



**Atlantic Hockey Federation  
Guidebook  
2022-2023**

Version 7/27/2022

## Table of Contents

<b>Table of Contents</b>	<b>1</b>
<b>Contact Information and Key Dates</b>	<b>2</b>
<b>AHF Important Upcoming Dates</b>	<b>2</b>
<b>Refunds and Cancellations</b>	<b>3</b>
<b>Age Classifications</b>	<b>3</b>
<b>Scheduling</b>	<b>4</b>
Loose Game Confirmations	4
Showcase Scheduling	4
Playoff Dates and Locations:	4
Postponements	4
Failure to Appear	4
<b>SafeSport</b>	<b>5</b>
<b>Parent and Spectator Behavior</b>	<b>5</b>
<b>Season Structure</b>	<b>6</b>
<b>All-Star Games</b>	<b>6</b>
<b>All-Star Selections</b>	<b>6</b>
<b>Playoff Format</b>	<b>7</b>
AHF Playoffs Round Robin Points Awarded	7
Formats	7
4 Team Round Robin Playoff Format	7
5 Team Double Elimination Playoff Format	8
6 Team Round Robin Playoff Format:	8
8 Team Round Robin Playoff Format:	9
10 Team Round Robin Playoff Format	9
Playoffs Round Robin Tie Breakers	10
Playoffs Round Robin and Championship Game Overtime Rules	11
Playoffs Round Robin and Championship Game Shootout Rules	11
Shootout Phase 1: Alternate Shot	12
Shootout Phase 2: Sudden Death	12
<b>Full Ice Mite AAA, A and B Rostering</b>	<b>14</b>
Team Roster Input and Game Sheet Instructions	14

## **Contact Information and Key Dates**

**Tony Zasowski – AHF Commissioner**

Email: [tzasowski@blackbearsportsgroup.com](mailto:tzasowski@blackbearsportsgroup.com)

**TBD – AHF Deputy Commissioner**

Email:

**Matt Kiernan – AHF Director**

Email: [mkiernan@atlantichockeyfederation.com](mailto:mkiernan@atlantichockeyfederation.com)

**Jeff Sturm – AHF Deputy Director**

Email: [jsturm@atlantichockeyfederation.com](mailto:jsturm@atlantichockeyfederation.com)

**Nikki Miller – Director of Administration**

Email: [nikki@atlantichockeyfederation.com](mailto:nikki@atlantichockeyfederation.com)

## **AHF Important Upcoming Dates**

- June 16: Loose game schedules finalized
- July 1: All loose game schedules on the website
- July 20: Last day to submit schedule changes
- July 27: Manager Meeting (Zoom)
- August 10: Deadline for roster input by team managers to GameSheet portal
- August 10: Deadline to email copy of T-1 roster to: [staff@atlantichockeyfederation.com](mailto:staff@atlantichockeyfederation.com)
- August 15th: Individual player waiver submission deadline (on “Resources” tab online)
- August 19: 1st Day of the regular season
- December 10-11: AHF All-Star Games
- December 31: USA Hockey Roster Freeze for remainder of the season
- February 18-20: Playoffs (16/18A, all AA excluding 12AA)
- February 24-26: Playoffs Might Full Ice and 10/12/14 A and B
- March 3-5: Playoffs 12AA

## **Refunds and Cancellations**

AHF event registration and memberships that clubs have paid for are non-refundable and non-cancellable. All sales are final.

## **Age Classifications**

For the 2022-2023 season the AHF will offer the following divisions at these age classifications:

- U18: AA and A
- U16: AA and A
- U15: AA
- U14: AA, A, and B
- U13: AA
- U12: AA, A, and B
- U10: AA, A, and B
- U8: Full Ice AAA
- U8 Full Ice: A and B
- U6/U8 Half Ice: A and B

All member organizations will self declare the division of competition for their teams. Following the parity event, teams will have the right to petition the AHF commissioner to move up or down a classification (i.e. AA to A or A to B). The team must email a written appeal to the AHF Commissioner within 3 days of the completion of the parity event. The AHF Commissioner will review the appeal and consult with the AHF competition committee. The AHF Commissioner's decision regarding the application is final and binding.

