



RAMP GameSheets Application 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/ipad/tablet

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 unique account; you cannot share it with someone else.

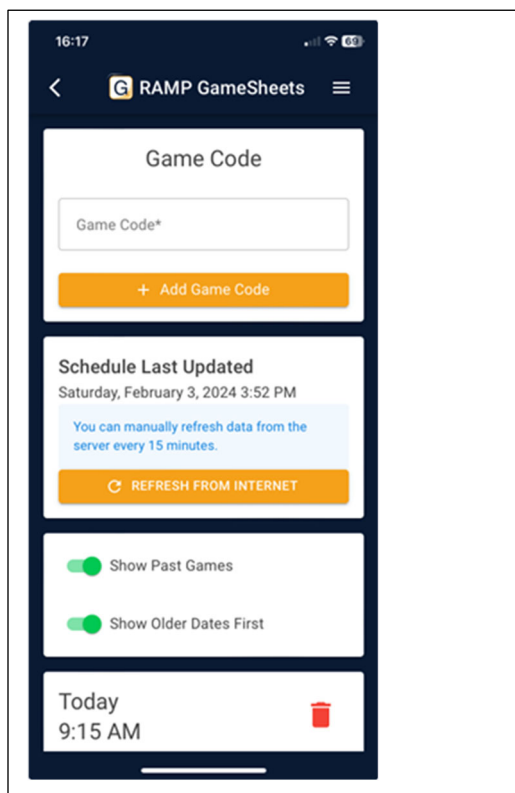
If you go in YouTube, there is a tutorial (approx. 14 minutes)

2. ADD THE GAME CODES TO YOUR PHONE/IPAD/TABLET

The Games Codes for your games can be found on your team web page. On the left-hand side menu of the Dashboard, under “League Gamesheet App Codes”. You should have received this code via RAMP, you will get a link, userid and password

All codes are nine digits (###-###-###) and are unique for each game **AND ROLE (HOME/VISITOR/GAMESHEET/OFFICIAL)**.
Team Staff: Add the Home Code or Visitor Code.

If you enter the wrong code you will not have access to your team information.



Ensure your designated **Team Staff** have access to data or Wifi to access the GameSheet App. The arena should have public WiFi Access.

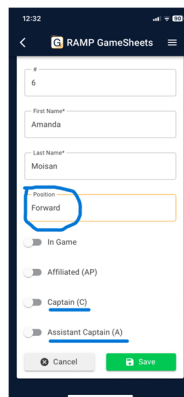
Enter the applicable Home or Visitor Game Code to access the Gamesheet. The code will be available through your Team Login for the event. This code will download the game to your phone/ipad/tablet and can be done ahead of time.

Under Roster Tab  : Select Home or Visitor **Players and Staff**
Check off which players are present, the players are defaulted to a white box, so you will need to activate all players in attendance. The box will become green

Designate up to three total Captains and/or Assistant Captains by selecting the player's name on the roster, "Set as Captain (C)" or "Set as Assistant Captain (A)". You will need to select  beside the player to be able to add this information.

Indicate **Goalies**, by selecting Edit  <player name> and adding "Goalie" as the position, if not already marked on your roster.

If a player is **INJURED**, write **INJ** in the position field of the Athlete.

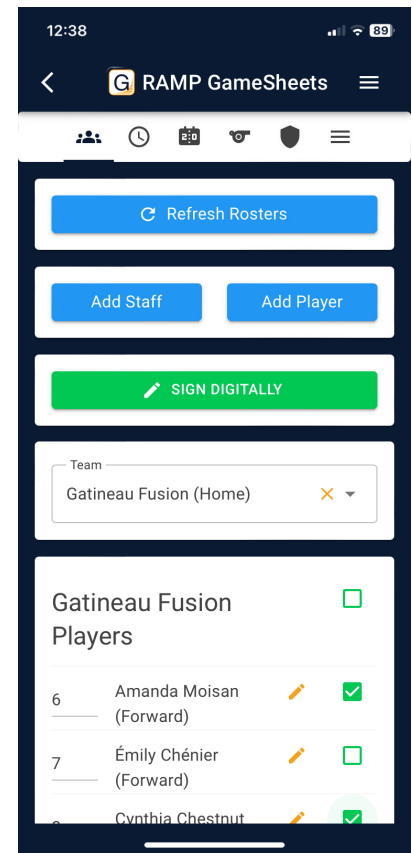
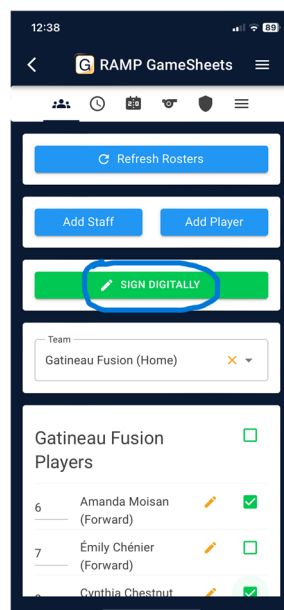


The rosters are linked directly to the name and numbers entered on the RAMP website, but if you need to make changes you can Edit the player name or jersey number. You will not be able to add any additional names.

Staff - Activate the Team Staff that will be on the bench during games. When the roster is accurate, click "**SIGN DIGITALLY**", it will be done automatically.

As a reminder for the U16 and U19, 7 goal spread will be recorded in the system for the final score, but all goals will be entered for stats.

For the NRL, it will be the full score.



Please note it will be your responsibility before each game to confirm your athletes and team staff.