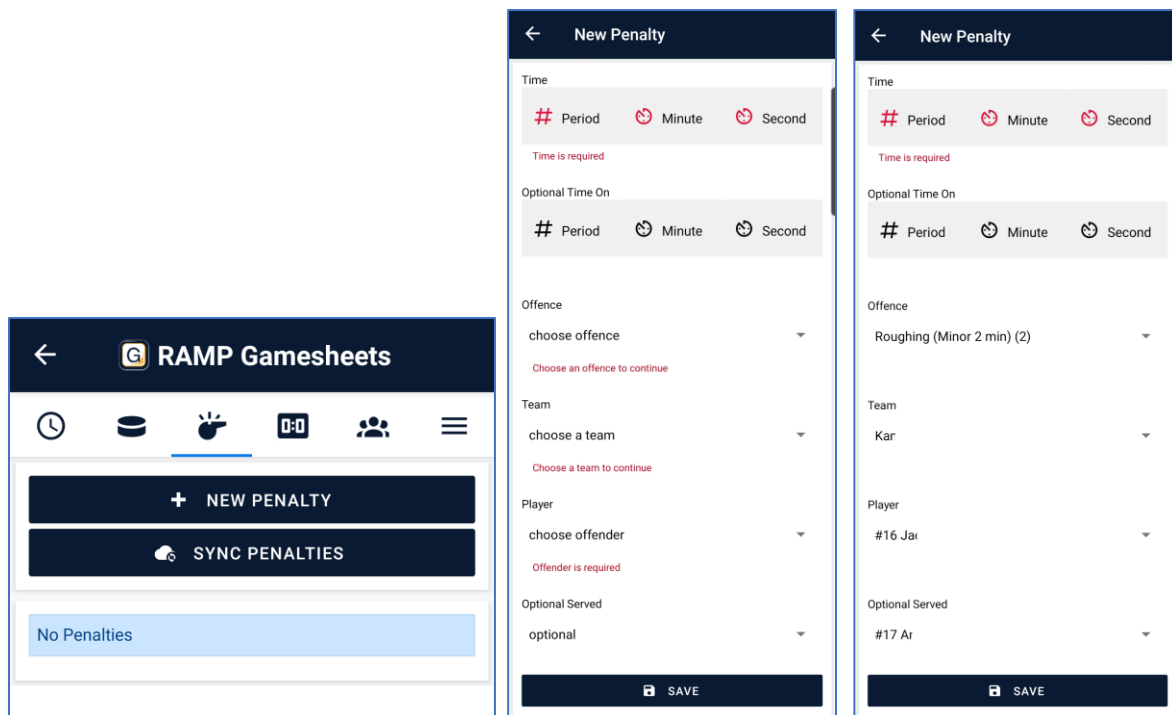


Details about the goal need to be completed. The dropdowns are triggered by the roster and the team selected. Select save when completed.

Goals can be edited later for corrections, if necessary.

Penalties

Select the whistle along the top of the screen to move to entering penalties.



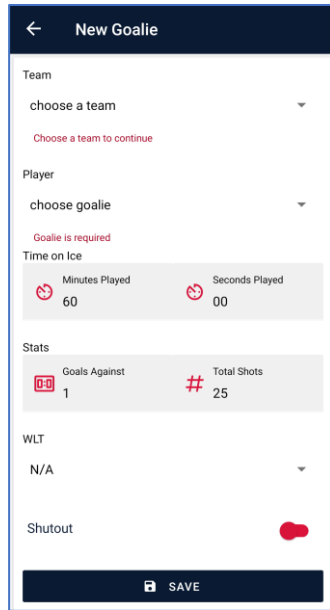
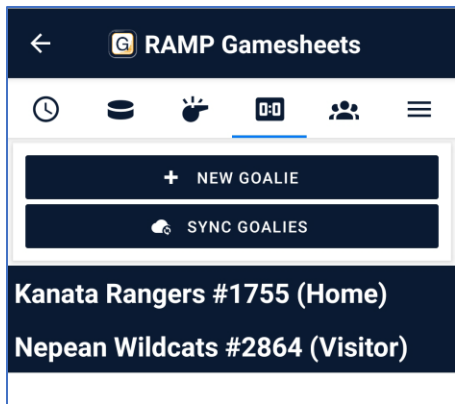
Details about the penalty need to be completed. The dropdowns are triggered by the roster and the team selected. The list of offences is very long and extensive – make sure you select the correct one. Select save when completed.