The commissioner has the authority to add subdivisions at each classification where the commissioner deems appropriate for competitive balance.

## Scheduling

### Loose Game Confirmations

Team managers of loose game opponents should email no later than one week in advance to confirm loose games. Refer to the team manager contact list.

### Showcase Scheduling

Showcase schedules will be released via GameSheet on the AHF Website 10-14 days prior to the showcase to allow AHF personnel enough time to evaluate game results and make best efforts to achieve parity at the second showcase.

### Playoff Dates and Locations:

Dates and locations for the AHF playoffs for each season will be determined and published following the publication of the AAHA district championship dates.

- February 18-20: Playoffs (16/18A, all AA excluding 12AA)
- February 24-26: Playoffs Might Full Ice and 10/12/14 A and B
- March 3-5: Playoffs 12AA

### Postponements

All requests to postpone and reschedule a game must be sent via email from the master scheduler of the clubs wishing to postpone/reschedule to the AHF commissioner and the opposing clubs master scheduler. The Commissioner has the right to deny any re-scheduling requests, re-schedule a postponed game at a time or venue he chooses, assign expenses as he chooses, make the final decision and will notify all parties. Any game that is approved for postponement and rescheduling must be rescheduled within ten (10) days of the original date and written notice via email must be sent to the AHF commissioner.

### Failure to Appear

A team which does not appear for a scheduled league game will forfeit the game and must pay a fine of \$1,000. A team that forfeits one (1) league games during the same season for failure to appear will be ineligible for playoff competition at the end of that season. A team that forfeits two (2) league games for failure to appear during the same season will immediately be removed from the league

## **SafeSport**

The AHF follows the USA Hockey SafeSport guidelines for its events and members. Per USA Hockey policy, all rostered players, coaches and managers must be screened with an active USA Hockey membership and SafeSport certification. All SafeSport incidents will be handled in conjunction with USA Hockey or the event's governing body. SafeSport is optional for scoreboard and clock operators but strongly encouraged.

## **Parent and Spectator Behavior**

The AHF abides by USA Hockey's Zero Tolerance Policy. The game will be stopped by game officials when parents/spectators displaying inappropriate and disruptive behavior interfere with other spectators or the game. The game officials will identify violators to the coaches for the purpose of removing parents/spectators from the spectator's viewing and game area. Once removed, play will resume. Lost time will not be replaced and violators may be subject to further disciplinary action by the local governing body. This inappropriate and disruptive behavior shall include but not be limited to:

- Use of obscene or vulgar language in a boisterous manner to anyone at any time.
- Taunting of players, coaches, officials or other spectators by means of baiting, ridiculing, threat of physical violence or physical violence.
- Throwing of any object in the spectators viewing area, players bench, penalty box or on ice surface, directed in any manner as to create a safety hazard.

## Season Structure

- 1) **Full-Season Clubs: AA**
  - 40 game schedule (28 home/away, 12 Showcase) for Squirt, PeeWee, Bantam, Midget (Midgets have the option of a short 24 game season)
  - 3 Showcases for all levels except half/split season Midget
- 2) **Full-Season Clubs: A&B**
  - 36 game schedule (28 League, 8 Showcase) for Squirt, PeeWee, Bantam, Midget (Midgets have the option of a short 24 game season)
  - 2 Showcases
- 3) **North & South Divisions - Half-Season Clubs:**
  - 16 game schedule (8 League, 8 Showcase)
  - 2 showcases
- 4) **Full-Ice Mites AAA Schedule Teams:**
  - 36 game schedule (24 home/away, 12 Showcase)
  - 3 showcases
- 5) **Half-Ice 8U Mites Teams:**
  - 24 game schedule (20 home/away, 4 Showcase)
  - 1 showcase
  - **Full Ice Mites Add On A & B Teams:**
    - 16 game schedule comprised of 8 League & 8 Showcase games (2 showcases)
- 6) **Half-Ice 6U Mites Teams:**
  - 16 game schedule (12 home/away, 4 Showcase)
  - 1 showcase

## All-Star Games

AHF will host all-star games during the season at all age levels and divisions that competed in the AHF for that season excluding half ice mites. All-star games will consist of 4 teams playing 2 games each. A/B games will be played on December 10th and AA games will be played on December 11th.

