



Gamesheet App Meeting

November 1st , 2023



Introductions

President: Erin Huta

Vice President: Cara Jean Clarkson

Governor In Chief: Michelle Anhorn

Administrator: Angela Sellwood

Gamesheet App Basics

- 1) Download RAMP Gamesheets, log in using your own account
- 2) Download your Game Codes
 - a) Home Team: Home, Gamesheet, Officials
 - b) Visitor Team: Visitor Code
 - i) HOME Code- verify roster, coach sign
 - ii) Gamesheet Code- Score the game, add goals, penalty and goalie shots here
 - iii) Officials Code- Officials sign gamesheet, add writeups
 - iv) Visitor Code- verify roster, coach sign
- 3) Open the app
 - a) Enter relevant codes under ADD GAME CODE
- 4) Score your game
- 5) Don't forget to add your goaltender stats
- 6) Officials log in using officials code under ADD GAME CODE and sign off
- 7) Don't forget to end your game
- 8) Away teams login to RAMP (website) and verify game
- 9) If you do not have strong wifi in the arena, take your device to where you do and open the necessary page. The app should continue to function without wifi if it is started where there is a strong signal, don't close the app until you get back to the stronger signal.



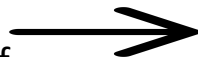
Downloading Game Codes

- Step 1 - Make sure you have your **RHL manager login** and password. If not, email governorinchief@rockieshockeyleague.com
Please note that league logins are different from association RAMP logins. →
It will look like this: u11 cochr55555
- Step 2 - Log into the Rockies Hockey League admin portal through the RHL website using your **RHL manager login**.

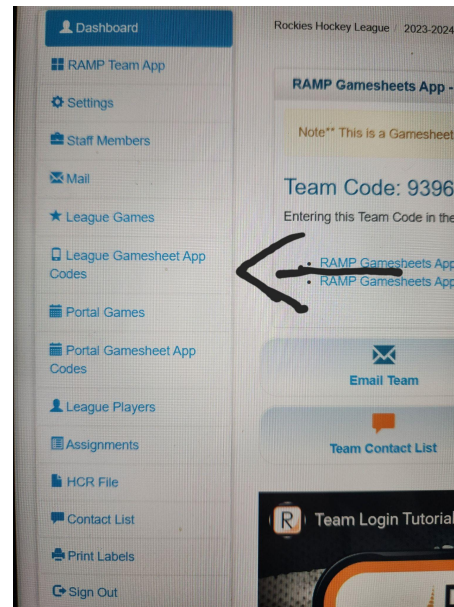


On a Computer:

- Step 3 - Click the link: League Gamesheet App Codes found in the menu on the left hand side of your screen



This is what it looks like. As games are added to RAMP they will be available here. You can export and download all codes at once. (First half to christmas will come first, then the second half to follow). Please remember if a game is changed the codes will change. As the visiting team this is all you will see. The home team has access to all the codes



League Games										
Game Type	Month	Year								
All	November	2023								
View		Export & Download								
Quick Search										
<input type="text"/>										
#	Date	Start Time	End Time	Home	Visitor	Arena	GameSheet Code	Official Code	Home Code	Visitor Code
987340	11/05/2023	7:00 PM		U18 Airdrie B	U18 Airdrie A	Plainsmen Arena				584-361-580

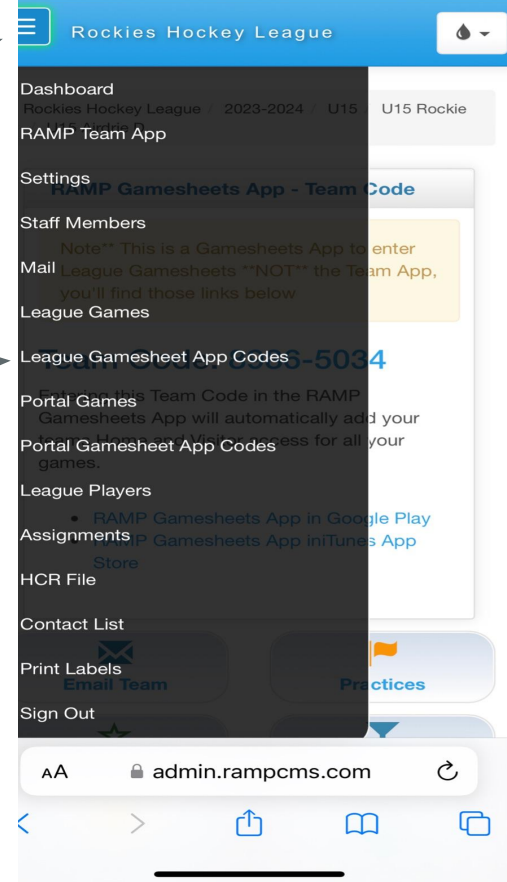
ON A CELLPHONE
(Same instructions different look)