Penalties can be edited later for corrections, if necessary.

This piece can be tricky because it isn't a field you can do a search. You must scroll through all of the possible penalties to find the one that meets your needs.

Goalies

Select the 0:0 to input your goalies.



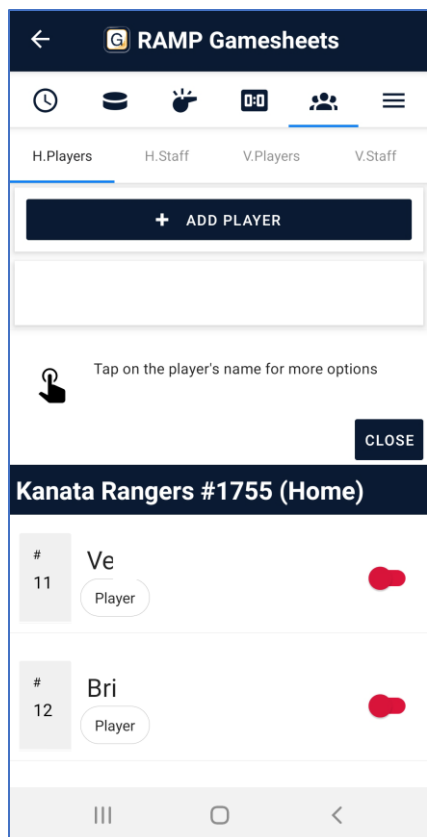
Details about the two goalies need to be completed. The dropdowns are triggered by the roster and the team selected. Enter the time on ice and all stats to save. If unknown "total shots", enter 0.

If keeping detailed team stats, the WLT can be completed and tagging the game as a shutout or not.

Select save when completed.

Enter Rosters

Home and visiting teams should confirm their roster and sign for it prior to the game. Move the to the people icon at the top of the page.

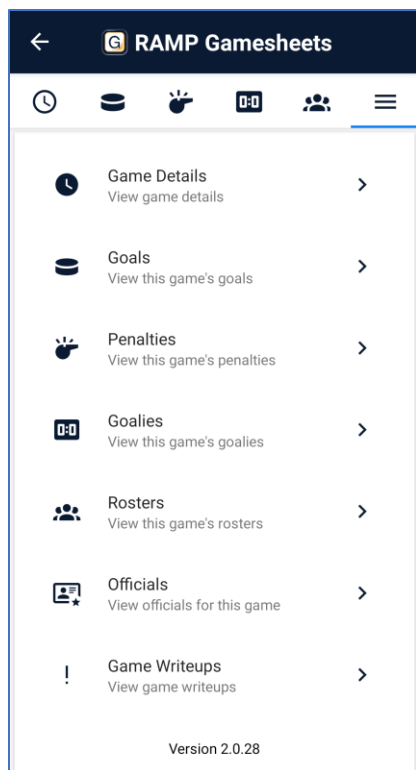


If the home and visiting teams have completed their roster confirmation, the players attending will be in green instead of red and there will be a team signature at the bottom of the roster. This needs to be completed for both the players and staff (only one signature for each – not a per player/staff member exercise).

If this is completed, the dropdowns for goals, penalties, and goalies will only include players attending that game.

Reviews

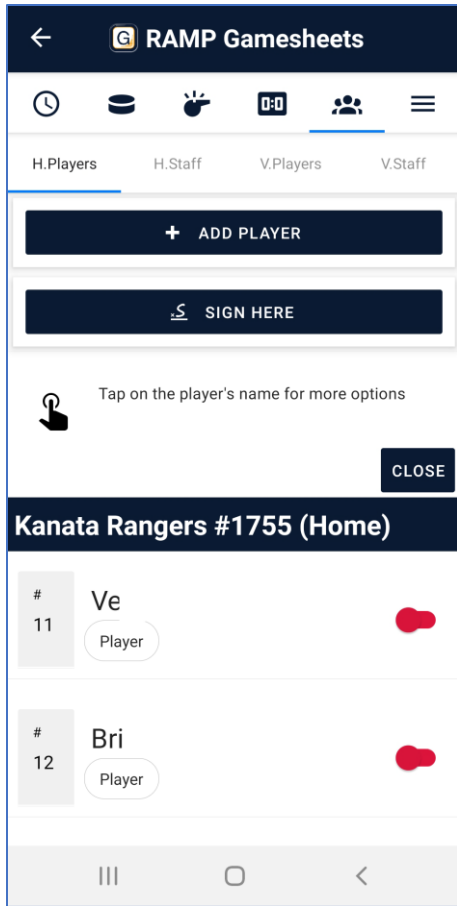
The last menu item will allow the user to see all the above details, as well as the officials, their sign off and any writeups about the game.