## All-Star Selections

Each division will have 4 all-star teams consisting of 2 goalies, 6 defenders, and 12 forwards for a total of 80 players. Each team will have a minimum of one player selected for the all-star games. The number of players each team will receive will be determined by the number of teams in the division along with the KRACH Rating of the team on **November 7**. The organizations must nominate players by **November 7** to the league. The league will notify teams of their selected players by **November 22**.

## Playoff Format

AHF will host playoffs at the completion of the season at all age levels and divisions that competed in the AHF for that season excluding half ice mites. Playoffs will follow a round robin format followed by a championship game with the two top seeded teams. The number of teams competing in a division will determine the number of teams that qualify for playoffs. Below are the minimum number of teams that will qualify for playoffs

- 9 or less teams in a division: minimum 4 teams qualify
- 10 or more in a division: minimum 6 teams qualify
- Lower seed is home team for all games (Team with the best regular season KRACH ratings)

### AHF Playoffs Round Robin Points Awarded

Type	Points
Regulation Win	3
OT Win	2
Shootout Win	2
OT Loss	1
Shootout Loss	1
Regulation Loss	0

### Formats

The following round robin formats will be used based on the number of teams qualifying for the playoffs at each division

#### 4 Team Round Robin Playoff Format

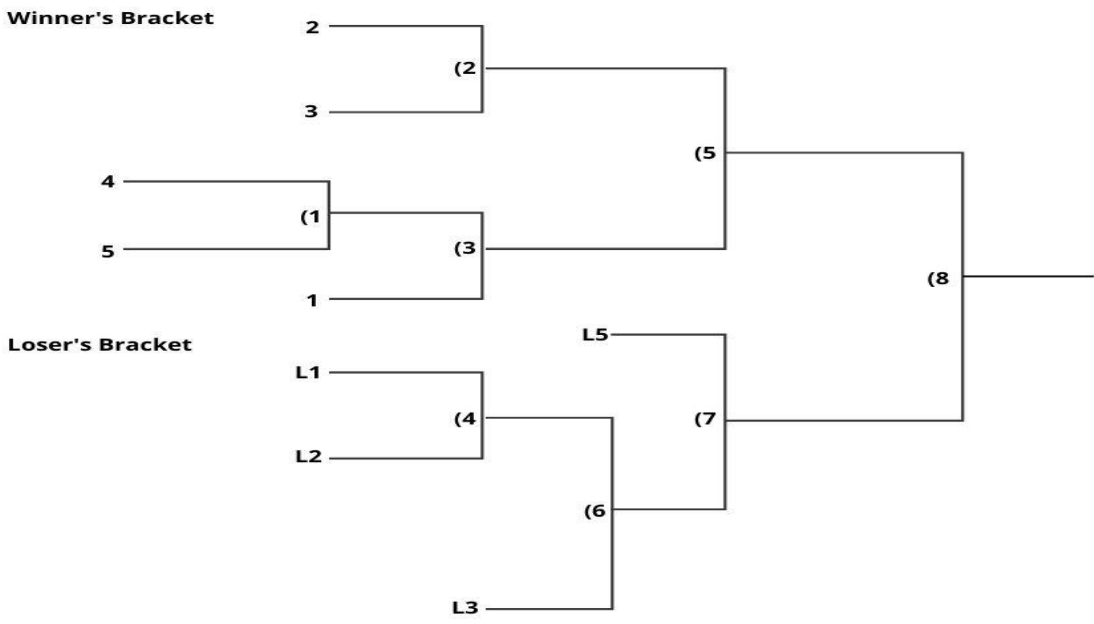
- Championship game:(determined by points earned in round robin play)
  - Winner Round Robin vs Round Robin Runner Up

Seed	Round Robin Opponent	Round Robin Opponent	Round Robin Opponent
#1	#2	#3	#4
#2	#1	#3	#4
#3	#1	#2	#4



