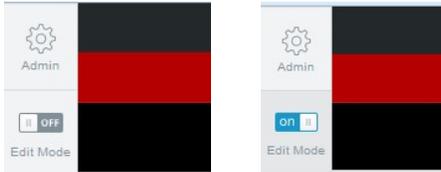


Live NGIN update directions:

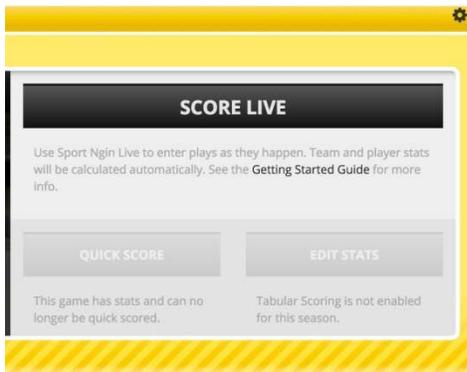
The NGIN laptops for each rink are in the concessions stand on the shelf on the south end.

The internet connection should be automatic.

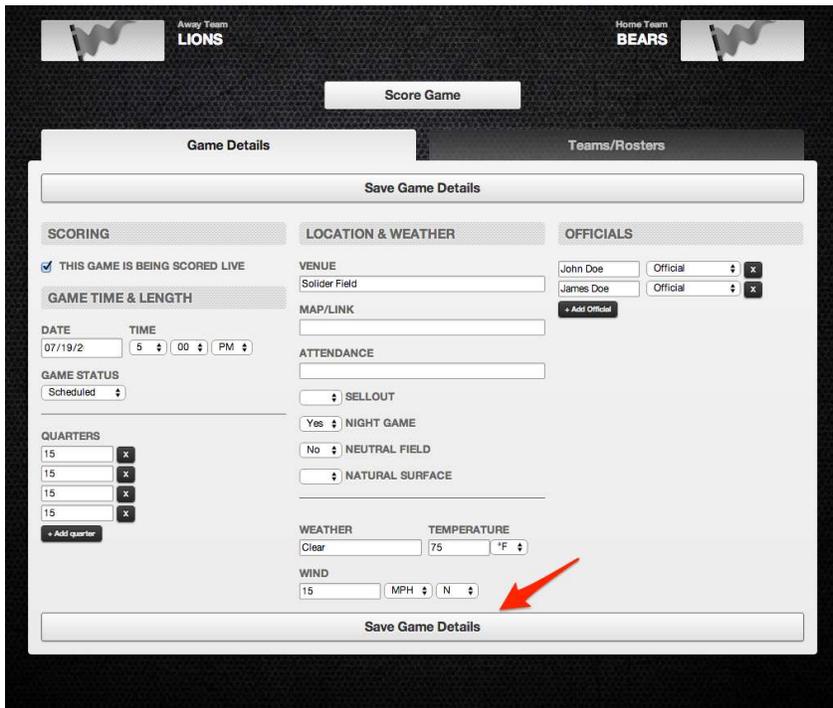
Go to SDAHA website. It should be logged in. Select the game on the banner or go to leagues and select the appropriate game.



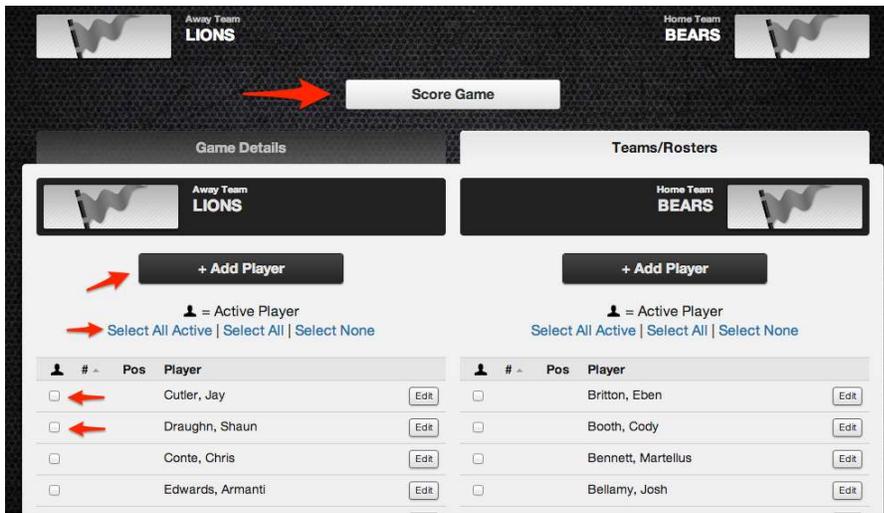
Select “In Progress” and “Score Live”



