



GAMESHEET SCORING

Ipads

- Maple Grove Rinks - iPad will need to be checked out at the rental desk between the two rinks, volunteers will need to leave either keys or drivers license and return iPad to same location after game to reclaim their keys or ID. There will be score sheets as a back up at the rental desk if the iPad isn't working.
- Osseo Rink - iPads will be mounted in the rinks. There will be score sheets as a back up in the coach room if the iPad isn't working.
- All of the the iPads in our rinks will be set with D3 League key. BAA or PWAA home game, scorekeeping volunteers will need to log out of D3 and log in with the D6 key and then at the end of the game they will need to log out of D6 and log back into the D3 League key.
- Contact team manager for iPad password and league key information.

GameSheet - General FAQs

- GameSheets will only be used on the rink issued iPad's; it will not work on mobile phones or other devices
- Every team will need to set up their account and load their roster using the invitation code. DO NOT share invitation codes
- Manager will pull their MNH number from their official USA roster to load rosters into GameSheet. If there are changes during the season to your USA Hockey roster you will need to reload the roster.
- Scorekeeper is considered a minor official and needs to be in the box, not in the stands or anywhere else
- iPads are not to be used for anything other than scoring - no internet browsing or downloading other apps
- The District will not be posting stats on their website. Those will be private to the general public. Only those with the teams invitation code will be able to see the teams scoring and penalty information. DO NOT share those invitation codes.

GameSheet - At Every Game

- Before Game:
 - Volunteers will be responsible for validating both teams at any home games or scrimmages.
 - Rosters in Gamesheet will have to be validated at **EVERY** game/ scrimmage and manually remove any players/ coaches that are not playing or in attendance. Add players to roster and adjust jersey #'s as needed.
 - Select starting goalie, and ask coaches about anticipated goalie substitutions during the game.
 - Suspensions - Make sure to manually remove any suspended players before the play begins

- o Scrimmages - Must be set up as an exhibition game for scoring. GameSheet is setting up an Exhibition League including all teams across MN. You will need to locate the visiting team in the Exhibition League.
- During Game:
 - o Suggest scoring in Offline mode, then uploading at end of game.
 - o Suggest keeping notes on paper before entry. Bring notepad, or blank 'GameSheet game notes' available at rinks.
 - o Track shots FOR each team, by period.
 - o Goal time is time on clock, not time into period.
 - o Penalties
 - Select Penalty.
 - Enter 'Time Off Ice'
 - Major penalties still need to be entered as 2 line items. Make sure you choose the appropriate penalty.
 - Ending penalties: If power play goal is scored, make sure to update 'Time on Ice'
- End of Game:
 - o Review and verify score.
 - o Head Coaches will need to check the scoresheet for accuracy and sign electronically at end of game. Assistant coaches do not need to sign. There will be **NO** changes once game has been signed and locked.
 - o Check for and address 'Errors' before going to referees for signature. Game cannot be uploaded if Errors are present, and Errors cannot be addressed once referees sign and lock the game.
 - o Referees sign last and this will lock the game. Referees review and address Fair Play Points.
 - o Upload the game to GameSheet. Once uploaded, the game will disappear from the Active Games list.

Issues with iPads or GameSheet please reach out to:

Game Sheet Help

https://help.gamesheet.app/?_ga=2.128442506.760423365.1664564804-1664939818.1664564804

OMGHA Contact - Derek Van Heuveln derek.vanheuveln@gmail.com
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GameSheet Training

- Game Sheet Training Videos - Can be accessed here: <https://help.gamesheet.app/article/29-training-videos> or found on the OMGHA Travel Manager Page