#4	#1	#2	#3
----	----	----	----

5 Team Double Elimination Playoff Format



6 Team Round Robin Playoff Format:

- Championship game:(determined by points earned in round robin play)
  - Winner Round Robin vs Round Robin Runner Up

Seed	Round Robin Opponent	Round Robin Opponent	Round Robin Opponent
#1	#4	#5	#6
#2	#4	#5	#6
#3	#4	#5	#6
#4	#1	#2	#3
#5	#1	#2	#3
#6	#1	#2	#3

8 Team Round Robin Playoff Format:

- (2) Pools of four teams
  - Pool A(#1, #4, #5, #8)
  - Pool B(#2, #3,#6,#7)
- Championship Game:(determined by points earned in round robin play)
  - Winner Pool A vs Winner Pool B

<b>Pool A</b>			
<b>Seed</b>	<b>Round Robin Opponent</b>	<b>Round Robin Opponent</b>	<b>Round Robin Opponent</b>
<b>#1</b>	<b>#8</b>	<b>#5</b>	<b>#4</b>
<b>#4</b>	<b>#8</b>	<b>#5</b>	<b>#1</b>
<b>#5</b>	<b>#8</b>	<b>#4</b>	<b>#1</b>
<b>#8</b>	<b>#5</b>	<b>#4</b>	<b>#1</b>
<b>Pool B</b>			
<b>Seed</b>	<b>Round Robin Opponent</b>	<b>Round Robin Opponent</b>	<b>Round Robin Opponent</b>
<b>#2</b>	<b>#7</b>	<b>#6</b>	<b>#3</b>
<b>#3</b>	<b>#7</b>	<b>#6</b>	<b>#2</b>
<b>#6</b>	<b>#7</b>	<b>#3</b>	<b>#2</b>
<b>#7</b>	<b>#6</b>	<b>#3</b>	<b>#2</b>

10 Team Round Robin Playoff Format

- Championship Game: Determined by points earned in round robin play.
- Championship Game: Winner Round Robin vs. Round Robin Runner Up
  - Round Robin Winner home team in Championship game

<b>Seed</b>	<b>Round Robin Opponent</b>	<b>Round Robin Opponent</b>	<b>Round Robin Opponent</b>
<b>#1</b>	<b>#10</b>	<b>#9</b>	<b>#8</b>
<b>#2</b>	<b>#8</b>	<b>#10</b>	<b>#9</b>

#3	#9	#8	#10
#4	#7	#5	#6
#5	#6	#4	#7
#6	#5	#7	#4
#7	#4	#6	#5
#8	#2	#3	#1
#9	#3	#1	#2
#10	#1	#2	#3

### Playoffs Round Robin Tie Breakers

All round robin playoff tournaments will be subject to the tie breaking procedure provided in the USA Hockey Tournament Guide Book to determine the standings of the teams in the round robin playoff tournament.

The tie-breaker rules are as follows;

1. The results of only the head-to-head games played between the tied teams in the following order:
  - a. Most points earned.
  - b. Most total wins (whether in regulation, overtime and shootout).
  - c. Most regulations wins.
  - d. Differential — Subtracting goals against from goals for in these games, the positions being determined in order of the greatest surplus. A maximum goal differential of plus or minus eight (8) per game will be used in tie-breaking rules.
  - e. Quotient — Dividing the goals for by the goals against in these games, the positions being determined in order of the greatest quotient. If a game has a goal differential of more than eight (8) goals, the goals for will be decreased until there is a maximum of eight (8) more than goals against in a given game prior to dividing (i.e. 10-1 game would use 9-1 for purposes of quotient). A quotient involving dividing by zero 35 (0) has higher standing than a quotient from dividing by any number other than zero (0). Where two or more teams have no goals against and the quotient tie-breaker is required, the teams shall be ranked high to low in descending order of “goals for.”
  - f. Most periods won — In the games played by each tied team, points will be awarded for each regulation period won (2 points) and for each regulation period tied (1 point). Positions shall be in the order of highest point total.
2. If after applying the formulas of 1 a, b, c, d, e or f the tie still exists, the results of all the games played by the teams tied in the following order.
  - a. Most total wins (whether in regulation, overtime and shootout).