- 1) Go to www.rockieshockeyleague.com
- 2) Use the admin login
- 3) Enter your RHL Login
- 4) Click on the menu
- 5) Click on League Gamesheet App Code
- 6) All relevant codes will be listed for any scheduled games

Quick Search

#	Date	Start Time	End Time	Home	Visitor	Arena	GameSheet Code	Official Code	Home Code	Visitor Code
987332	11/05/2023	6:15 PM		U15 Airdrie D	U15 Okotoks C	Genesis Place Rink - Shane Homes	511-621-536	205-142-169	919-856-712	391-597-343

Legend





Rockies Hockey League / 2023-2024 / U15 / U15 Rockie
/ U15 Airdrie D

RAMP Gamesheets App - Team Code

Note** This is a Gamesheets App to enter League Gamesheets **NOT** the Team App, you'll find those links below

Team Code: 8986-5034

Entering this Team Code in the RAMP Gamesheets App will automatically add your teams Home and Visitor access for all your games.

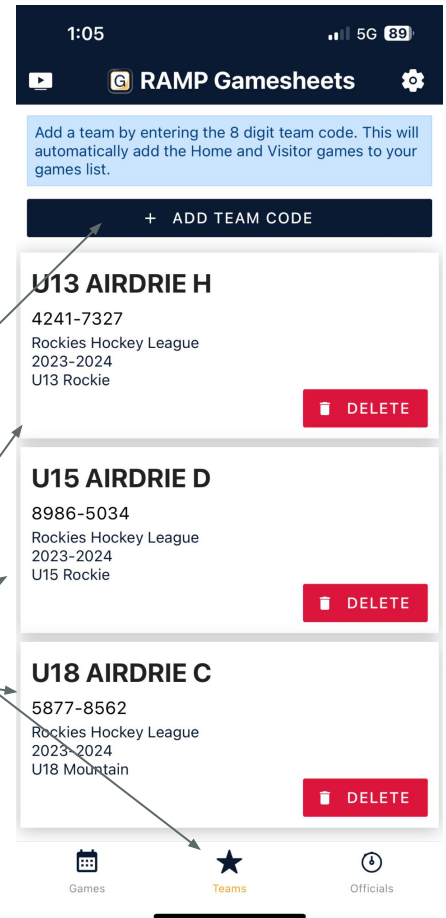
- [RAMP Gamesheets App in Google Play](#)
- [RAMP Gamesheets App in iTunes App Store](#)

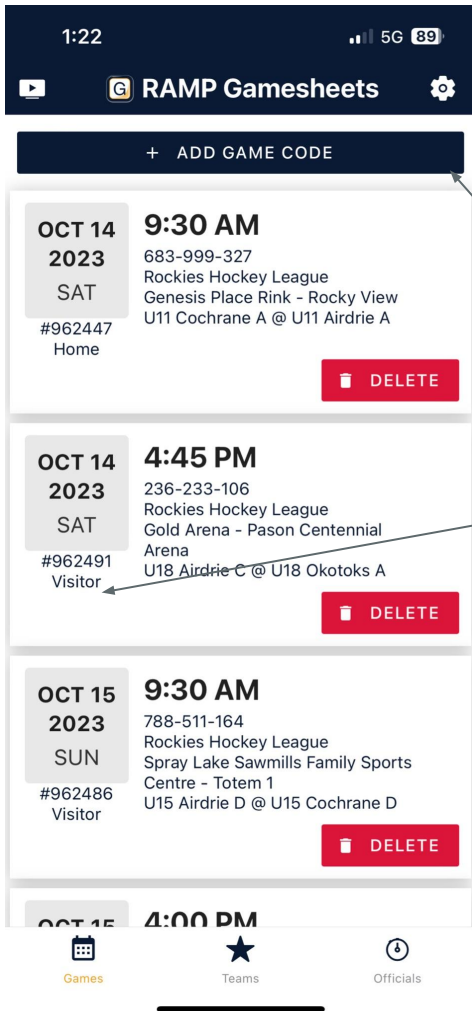


TEAM CODE

- 1) Using RHL Login you will see a team code on the main page
- 2) You can add this to your RAMP Gamesheets App on the team page of the app
- 3) Click ADD TEAM CODE
- 4) Enter the 8 digit code
- 5) You can enter multiple teams
- 6) You do not HAVE to enter your team code to use the app

