CDMFA LEAGUE RAMP INSTRUCTIONS
GAME DAY ROSTER AND SCORING

PEEWEE/BANTAM

-At the start of each game, teams need to exchange a roster with each other, as well as one for the game announcer (if applicable)

-Mark the players who are absent, injured or suspended, by simply putting a line through the name and adding a note.

-Ensure all players have correctly labeled Jersey numbers

HOME TEAM (within 24 hours of game completion):

-Login to the CDMFA.ca and click on League Games

-Find correct game and click on the edit button

-Enter in the games score and check mark the "Game is Finished"

-Scroll down and using the rosters for both teams, check mark all players that were playing in the game

-Hit submit

VISITING TEAM (within 48 hours of game completion):

-Login to the CDMFA.ca and click on League Games

-Find the correct game and click on the verify button

-At the top of Game Verification page, you will either verify that the score is correct or has errors

-Using the Notes box, is where you can enter in what the error was

-Hit save