- b. Most regulations wins.
  - c. Differential — Subtracting goals against from goals for in these games, the positions being determined in order of the greatest surplus. A maximum goal differential of plus or minus eight (8) per game will be used in tie-breaking rules.
  - d. Quotient — Dividing the goals for by the goals against in these games, the positions being determined in order of the greatest quotient. If a game has a goal differential of more than eight (8) goals, the goals for will be decreased until there is a maximum of eight (8) more than goals against in a given game prior to dividing (i.e. 10-1 game would use 9-1 for purposes of quotient). A quotient involving dividing by zero (0) has higher standing than a quotient from dividing by any number other than zero. Where two or more teams have no goals against and the quotient tie-breaker is required, the teams shall be ranked high to low in descending order of “goals for.”
  - e. Most periods won — In the games played by each tied team, points will be awarded for each 36 regulation period won (2 points) and for each regulation period tied (1 point). Positions shall be in the order of highest point total.
  - f. Lowest number of penalty minutes — Calculate the number of penalty minutes accrued during all preliminary round games. The teams shall be ranked low to high in ascending order of “penalty minutes for.”
  - g. Quickest first goal — The team that scored the quickest goal in their preliminary round games shall be ranked highest.
3. If the above procedure does not break the tie, the teams shall use a shootout procedure as previously described. NOTE: A team may go into the tie-breaking process having defeated another of the tied teams and still not advance. NOTE: If a team forfeits any of its games, and becomes involved in any tie-breaking formula, the team that forfeited will not advance and all games played against the forfeiting team shall be recorded as 1-0 victories for all opposing teams.

**Note:** Refer to USA Hockey Tournament Guidebook 2021 Appendix 4 for Tie-Breaking Scenarios.

### Playoffs Round Robin and Championship Game Overtime Rules

All AHF round robin playoff and championship games tied after regulation, three periods, will move to a:

- (5) minute 3 v 3 sudden death overtime period
- If the game remains tied after the 3 v 3 sudden death overtime period the game will be decided by a shootout

### Playoffs Round Robin and Championship Game Shootout Rules

All AHF round robin and championship games tied after the sudden death overtime period will move to a shootout with the following format:

### Shootout Phase 1: Alternate Shot

- (3) unique shooters for each team alternating shootout attempts with the visiting team shooting first each time until all 6 shooters, 3 home and 3 visiting, have shot.
- The team that scores the most goals in Phase 1 is declared the winner.
  - If the teams score an equal number of goals in phase 1, the shootout moves to phase 2.
- A player whose penalty has not expired before the end of an overtime or regulation period is ineligible for the shootout and sudden death shootout.

### Shootout Phase 2: Sudden Death

- Visiting team will shoot first followed by the home team
  - If one team scores and the other does not the team that scores is the winner
  - If both teams score, move to the next round of sudden death shootout with visiting team shooting first followed by the home team
  - If both teams fail to score, move to the next round of sudden death shootout with the visiting team shooting first followed by the home team
- The home team and the away team may use the same shooter in consecutive round



## **Full Ice Mite AAA, A and B Rostering**

IMPORTANT: ROSTERS MUST BE INPUT to GAMESHEET BY AUG 1

### **Team Roster Input and Game Sheet Instructions**

**Training date options via Zoom will be emailed to Team Managers by AHF personnel.**

For general information frequently asked questions for Game Sheet, please visit the following links: **Account Management:**