This will auto populate all of your games but only the home or visitor code. It only serves to shortcut adding your roster.



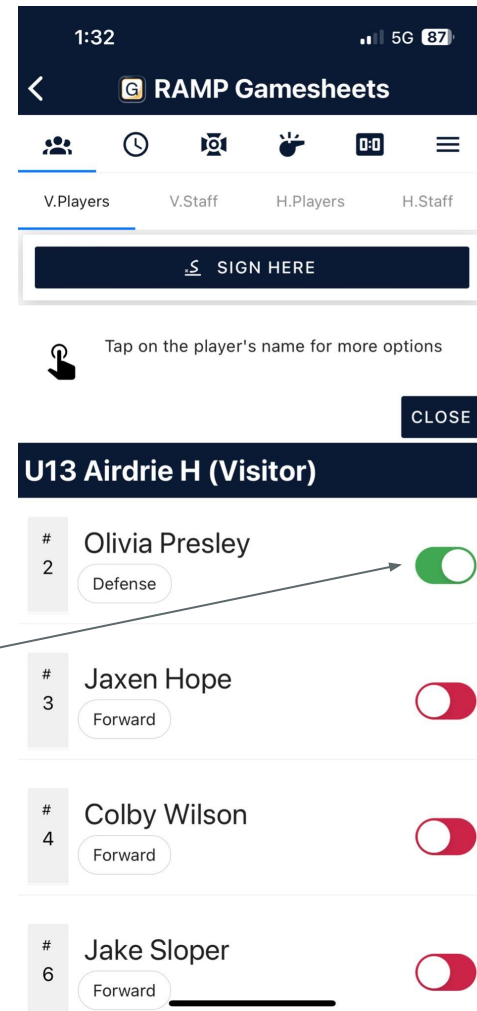


Home Code & Visitor Code

- 1) Enter the 9 Digit Home or Visitor Code
 - a) If you have entered your team code you may skip this step
- 2) Click on the relevant game to add your roster
 - a) Ensure you have selected the correct game. It should say either visitor or home in the fine print
- 3) Add your players by toggling them to green
- 4) If needed assign Captains and Assistants by holding down on the player and selecting Captain or Assistant
- 5) Click Sign Here and have your Coach sign the box

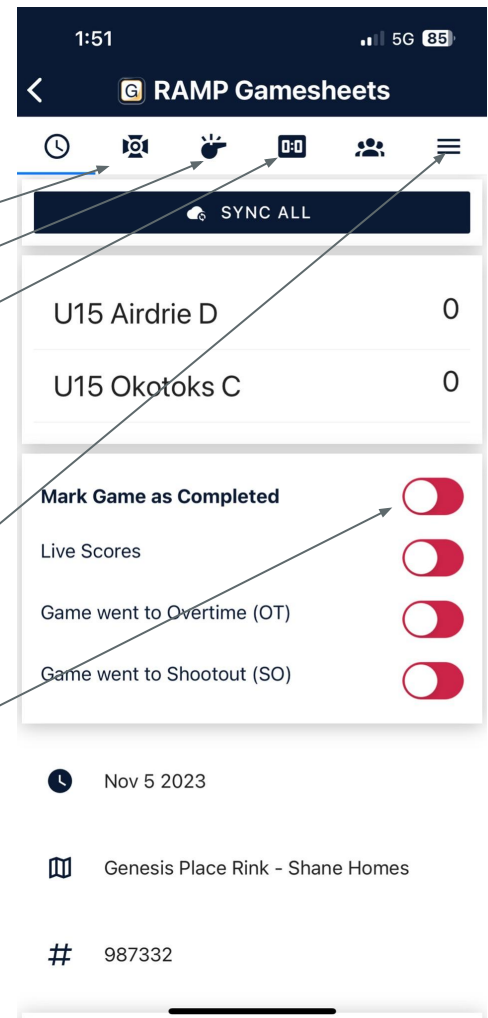
YOU'RE READY TO START YOUR GAME!

