

GameSheets iPad Scoring APP

Quick Start Guide - Scoring a Game

This is a quick overview of setting up and scoring a game. Refer to our complete [Knowledge Base](#) and [Training videos](#) for more information and specific details.

Open the Scoring App

- Open the GameSheet scoring app on your iPad.
- If the app is requesting a "**League iPad Access Key**" enter it. (There is no need to logout when done. The League iPad Access Key is available from your league / event executive.)
- Select: **+ New Game > Load from Schedule**
- Use the filters and then select the appropriate **Load Game** button.
- Touch the "**Game**" and the app will take you a **Game Details** page.
- Confirm / Edit the details of the game. (period lengths, game type etc.)
- Some Leagues don't use the Schedule tool and create games from [Scratch](#). Most exhibition games are created from **Scratch** as well.

Confirm / Edit the Rosters

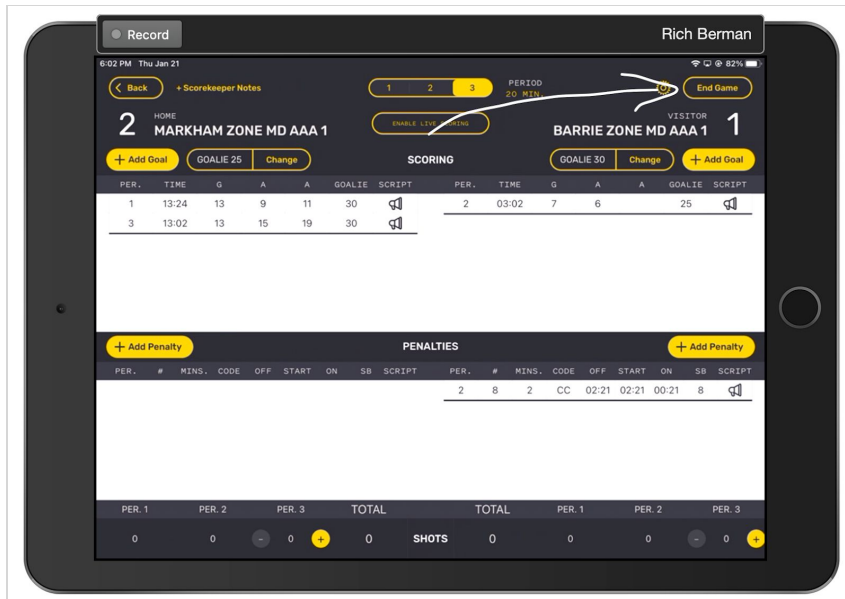
- Confirm / Edit the details of the game (period lengths, game type etc.)
- Touch the Visitor or Home pages and confirm the roster information (Starting Goalie, Suspended players, injured players etc) and have the coaches sign.
- Editing a field can be done just by touching that field and following the prompts.
- This needs to be done by both the **Home** and the **Visitor** teams.

Score the Game

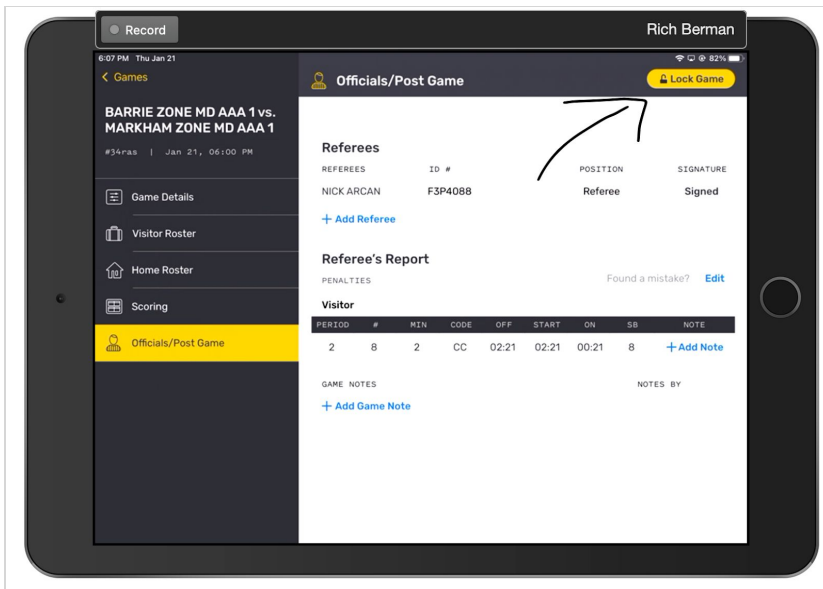
- The iPad can now be given to the Score Keeper.
- The Score Keeper will need to note the actual **Start Time** on the **Game Details** page.
- Score the game.

Post Game

- At the completion of the game, the Score keeper clicks on **End Game** and has the Referees complete the Officials / Post Game page, including their **signatures**.



- The Referees are expected to lock the game by touching the **Lock Game** button.
- If there are any **Errors** indicated, these need to be sorted fixed.
- **Warnings** are not critical and the game can still be uploaded.



Upload the Completed Game

- Once the is locked, it can now be uploaded by the Referee or the Score keeper etc by clicking on the **Blue Cloud**. The Game will disappear from the **Active** list and will now be in the **Uploaded** list.
- An internet connection is required to upload.
- **Completed games are very tiny (30 word text message size) to upload with a Hotspot**