<https://help.gamesheet.app/category/48-account-management>

**Training Videos:** <https://help.gamesheet.app/article/29-training-videos>

1. **Installing the App:** Download the GameSheet app by opening the “GameSheet” app through your web browser on your iPad. [https://www.youtube.com/watch?v=-QDae4l8dzE&ab\\_channel=GameSheetInc](https://www.youtube.com/watch?v=-QDae4l8dzE&ab_channel=GameSheetInc)
2. **Create Account:** Create an account by going to <https://gamesheet.app/account/new> and completing the registration form.  
<https://help.gamesheet.app/article/28-team-user-invitation-email-template>
  - a) You will need your Team’s Invitation Code — which has been shared. If you don’t have it, please contact the Commissioner or Deputy Commissioner. You may share this Invitation Code with others that you want to be able to view completed score sheets, and or manage your team's roster.
  - b) If you already have an account, you can update it to include this new team by clicking on your name in the top right corner of the Dashboard and then Accept Invitation.**
3. **Logging into the App:** Your login into the iPad with your access key which will be provided by the AGHF  
[https://www.youtube.com/watch?v=aV-AZbCAzJ0&ab\\_channel=GameSheetInc](https://www.youtube.com/watch?v=aV-AZbCAzJ0&ab_channel=GameSheetInc)
4. **Starting New Game On Game Day:** Once you are logged in you will select the game tab. You will then select the current season.
  - a) You will then select the away team’s division and team you are playing. You will repeat this process for the home team as well.
  - b) Then you select the game date and add the time. After this press the Create button and the roster will already be there for the game and won’t need to be input manually.  
[https://www.youtube.com/watch?v=8qJ70wzCI9M&ab\\_channel=GameSheetInc](https://www.youtube.com/watch?v=8qJ70wzCI9M&ab_channel=GameSheetInc)
5. **Selecting Starting Goalie:** After you have created the game, the rosters and game details will

pop up. After this you will click on the visiting team roster and choose the starting goalie. Repeat the process for the home team roster. After you have done this, you will then need to sign your name.

[https://www.youtube.com/watch?v=u0\\_1EYTVkHI&ab\\_channel=GameSheetInc](https://www.youtube.com/watch?v=u0_1EYTVkHI&ab_channel=GameSheetInc)

6. **Editing A Roster:** If you have players sitting out, or are serving suspension: click on the players “Status” which will give you the options of selecting “Playing, Sitting out, Suspended.” If you edit a suspended player you will need to say they are serving 1/1 or 1 / 2. The same process can be applied to the coaches. If the Head Coach isn’t at the game you will need to select a new head coach for the team.

[https://www.youtube.com/watch?v=UG14SiT0eIg&ab\\_channel=GameSheetInc](https://www.youtube.com/watch?v=UG14SiT0eIg&ab_channel=GameSheetInc)

[https://www.youtube.com/watch?v=6ClvXmQ4Fb4&ab\\_channel=GameSheetInc](https://www.youtube.com/watch?v=6ClvXmQ4Fb4&ab_channel=GameSheetInc)

7. **Edit Player:**

a) Select the Team Roster page

b) Click / Tap on the name of the player you'd like to update. This will engage the edit mode c) With edit mode now engaged, click / tap on the field you want to change.

d) Make the desired changes

e) Click / Tap the "Save" button

8. **Player Attributes & Photo Headshots:** Player pictures are strongly recommended but optional for all teams. Player pictures are due to be uploaded by August 1st. Players need to look professional for the pictures. Also, it is recommended a player’s profile include all attributes beyond just their name and jersey number. Attributes such as player weight, height, age, etc. are set in the Dashboard and these attributes will be displayed.

a) Player attributes and photo headshots can be edited by clicking on “Actions” and then “Extended Player Attributes”

<https://help.gamesheet.app/article/30-roster-management>

<https://help.gamesheet.app/article/32-extended-player-attributes>

9. **Changing a Jersey Number, Position, or Duty:** If a player forgets his jersey you can select his number on the roster and change it to whatever it may be for that game. It will have the options to select for changing it “permanently” or “This game only”. You may also select “duty” next to a player’s name and make them the captain if your team has one.

[https://www.youtube.com/watch?v=OtXsbIfVkc0&ab\\_channel=GameSheetInc](https://www.youtube.com/watch?v=OtXsbIfVkc0&ab_channel=GameSheetInc)

10. **Coaches Signature:** You will need the coaches electronic signature on the iPad by clicking the blue pen squiggle and then they will be able to sign with their finger.