Please note that it can take a few minutes to upload the games so it is best to enter all necessary codes in advance of your games.



GAMESHEET CODE

- 1) Enter the Gamesheet Code under Add Game Code
- 2) Open the Gamesheet
- 3) Add goals
- 4) Add penalties
- 5) Add goalie stats
 - a) Goalie stats cannot be added until the end of the game
- 6) Have officials sign
 - a) Ref's may use their own device and login if they prefer or you can provide it to them.
- 7) Mark game as completed



Adding Goals

- 1) Enter time of the goal
- 2) Select a team
- 3) Select a Goal Type
 - a) Make sure you are using the correct type, even strength, power play or shorthanded
- 4) Select scorer and assists
- 5) Save goal

The screenshot shows the 'New Goal' screen with a dark blue header containing a back arrow, the title 'New Goal', and the time '1:50' along with 5G and 86% battery indicators. Below the header is a 'Time' section with three input fields for '# Period', '# Minute', and '# Second', with a red error message 'Time is required' below them. The main content area contains several orange buttons with white text: 'SELECT A TEAM', 'SELECT A GOAL TYPE', 'SELECT SCORER', 'SELECT 1ST ASSIST', and 'SELECT 2ND ASSIST'. At the bottom, there is a 'Game Winning Goal' toggle switch (currently off) and a dark blue 'SAVE' button with a white icon.

Adding Penalties

- 1) Enter time of penalty
- 2) Skip the optional times
- 3) Select Offence
- 4) Select Team
- 5) Select Player
- 6) Save Goal

The screenshot shows the 'New Penalty' screen with a dark blue header containing a back arrow, the title 'New Penalty', and the time '1:50' along with 5G and 85% battery indicators. Below the header is a 'Time' section with three input fields for '# Period', 'Minute', and 'Second', with a red error message 'Time is required' below them. The main content area contains several orange buttons with white text: 'SELECT AN OFFENCE', 'SELECT A TEAM', 'SELECT A PLAYER', and 'OPTIONAL PLAYER SERVED'. At the bottom, there is a dark blue 'SAVE' button with a white icon.

Penalties

Please make sure to pick the correct penalties when in the app.

A Too Many Men penalty should be assigned to the bench rather than the player who served it. You do not need to complete the optional player who served the penalty.

A referee can go back to penalties page and change it before you hit end game so then they don't need to give a write as to how it was wrong.

The screenshot shows the 'New Penalty' screen in a mobile application. At the top, the status bar shows the time 6:16, signal strength, Wi-Fi, and 44% battery. The app header is dark blue with a back arrow and the title 'New Penalty'. Below the header, there is a section for 'Optional Time On' with three radio button options: '# Period', 'Minute', and 'Second'. The main content area is white and displays the penalty type 'Bench / Too Many Men (2 pim)'. Below this is an orange button with a flag icon and the text 'SELECT AN OFFENCE'. There are three dropdown menus: 'Team' (selected: U18 Airdrie B), 'Player' (selected: choose offender), and 'Optional Served' (selected: optional). A red error message 'Offender is required' is visible below the 'Player' dropdown. At the bottom, there are two dark blue buttons: 'SAVE' and 'SAVE & COPY TO NEW PENALTY'. The bottom of the screen shows the standard Android navigation bar with three icons: a square, a circle, and a triangle.

Adding Goalie Stats- Must be done from the Gamesheet NOT the home or visitor code

- 1) At the end of the game, before you mark the game as completed, enter your goalie stats
- 2) Click New Goalie
- 3) Select a team
- 4) Select the Goalie
- 5) Enter minutes played
- 6) Enter the shots on the goalie taken by the opposing team
- 7) Select W/L/T

Please track your stats on a scratch sheet during the game because you can't update the goalie stats during the game. It needs to be the last thing you do before you mark the game as completed.

