



GameSheet Quick Start Guide

- A. Download & Install the Scoring App
 - a. On your iPad, open the App Store
 - b. Search for GameSheet Scoring
 - c. Download and install it
 - d. Full instructions: Installing the iPad Scoring App – <https://help.gamesheet.app>
- B. Enter the iPad / Scoring Access Key
 - a. Open the GameSheet app
 - b. Enter your Scoring Access Key: ipad-uwhl-kw
 - c. Tap Sign In / Save
- C. Before the Game
 - a. Make sure your iPad is fully charged
 - b. Confirm Wi-Fi or cellular data connection
 - c. Open the app and verify your team's scheduled game(s)
- D. Team Rep Responsibilities – Roster Review
 - a. Open your team's roster in the app
 - b. Confirm player attendance: Switch players from *Sitting Out* to *Playing* if they are in the lineup
 - c. Update jersey numbers if needed (e.g., practice jersey)
 - d. Double-check goalie assignments
 - e. Ensure the roster is accurate before the puck drops
- E. Entering Events (Goals, Penalties, etc.)
 - a. Tap Scoring in the menu
 - i. Use +Add Goal (home or visitor)
 - ii. Enter time, scorer, and assists
 - b. Use +Add Penalty
 - i. Enter infraction, duration, player, and start time
 - ii. Maintain the correct period so assists/penalties are logged accurately
 - c. To edit or review an entry, tap it in the list
 - d. When the game ends, tap End Game
- F. After the Game
 - a. Review the final score, shots, and penalties for accuracy
 - b. Confirm rosters and goalie information are correct
 - c. Tap End Game and review any Errors
 - d. Referees must sign and review scoresheet

- e. Tap Upload & Lock Game to send results to the GameSheet servers

G. Tutorials & Help Links

- a. Training Videos: <https://help.gamesheet.app/article/29-training-videos>
- b. Scoring a Game on iPad (Step-by-Step):
<https://help.gamesheet.app/article/64-quick-start-scoring>
- c. Team Manager Guide (Rosters, Keys, etc.):

<https://help.gamesheet.app/article/72-quick-start-guide-for-team-managers>

H. Tips & Best Practices

- a. Always bring a backup paper scoresheet
- b. Enter events as they happen to avoid errors
- c. Verify rosters and stats before locking
- d. Always lock and upload immediately after the game