



# QUESTIONS and ANSWERS

## ELECTRONIC GAMESHEETS *(August 2022)*

### What is the difference between all the different RAMP portals and apps?

*There are several very distinct RAMP portals and apps.*

**RAMP Registration Portal** - EFHL Association online registration platform for players staff and executives to register and be assigned to team rosters for associations using RAMP.

**RAMP Games Portal** – where team member with access (manager/coach) schedule and approve games.

**RAMP Gamesheets App** – an app on mobile devices to access the electronic gamesheets - used by teams, timekeeper & referee to enter game details.

**RAMP Team Portal** – where team admins create team calendar, notices, and RSVPs for team members to access through the RAMP Team app for those teams using RAMP.

**RAMP Team App** - App on mobile devices for team chats, covid screening etc. - used by the teams.

### What is the difference between League Games and Portal Games?

*League Games are games that teams play within their designated leagues (ie: EFHL Tiering, Regular Season and Playoff Games). Only league games scheduled by the EFHL Scheduler will be under the League Games tab when on the RAMP Games Portal.*

*Portal Games are any games that are non-league games (ie: exhibition and tournament games). Any games that a team plays can be entered here as long as it is not a league game.*

### What are the different codes used for?

*When a game is created on the RAMP Games Portal, either a league or portal game, game sheet codes are generated. These codes are mandatory to access the electronic game sheet. When a game is created on the Games Portal, 4 unique codes are generated.*

- a) **Home Team Code:** used by the home team to select player and staff for the game and for signing the game sheet.*
- b) **Visiting Team Code:** used by the visiting team to select player and staff for the game and for signing the game sheet.*
- c) **Timekeeper Code:** timekeeper will use this code to enter all the game stats during the game.*
- d) **Officials Code:** used by officials to verify accuracy of stats of the game and to sign off and make any comments on the game they wish to.*

### **What happens if a referee doesn't have a phone or doesn't bring it to the game?**

*During the technological times that we now live in, it is unlikely that referees will not have a smartphone of some kind. However, if this is an issue, as most games require to have at least 2 officials on the ice, at least one is very likely to have a smartphone on hand. The individual with the phone can enter the necessary information into the game sheet but entering the appropriate officials code for that specific game.*

### **How will the electronic game sheet information be uploaded if there is no wifi or data connection?**

*Information that is entered into the game sheet app will be saved until a wifi or internet connection is made. If you are at a facility where getting a wifi connection is difficult, please ensure that you enter your specific code into the app so that the game sheet data can be loaded onto your device. This way you will be able to see the information and enter the required data. Again, once you have a wifi or internet connect, the information you entered will then upload.*

**Can we add a pick-up player to our team on the Gamesheets App and how can we do that?** *Affiliate players can be added to the teams. At this time, the timekeeper has the ability to add affiliate players using the code that they are provided with. This can be done through the “ROSTER” tab and then by selecting either the Home team or the Visiting Team. The “ADD PLAYER” button is there and all information pertaining to that player can be added. We are currently working on having the tab added to both the Home and Visitor team options in the GameSheets App. Please note that the Affiliation Player eligibility rule must be followed.*

**Do timekeepers need their own device (smartphone)?**

*Yes. Each individual that will be accessing the game sheet for their respective roles will need to have a smartphone on hand to access the RAMP GameSheets app.*

**How will officials see multiple penalties with the RAMP GameSheets app?**

*Each code is distinct for a specific role and game. Once an official enters the official code for a particular game, they will only see the information that is pertinent for that game. Regardless of the number of penalties issued during that game, the officials will be able to see them. They will all be listed.*

**Can a laptop be used to timekeep a game?**

*There is currently no web version of the RAMP GameSheets app available that can be used on a computer. There could be work arounds, but they can create significant problems and are not easy to navigate. It is advised that a smartphone be used so that the app can be downloaded to ensure that things are working as they should.*

**Do officials need to create an account to access the RAMP GameSheets app?**

*Yes. Everyone must create an account before they can access the RAMP GameSheets app. This is the same as any other app that is downloaded for use.*

**Referees typically skate more than one game, who do they get the code in between games without service?**

*The scheduler or the association needs to provide you with the codes for all games in advance. The timekeeper for each game will have access to the official's codes. If an official was not provided with the codes to their games in advance by their scheduler or home association, the official must check in with the timekeeper to get their codes.*

**If the timekeeper finds an error with player jersey #, can timekeeper change the jersey number once the game started?**

*Jersey #'s can be updated by the respective team or the timekeeper.*

### **Are players required to sign the gamesheet via the RAMP GameSheets app?**

*Player signatures are not required. Only the signatures of the HOME and the VISITOR coaches are required. The coaches will accept the responsibility that their team information is accurate for each game. There is no need to share a device, as each of these roles would have a separate code that needs to be entered and each should have their own devices to enter the information on.*

### **What happens if there is a last-minute change and you have signed off the sheet earlier in the day?**

*This would depend on the type of information that needs to be changed. It is important that the information being entered is accurate the first time. The EFHL will receive live updates within minutes of suspensions being entered. If there are issues and changes need to be made regarding suspensions, the EFHL Commissioner must be contacted via [efhlcommissioner@gmail.com](mailto:efhlcommissioner@gmail.com)*

### **How are suspended players recorded? Who does this?**

*The timekeeper is responsible for entering suspension information via the RAMP GameSheets app. This is no different than if they were recording a suspension issued to a player on paper gamesheets. The same information now must be entered into the app.*

***In addition, the team MUST notify the EFHL of any suspension that was issued to their player. Same as before, the team will have 24 hours to report a suspension issued to their team (player or staff) to the appropriate EFHL Discipline Director.***