1:50 5G 85

< New Goalie

No Team Selected

SELECT A TEAM

No Player Selected

SELECT A PLAYER

Time on Ice

Minutes Played Seconds Played

Minutes Played is required

Stats

Goals Against Total Shots

Goals Against is required

WLT

N/A

Win

Loss

Shutout

Officials Codes & Responsibilities

- 1) Enter Officials Code on Game tab- same as home code or gamesheet code
- 2) Click on Game that says Officials
- 3) Click the dropdown menu
- 4) Select Officials
- 5) Enter officials names, and the officials sign by clicking sign here at the end of the game
- 6) If a game write up is required the official will add it here

1

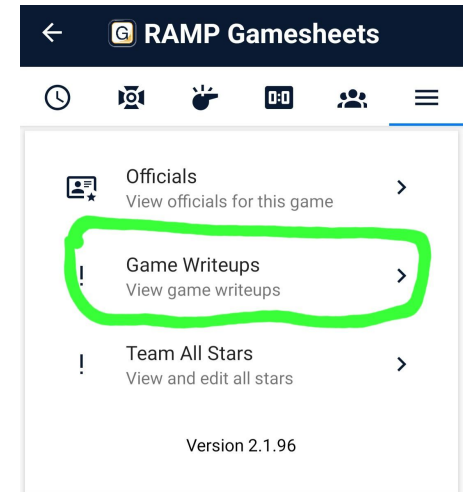
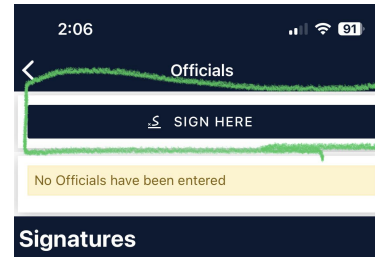
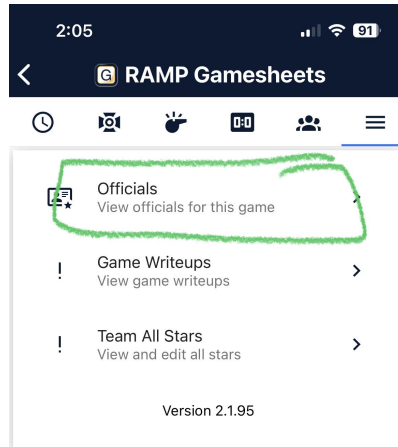
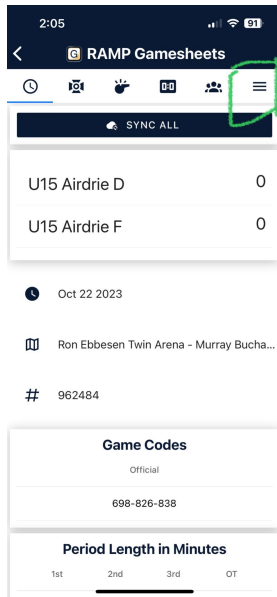
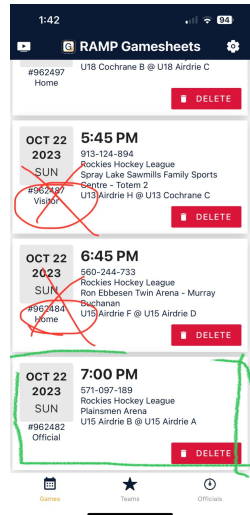
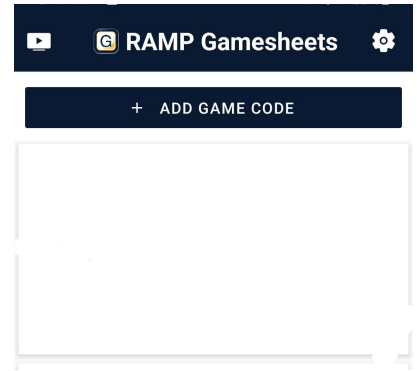
3

