

12
13
14
15
16

ALL INFORMATION MUST BE ENTERED INTO RAMP AS APPEARS ON GAME SHEET.



Important

Home Team

No.	Time	Score	Assist	Assist
1	10:16	15	17	21
2	10:00	17	21	-
3	9:31	21	-	-
4				
5				
6				
7	Information			
8	As per			
9	Referee			
10	Do not include			
11	forward ref			
12	for you			
13				
14				
15				
16				
17				
18				
19				
20				

GAME TYPE
 Exhibition Tournament League Playoff

Date: 21 of October 2017
 Played at: KMA - Kinross A
 Division: PW Category: 5
 Scheduled Game #: 10920 Travel Permit # CE17-001
 Home Team: NIN123
 Visiting Team: SE 456

ALL GAME OFFICIALS MUST SIGN BEFORE FORWARDING

Referee: Signature Must
 Linesman: Signature Sign
 Linesman: Signature (AFTER) game
 Official Timekeeper: Signature Sign after Refs *
 Time Game Started: 9:50pm
 If clock was stopped to 2 minutes, please check here, record time on game clock of 6:32

Goalkeeper's Record - Actual minutes played
 G.A. = Goals Against

No.	1 Per.	2 Per.	3 Per.	4 Per.	O.T.	Total
G.A.						
Shots						
No.						
G.A.						
Shots						

FINAL SCORE
 Home Team: 3

No.	P	Time	Score	Assist	Assist	No.	Visiting Team
1	2	10:10	9	9			MUST have complete
2	2	10:01	9	9			
3	3	10:02	9				FULL PLAYERS NAME
4	3	10:00	10				as indicated on
5							HOR HARD CARD
6							(Official team roster)
7							(Labels ok - 1 on each page)
8							
9							
10							
11							
12							
13							
14							
15							
16							
17							
18							
19							
20							

Coach: MUST be complete
 Coach: as above + legible
 Coach: (Labels ok)
 Manager:
 Trainer:
 Verified By: Head Coach or 'Acting' Head Coach

Per.	No.	Offense	Mh.	Off	Min.	Off	Min.	Off
1	10	1000	1000	1000	1000	1000	1000	1000
2	9	900	900	900	900	900	900	900
3	8	800	800	800	800	800	800	800

ALL PENALTIES MUST HAVE ALL TIMES LISTED CORRECTLY FOR ABOVE TEAM ONLY

ALL PENALTIES MUST HAVE ALL TIMES LISTED CORRECTLY FOR ABOVE TEAM ONLY

Sanctions/Suspensions will be levied if Game Sheets are not uploaded within 48 hours of game completion.

Print a line
 Handout Penalty
 Box Outcards
 (AFTER) Refs sign
 Game Sheet



EDMONTON FEDERATION HOCKEY LEAGUE

This season, in our continued effort to improve our processes, we are modifying our gamesheet management and website input process. We require your cooperation, support, understanding, and input.

This will have several benefits which include:

1. More efficient Gamesheet Management.
2. Reduced time for Volunteers – especially our League Governors and Tiering Directors.
3. Improved accuracy of Gamesheet Input and Statistics.
4. Improved timeliness and accuracy of penalty tracking and suspension management.

Managers/Coaches are responsible to see that all:

- player rosters are added to the league website prior to the season, including any affiliated players
 - Players have the choice to have their names hidden on the Hockey Edmonton website, team managers should check the "Hide from Public" box on the player information page.
- gamesheets and referee incident reports, if any, are completed correctly and uploaded as PDF files to the league website.

If your Association already uses a RAMP website, you can sync your league schedule, standings and statistics to your team microsite on your local association website by using the following process:

1. Login to your Association team website and click on the "SETTINGS" tab.
2. At the bottom of the page select from dropdowns our league "Hockey Edmonton", then the current season, division and team. Below this add your "Hockey Edmonton" User Name and Password provided above and click "Save Settings"
3. Once you click "Save Settings", go to the bottom of the page and if you already have added your roster to your Association team microsite, you can now select your players and move this player information to the League. This way you do not need to re-add information to the league that you have already added to your Association team microsite.

You can now get automatic league schedule and statistics directly to your Association team microsite!!! Additionally, you can fill out league gamesheet summaries from your Association login.



EDMONTON FEDERATION HOCKEY LEAGUE

Gamesheet Management Process

The "HOME" team, as shown on the website schedule, is responsible for inputting the gamesheet summary into the website within 48 Hours of completion of that game.

Once a gamesheet has been inputted into the website by the HOME team it will be the responsibility of the VISITING team to verify the accuracy of the input. This will include reporting any errors in the note section of the game to advise HOME team.

All Exhibition and Tournament games are also to be input. If your opponent is a non-league team, you will only need to input penalties for your team. The game sheet and any Game Incident Reports must be uploaded, NO EXCEPTIONS.

