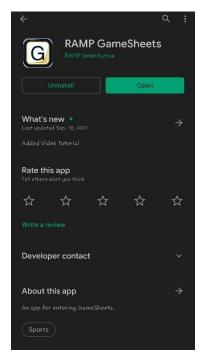
### **Instructions for Team Manager/Designate to use RAMP App**

**Training for RAMP GameSheets App -** everyone should watch this https://www.youtube.com/watch?v=mH9IWiNPAFM

Download the APP – you are looking for **RAMP GameSheets App** in the Google Play Store or the applicable iphone alternative. (There is also RAMP Team and RAMP Assigning, make sure you are downloading the correct App)

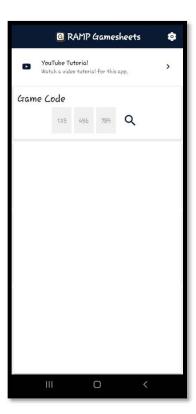


The image to the left is taken using an Android device. When you go to the play store, you must look for the "RAMP GameSheets App". The icon for the app is pictured here for you.

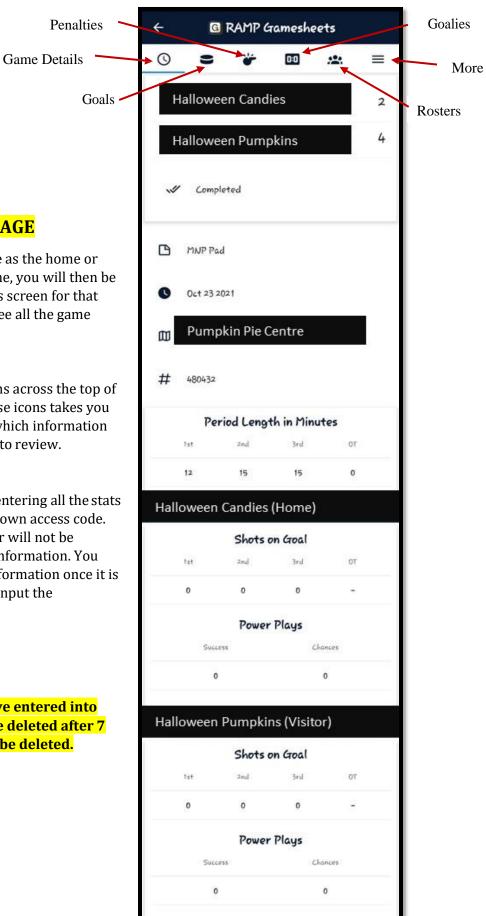
The image to the right is what you will see when you have downloaded the app and created your account.

This will be the home page screen of the app each time you open it.

You will be entering the officials game code in the boxes you see there and then tap on the search icon for the game to show up



\*\*\* Each game will have its own unique code. \*\*\*



## **GAME DETAILS TAB/PAGE**

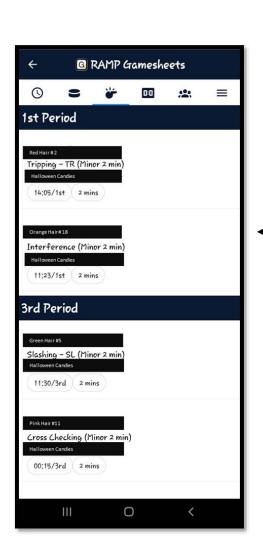
- 1. Upon entering your code as the home or visiting team for the game, you will then be taken to the game details screen for that specific game. You will see all the game details here.
- 2. You will also see the icons across the top of your screen: Each of these icons takes you to a different screen in which information will be available for you to review.
- 3. The timekeeper will be entering all the stats for the game using their own access code. You as the team manager will not be entering any statistical information. You will be able to see the information once it is entered but you cannot input the information yourself.

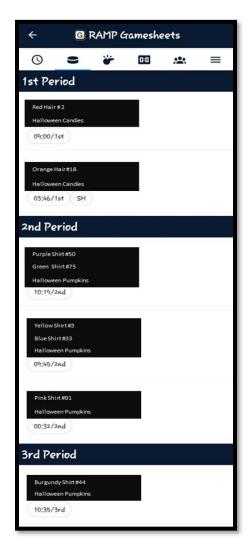
#### \*\*NOTE\*\*

The game codes that you have entered into the app will automatically be deleted after 7 days. They cannot manually be deleted.

### **GOALS TAB/PAGE**

This page will walk you through the goals that were scored in the periods by both teams. As per the image to the right, this page outlines the player that scored, the team they are rostered to and the time of the goal.





# – <mark>PENALTIES TAB/PAGE</mark>

This page lets you view the penalties of this game.

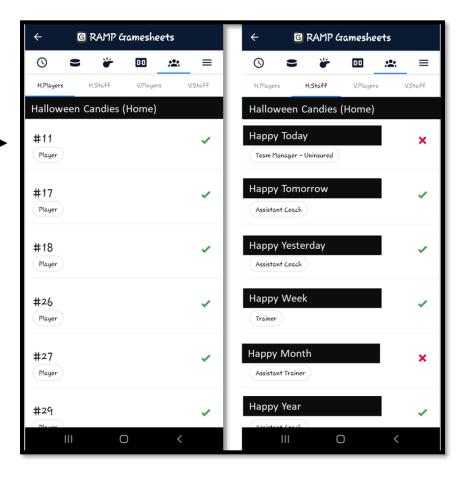


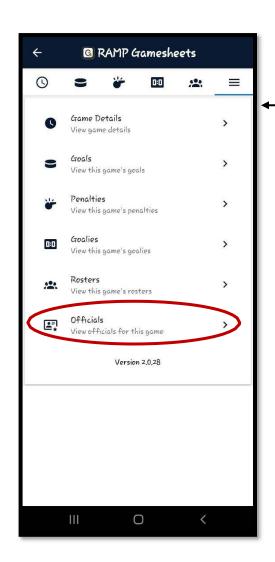
### - GOALIES TAB/PAGE

The "Goalies" tab will provide you with information regarding Goalies for each of the team. It is not mandatory for the teams to enter information in this tab but if they choose to enter information.

## **ROSTERS TAB/PAGE**

Here team designated individual must select the Players and Staff that will be behind participating in the specific game. The toggles can be used to do this. Only the Home team can make changes to the Home team roster. Only the Visiting team can make changes to the Visiting team roster.





### **MORE TAB/PAGE**

The three lines on the page will enable you to access additional information pertaining to the game.

You will be able to see the officials of the game. Their signatures will not show until they have had the opportunity to review the game sheet and verify that all information is accurate.

SEE BELOW IMAGE FOR DETAILS.

## **OFFICIALS TAB/PAGE**

This page will show you the names of all the officials for the specific games. This information was entered by the timekeeper. The official must sign off on the game sheet once they have reviewed the game details for accuracy.

To sign off on the game sheet, select the "Sign Here" tab at the top of this page, you can then use your fingers to sign or initial the game sheet.



### ADDING A CALL-UP PLAYER.

Teams can add a pick up player for the game by following the instructions below:

- 1. Select the Roster Tab, once there at the top of the screen you will see a tab to "ADD PLAYER" By selecting this you will be able to enter the information for that player, including Name, position and Jersey #. You will also be able to choose some additional information pertaining to this player.
- 2. Once the data is entered, please select "SAVE". This is ensure the data is saved.
- 3. Take a photo or scan the call up sheet, once you are able to access the website you can upload it and attach it to the gamesheet before you verify your game.