2

4

5

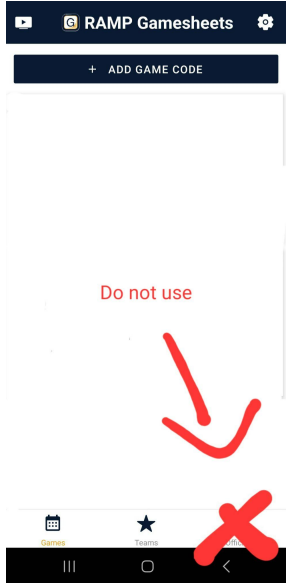
6



Airdrie & Okotoks



Do not log into this part for the officials as they do not use Ramp Assigning



Cochrane



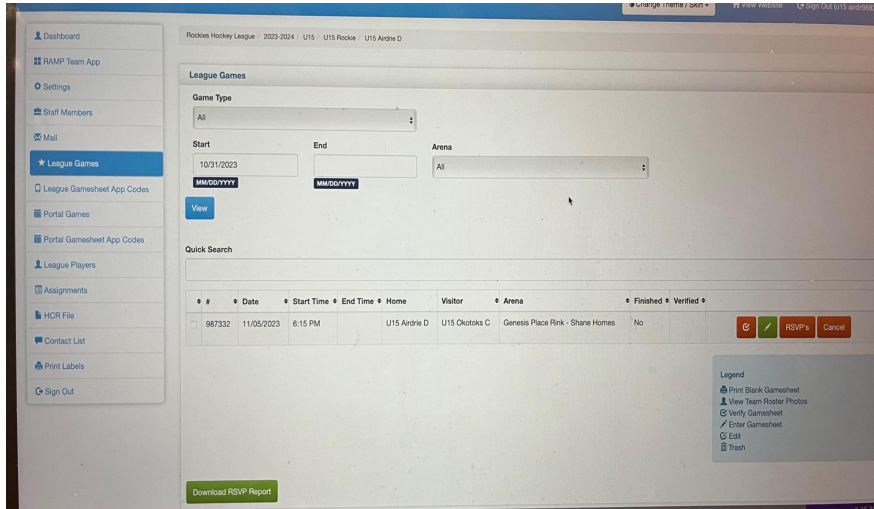
They do use Ramp Assigning and can log in either way

They will need a 10 digit code if they want to enter through the bottom tab

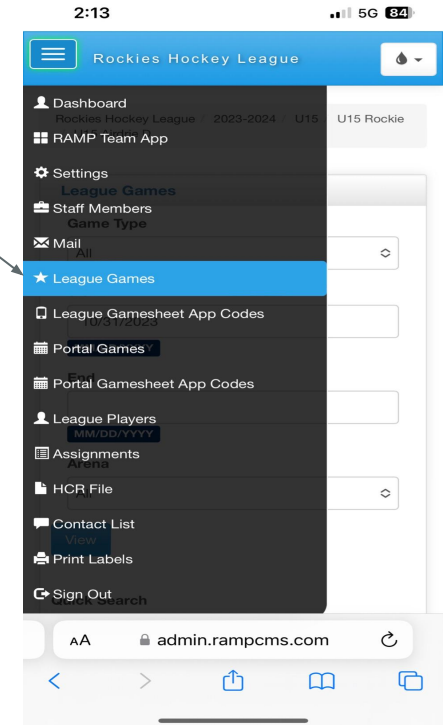
Visiting Team Verification

Step 1: As the visiting team you must go into your RHL Admin login to verify the game you just played. You can do this one of two ways on your phone or on a computer

The computer
looks like this



From your
phone

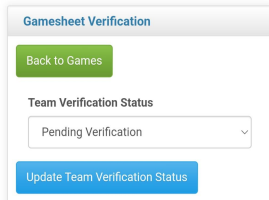


Step 2: Click the orange box with the check mark



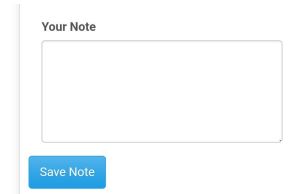
Step 3: Look over the stats from the game you just played to make sure everything looks okay. Are the goals correct? Are the penalties correct? Are the goalie stats in?

Step 4: Click the verification tab at the top and select one of the 2 drop down options



Option one- Verified (everything is good)

Option two- There are Errors (if you pick this one you need to go to notes section and write a description of the error(s))



Please try to do this with 24 hours of the game as it will still be fresh in your mind

THANK YOU

The Rockies Hockey League appreciates your help as we all learn the ropes of this new system. We understand that there have been some bumps along the road for the first few games of the season but we hope by now you have developed some understanding of how it all works. Hopefully this presentation has cleared up any final questions you may have had.

Moving forward, the RHL will be implementing a 100.00 fine for teams who do not complete their digital gamesheets. If you have a problem with your app let us know while it is happening so you are not fined.