

White Bear Lake Hockey

Tournaments

GameSheet Quick Tips

The GameSheet scoring app replaces the traditional paper scoresheet, but follows a similar workflow. Just like the paper scoresheet, the iPad will move from bench to bench as each team's coach reviews their lineup and signs off on it, then it's taken to the scorekeepers booth to score the game. At the end of the game, the iPad will be given to the referees for their post game report and sign off. Lastly, the scorekeeper uploads the game to the league. See below for the workflow instructions.

Load the Game:

1. Tap **+New Game** and then **Load from Schedule**.
2. Locate your game and tap the **Load Game** button. If you do not find your game in the schedule, tap **Back to active games** and create a new game from scratch.
3. Touch the game to begin.

Coaches Signature:

This needs to be done by both Home & Visiting Head Coaches before the game starts.

1. Under **Game Details** click either **Visitor Roster** or **Home Roster**.
2. At the top of the roster page is the coach information. Click on the blue squiggly **Sign** and have the Head Coach use their finger to sign.
3. Click **Save**.
4. Once saved, it will have **Signed** for that coach.
5. Repeat for both coaches.

Score the Game:

1. Tap **Game Details** on the left side.
2. Fill in any missing details and confirm the period lengths are correct.
3. Enter the **Start Time**, e.g. 7:01pm when the puck is dropped.
4. Tap **Scoring** on the left side to enter the game scoring page.
5. Record the game's events - goals, penalties, etc. as relayed to you by the referees
6. Make sure that the periods at the top of the page are correct when entering goals, penalties and shots on net. The period selector is at the top of the page.

Setting the Starting Goalie:

1. Navigate to the **Home** or **Visitor Roster** page.
2. Locate the **Starting Goalie** field and tap where it says **Select**.
3. Tap to select the starting goalie from the roster.

iPad Password: WBLAHA (must be ALL CAPS)

GameSheet Pass Key: ipad-wblmn-d2

Shots on Net:

If the shot tracker is used, the Save Percentage for the goalies automatically calculated.

1. The Shot Tracking tool is found on the bottom row of the **Scoring Page**. The shots are entered for each period. When the period selector is moved from one period to another, the shot tracker also moves to that period.
2. Shots are entered for the team that takes the shot (the system will then use this number to calculate the Save Percentage for the opposing team's goalie).
3. When a Goalie Change has been made, any shots entered after that change will be assigned to the new goalie.

Adding a Goal:

1. Tap the **+Add Goal** for the team that scored.
2. Add the time of the goal.
3. Add the player that scored along with any assists.

Adding a Penalty:

1. Tap the **+Add Penalty** for the team that was assessed the penalty.
2. Add the following:
 - a. # of minutes for the penalty
 - b. What penalty was called
 - c. When the penalty will start
 - d. Player who was assessed the penalty. End time will be filled in once over.
 - e. If the penalty is being served by another player, enter that player under SB (Served by).

Ending the Game:

1. Once the game is over, click on the **End Game** in the upper right corner.
2. This will take you to the referee page.

Referees Signature:

This will need to be done by all the refs at the end of the game.

1. Click on the blue squiggly **Sign** and have the referee use their finger to sign.
2. Click **Save**.
3. Once Saved, it will have **Signed** for that referee.

Lock Game:

The referee may do this, but if not follow these steps (pending no errors on the Game Details page).

1. Click **Lock Game** in the upper right corner.
2. Once on the **Ready to Upload** page, click on the blue **Upload to Cloud** button on the right.

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