*Once a suspension is processed it will be entered into the RAMP system and will be tracked there. The word "Suspended" will appear beside the player's name for the number of games that she must serve. Once the number of games has been served, the player can resume with regular activities and the word "Suspended" will no longer appear beside her name.*

### **Is there a different code for every game?**

*The codes will be different for each game. The same way you would have a different paper gamesheet for each game. There are different codes for each of the roles for each game so that that information pertaining to that specific game is available.*

### **How do timekeepers get their codes?**

*It is up to the association/teams to decide how and when they wish to share the codes to the respective individuals. If the codes are not provided in advanced for the timekeepers, they will get them when they arrive at the facility. We do recommend that the timekeeper enter the code and download the game sheet in an area where wifi or internet is accessible. This way the information will be there throughout the game.*

**Who can see all the stats, goals, assists shots?**

*Associations can go on the RAMP Game Portal to view the game information after the game. The teams will be able to see information regarding that game. Any officials notes or comments will not be seen by teams, only the EFHL will have access to that information. At this time, this information will not be available on the EFHL website.*

**Do the timekeepers have to enter the official's information prior to the game?**

*Yes. The officials must provide their full name (first and last) to the timekeeper so that it can be entered in the app. This must be done so that the information will be recorded on the electronic gamesheet. An official signing in using their code for the game does not record their information on the gamesheet. This information will be used to contact the official in the event communication is needed.*

**Is there a voice record option for reports?**

*There is no voice record option for officials to create their reports. Officials must type in their notes or incident reports using the official's code. This information does not need to be added immediately. The official will have 24-hours following the end of the game to ensure that they enter the necessary information. This is the same timeframe allotted when using paper gamesheets.*

**Can you have the same account as both a timekeeper and an official?**

*No. This is a personal account and should not be shared. The account that you create with RAMP is for your to access the RAMP GameSheets app. You must have the appropriate code for the role that you have for that specific game. If you are a timekeeper then you must enter the Gamesheet code, if you are an official for that game then you must enter the official's code. The codes are what is needed to access the specific information. The information that you can access is difference for each of the codes. Please also note that access to the various codes for all the roles are logged. Each time someone enters a code to view a game sheet the system tracks who logged in and when.*

**Can stats be entered after game?**

*The different codes will remain active for 24-hours following the end of the game. Any information pertaining to that game must be entered by then. You will not be able to enter any information or stats after this 24-hour time frame.*

**Can anyone register for an account or does the association have to assign accounts?**

*Anyone can download the app on their smartphone but will not be able to access information without the appropriate codes.*

**Can other teams see all game stats on EFHL website?**

*Team stats will be available on the EFHL website for public viewing.*

**Can the same code, for example timekeeper code, be in use by two separate people, or on two devices, at the same time?**

*No. The app was not designed to allow this to happen. Please also note that access to the various codes for all the roles are logged. Each time someone enters a code to view a game sheet the system tracks who logged in and when.*

**How would an official view multiple penalties to verify when a player can come out of the box?**

*When the official uses their officials code for that specific game, they can see all the penalties that were issued for that specific game. They will all be listed there for them to review. In the event the official cannot access the information under their official's code, they could approach the timekeepers box to find out the information they need.*

**During the game, sometimes the on-ice official needs to see the gamesheet, how does this work?**

*The official can access the game sheet by entering the officials code for that specific game. The information that is entered by the timekeeper will upload to the gamesheet so that the official can see the details. If there is no wifi connection, and the information cannot be updated live, the official will have to go over to the timekeeper to see the details via the timekeeper's device.*

### **Does the visiting team need to approve the gamesheet entered by the home team?**

*Through the RAMP Game Portal there is an option for the verifying the gamesheet.*

*The Home team does not need to verify the gamesheet, however, the visiting team can log in and verify the game sheet. This is not a mandatory feature, but it is a good idea for the visiting teams to do. This is done through the Ramp Games Portal. When logged in under Games, the team will have an option to select the game they wish and click on the Verify icon. Under the Team Verification Status drop down the Visiting team can verify the game. The Club Verification Status is for the EFHL to verify the game. The home team does not need to verify the game. Please note that when the visiting team verifies a game, they are verifying that all the information entered is accurate. If the information entered is not accurate, the visiting team should indicate why they are not verifying the game.*

### **Who do we contact if a game gets rescheduled due to weather or power outages?**

*If a game must be cancelled because one or both teams cannot travel due to inclement weather or as a result of a public health notice (e.g., COVID Outbreak), the following policy is in effect:*

- 1. The team cancelling the game must DIRECTLY contact by PHONE and speak to a designated team representative before this game is officially considered cancelled. Note: E-mail and voice messages will not be considered as proper notification*
- 2. The League Designate ([efhlcommissioner@gmail.com](mailto:efhlcommissioner@gmail.com)) is to be notified by both teams that the game has been cancelled. The subject line of the email must read as follows: URGENT –Cancelled game. All game details must be provided in the body of the email.*
- 3. The cancelled game is to be rescheduled for a future date within seven (7) days.*
- 4. Costs of unused ice time and officials for the cancelled game to be shared evenly by both teams.*

### **How will the ramp e-gamesheets impact all associations using their own leased websites that accept teams' online registration as well self-contained payments capability. Will teams have to register through a RAMP link, and will everything be going through RAMP rather than their own websites? Will Ramp be supplying an API link to provide access?**

*All games must be scheduled on the RAMP Gamesheet portal and reported using the RAMP GameSheets app. There is no API link provided to RAMP for Gamesheets.*