The process for submitting gamesheets to the Category Director and inputting them on the website are as follows:

1. *Any game that results in an Incident Report, with a suspendable offense, must also be emailed to the Category Director, in addition to being scanned and uploaded to the website, within the specified time period in the regulations (48 Hours). (All gamesheets must be scanned in PDF format)*
2. Login to Hockey Edmonton using your Team Login Name and Password Provided.
3. From your Team Dashboard, select League Games from the menu.
4. Select the Green GameSheet button once you locate the game to be finalized.
5. Enter the Final Score and Total Penalty Minutes for each team prior to checking the Game is Finished box and clicking submit to save the score.
6. Click "Roster" tab. Check off players for both teams. Add affiliate players if required. Hit "Save Roster"
7. Click "Goals" Tab, Add "Home Goals" and "Visitor Goals."
8. Click "Penalties" tab. Add "Home Penalties" and "Visitor Penalties". Please ensure all Game Misconduct penalties are entered separately from the initial infraction.
9. Click "Upload Files" tab. **All Gamesheets and Game Incident Reports** are to be "Scanned" and uploaded to the website within the time frame identified by Hockey Edmonton (48 Hours). There are many free "**Scan to PDF**" apps for smartphones that you may want to use. These apps create files that are a reasonable size. **FILE UPLOAD TAB** Simply "Browse" your drive to select the scanned image (**PDF**) and then upload. Please ensure you select the type of upload as well (Game Sheet, Incident Report or Other). You can also supply any notes to the upload. You have completed your gamesheet entry. Please go through the tabs one more time to ensure accuracy.
10. Return to the "Final Score" tab and click submit.
11. The Visiting Team must Login to the website and verify the information. In the Games dropdown click "Verify". Check through the information that the Home team has entered for the game you are verifying to ensure it is correct. Review the gamesheet summary added by the home team and ensure that it is accurate. If it is accurate, select "Verified" in the drop down menu and click "Update Verification Status". If you have found an error or the individual penalties or goals have not been input, check off "There are errors in the gamesheet" and describe the errors in the "Your Notes" field.
12. The Category Director will review all games that show errors in the verification.



EDMONTON FEDERATION HOCKEY LEAGUE

Gamesheet Management FAQ's

PLEASE READ and UNDERSTAND COMPLETELY!

- Game sheets **MUST be input** into the website within **48 hours** of the game being completed.
- Game sheets/incident reports **MUST be UPLOADED** on the website within the **48 hours**.
- All gamesheet uploads **MUST** be legible. PLEASE check the uploads/images/pdf files prior to uploading to ensure that the Category Director can read the information clearly.
- ALL game stats **MUST** be input in its entirety, including goalie stats.
- REMEMBER that **NO CHANGES** can be made to a gamesheet other than what is written on the game sheet. The only thing we **VERIFY** is that the input of the gamesheet is "EXACTLY" how it appears on the original game sheet.
- Once you are satisfied that the game sheet has been fully entered, then click the "SUBMIT" box on the first tab of the game sheet entry.
- **NEVER use any of the following characters when naming your game sheet file to be uploaded.** These characters will result in a successful upload, however, when you click on the gamesheet to view it then it will not open and an error message will result. The characters to be avoided are:

- Tilde (~)
- Number sign (#)
- Percent (%)
- Ampersand (&)
- Asterisk (*)
- Braces { }
- Backslash (\)
- Colon (:)
- Angle brackets (< >)
- Question mark (?)
- Slash (/)
- Plus sign (+)
- Pipe (|)
- Quotation mark (")

As indicated, the Gamesheet Handling Process has changed to be more efficient for all. Our goal is to have 100% efficiency.



EDMONTON FEDERATION HOCKEY LEAGUE

QUESTION: As a Category Director I have been asked to make some game stat corrections however it does not match the game sheet that was sent to me. Am I allowed to change the game stats once it has been signed by the referees?

ANSWER: No one is able to add or change a game sheet except the Referee that called the game. The stats are only what the referee put down on the game sheet. Even the time keepers are not allowed to add an assist if the referee does not tell them when they provide a number. Stats always can only be what is on the game sheet.

QUESTION: What do the Acronyms mean when entering a game sheet on the website?

ANSWER:

EV – Even Strength

PS – Penalty Shot

PP – Power Play

EN – Empty Net

SH – Short Handed

GWG – Game Winning Goal

QUESTION: What do MP GA SA SAV SAV% GAA SO mean?

ANSWER:

MP – Minutes Played

SAV% - Save Percentage

GA – Goals Allowed

GAA – Goals Against Average

SA – Shots Against

SO – Shutouts

SAV – Saves

QUESTION: Which Goaltender is credited with a win or loss if more than one goaltender plays in a game?

ANSWER: A goalie win is always credited to the goaltender in net when his team scores the game winning goal. A goalie loss is always applied to the goaltender in net when his team has the game winning goal scored against. Here are some examples:

- i. X team scores the only goal of the game after only 30 seconds into the 1st period but the goalie gets an injury one minute later and has to leave the game. He gets replaced and the second goalie plays the rest of the game (58 min. 30 sec.). The win is still credited to first goalie despite the fact that he only played 90 seconds of the game. The only thing that matters is who was in the net when the game winning goal was scored.
- ii. A goalie enters the game with his team leading 2-0 and it eventually wins 3-2, he gets credited with the win.
- iii. The game winning goal is scored when the winning team has an empty net - the pulled goalie gets the win.

QUESTION: Could some guidelines be used on how to count shots?

ANSWER: A shot on goal is any shot that enters the net or any shot that would normally have entered the net if not stopped by the goalie. Shots that deflect off the posts or crossbar and stay out of the net are not counted as shots on goal. The number of shots and whether a shot puck counts as a shot is determined by the person running the clock.