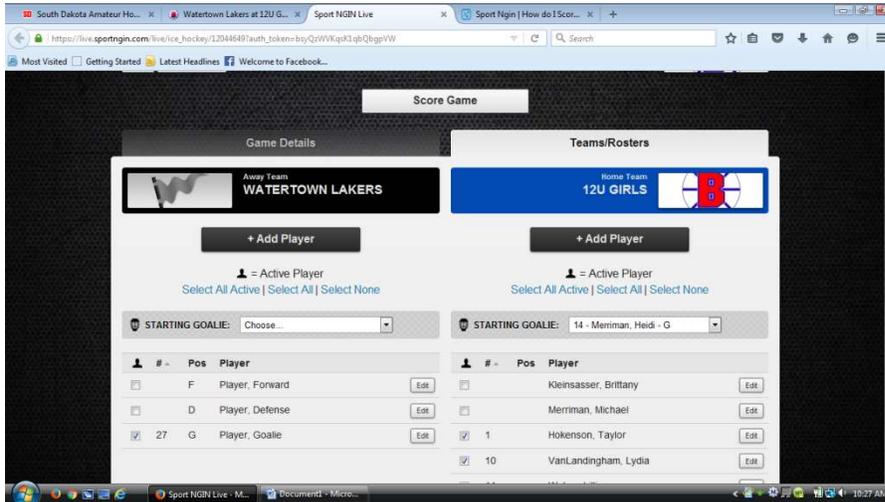
Update the game details: location and 3 - 15 minute periods



Select the Teams/Rosters Tab. Select All active players and then unselect inactive players.



Select the Starting Goalie:

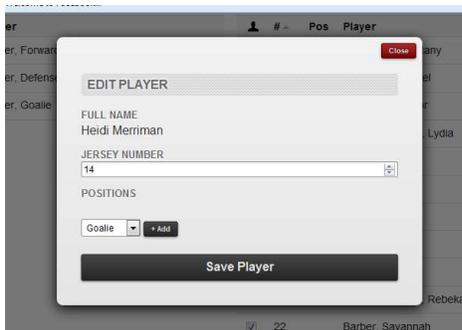


You may have to edit and add the goalies to select them:

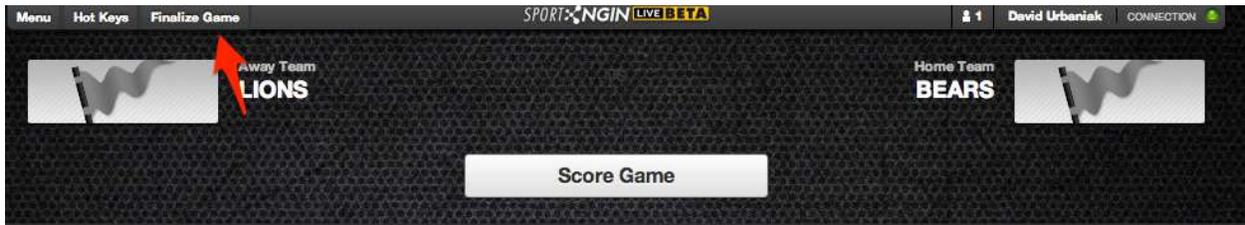
Select Edit for the appropriate player;

Select the position Goalie and Select Add so that it shows up under Positions with a "x" next to it.

Save player.