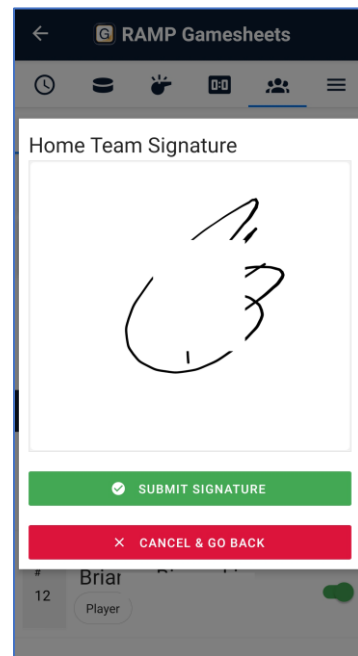
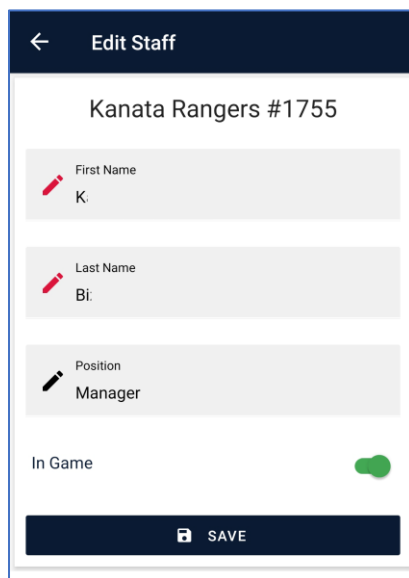
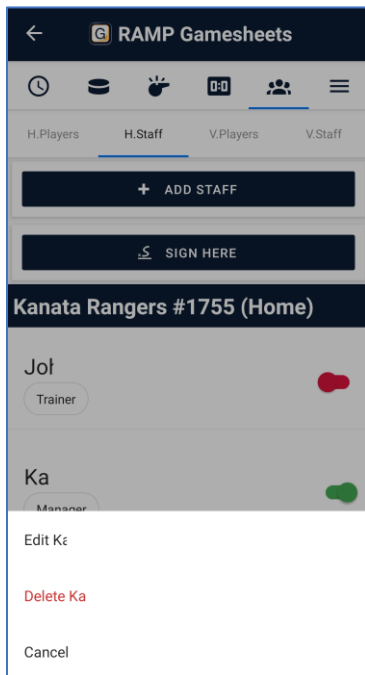
Home Team

The main objection of the home team is to give the officials the "official codes" and confirm your own roster. All function for Timekeeper is the same as the home team with a couple of changes listed below.

If you go to the "Enter Rosters" section, you need to update the roster for the home players and staff and provide the sign off. Select "Sign Here" to record your sign off.



Any edits can still be done to the roster and the staff through the app under the home or visitor log in.



Visiting Team

Same as everything with the Timekeeper and Home teams, but you need to go in and “verify” the games after completion.

You will also need to go onto the desktop log in to verify the game afterwards.

Log in using your MOGHL or ODWHA provided log in ID.

Select the verify button on next to the game you wish to verify.

#	Date	Start Time	End Time	Home	Visitor	Arena	Finished	Verified	
484156	10/26/2021	8:30 PM		Kanata Rangers #1755	Nepean Wildcats #2864	Kanata Recreation Complex - Rink B	Yes		    
484157	10/31/2021	10:00 AM		Kanata Rangers #1755	Gloucester Cumberland Stars #2485	CARDELREC Recreation Complex A	No		    
492383	11/06/2021	10:15 AM		Nepean Wildcats #2864	Kanata Rangers #1755	Minto Recreation Complex - Barrhaven - South	No		    

At the top of the page, you will see “Verification Status”.

Gamesheet Verification

Verification Status

Pending Verification

Update Verification Status

Review the game details, and depending on your satisfaction with the game entry, select from the dropdown and select update verification status.

Gamesheet Verification

Verification Status

Pending Verification

Pending Verification

Verified

There are Errors