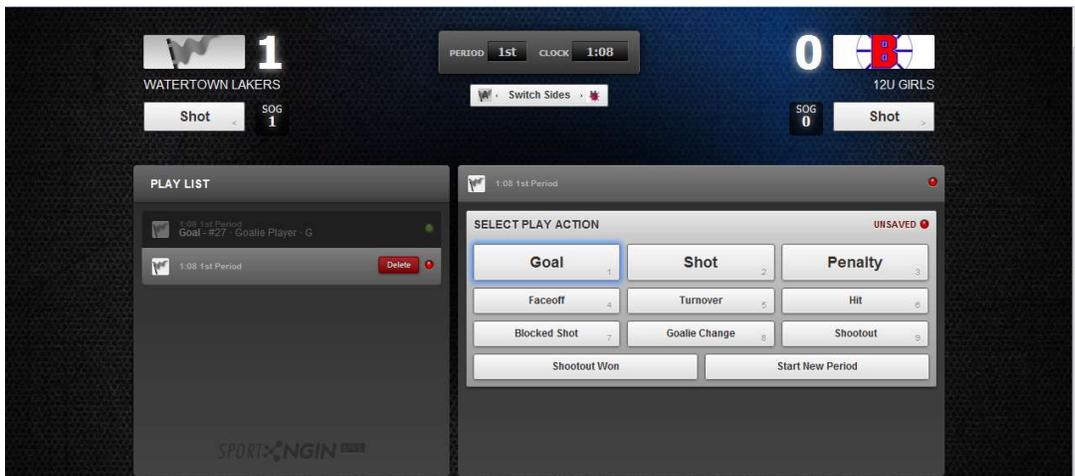


You are ready to score the game. If at any time you need to change the game details or roster, select Menu at the top left.

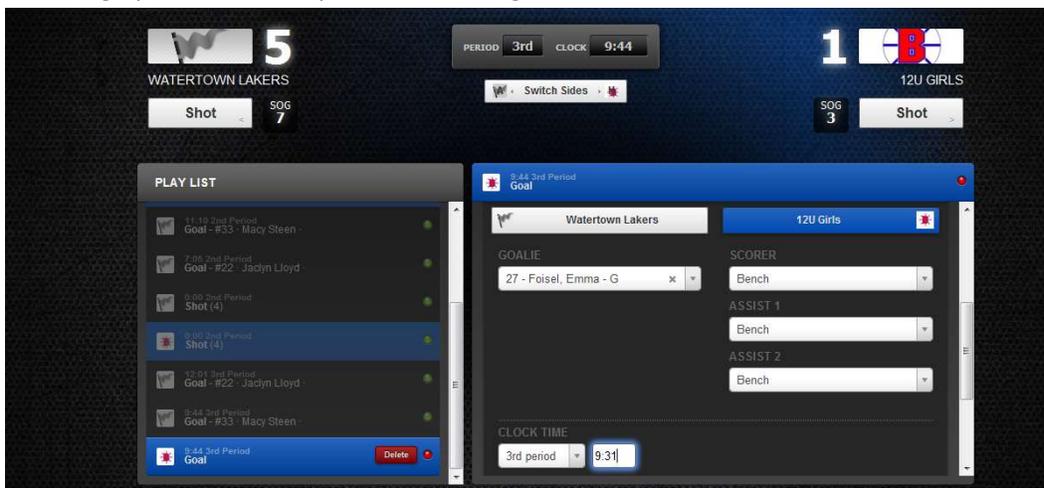


Click the shot button to register shots as they are entered on the clock. For each goal, the shot is automatically added.

As scores and penalties occur, select the play action:



Select the team, player(s), period and time and other pertinent information. Pay attention to the Period, it does not update even if you have started a new period. The select Next Play to save the action and bring up the Select Play Action menu again.



Select Start New Period to go to the next period: Note that for the play actions, the period does not update until a play has been recorded in that period. So check the period as you enter in new play actions.

If you need to correct a play, select it on the left and edit it. Do not select Next Play when you are done.

When the game has concluded, select Finalize Game.

(Note that the shots from third period might not update until the game is finalized.)

If you make a mistake and notice after the game has been Finalized, notify the Team Coordinator or Director so that they can notify the State POC to correct it.