[https://www.youtube.com/watch?v=qx-e3n7ajjE&ab\\_channel=GameSheetInc](https://www.youtube.com/watch?v=qx-e3n7ajjE&ab_channel=GameSheetInc)



11. **Adding Coach or Player:** If you need to add a player at the bottom of the roster when you're on the game page you can select "+add player". You can do the same thing for Coaches. No players may be added after August 10. Only the league office may add players after August 10 submitted with the Add/Drop form attached to this document.  
[https://www.youtube.com/watch?v=zwUqZi5UcQI&ab\\_channel=GameSheetInc](https://www.youtube.com/watch?v=zwUqZi5UcQI&ab_channel=GameSheetInc)
12. **Error on Roster Page:** If all the coaches and team manager have not signed the iPad it will show there is an error. You can click on the error and it will tell you what the problem is.  
[https://www.youtube.com/watch?v=SGkQpby8rDI&ab\\_channel=GameSheetInc](https://www.youtube.com/watch?v=SGkQpby8rDI&ab_channel=GameSheetInc)
13. **Scoring Page:** Once you have gotten all the signatures and added the rosters. You will then be sent to the scoring page. This is where you enter goals, penalties, and can add shots as well. You will be able to change the period at the top of the scoring page. You can also change the goalies if there is a goalie change. If a team pulls a goalie you touch change goalie as well and it will have the option to type when the goalie was pulled that way it won't hurt goalie's stats.  
[https://www.youtube.com/watch?v=3OPTWXUIkn0&ab\\_channel=GameSheetInc](https://www.youtube.com/watch?v=3OPTWXUIkn0&ab_channel=GameSheetInc)  
[https://www.youtube.com/watch?v=ftRYROHvFIE&ab\\_channel=GameSheetInc](https://www.youtube.com/watch?v=ftRYROHvFIE&ab_channel=GameSheetInc)
14. **Adding a Goal:** You will touch "Add Goal" for the team that scores. Then you will need to a. type the time of the goal,  
 b. person who scored the goal,  
 c. add any assist. If there is only one assist then you can touch away from that area and it will disappear.  
[https://www.youtube.com/watch?v=6QXV5n1cCpE&ab\\_channel=GameSheetInc](https://www.youtube.com/watch?v=6QXV5n1cCpE&ab_channel=GameSheetInc)
15. **Adding a Penalty:** You will touch "Add Penalty" just as you would with "Add Goal". a. type the time of the penalty  
 b. duration of the penalty  
 c. select the type of penalty  
 d. select the player  
 e. Type the on time when the player returns to play  
[https://www.youtube.com/watch?v=OXslP5bQQJY&ab\\_channel=GameSheetInc](https://www.youtube.com/watch?v=OXslP5bQQJY&ab_channel=GameSheetInc)
16. **Script Feature:** the megaphone underneath the script will give you a written version of the goal or penalty to read from.  
[https://www.youtube.com/watch?v=yeXnL\\_Q\\_Wvk&ab\\_channel=GameSheetInc](https://www.youtube.com/watch?v=yeXnL_Q_Wvk&ab_channel=GameSheetInc)
17. **Add in a Game Misconduct Penalty:** You will follow the same steps for penalty. When selecting the penalty, all of the types of "Game Misconduct Penalties" will be available to choose from.

[https://www.youtube.com/watch?v=OXslP5bQQJY&ab\\_channel=GameSheetInc](https://www.youtube.com/watch?v=OXslP5bQQJY&ab_channel=GameSheetInc)

18. **Deleting a Mistake:** If you make a mistake when adding a goal or penalty swipe left on the goal or penalty. After this a delete button will appear on the right side of your goal or penalty. Then click delete.

[https://www.youtube.com/watch?v=O7M83SGwB7A&ab\\_channel=GameSheetInc](https://www.youtube.com/watch?v=O7M83SGwB7A&ab_channel=GameSheetInc)

19. **Ending A Game:** Once the game is completed click “End Game” in the top right hand corner. [https://www.youtube.com/watch?v=-kVZ\\_gX4\\_IA&ab\\_channel=GameSheetInc](https://www.youtube.com/watch?v=-kVZ_gX4_IA&ab_channel=GameSheetInc)

**Uploading the Game:** After you have clicked the end game. It will take you to the refs page. After they sign it they click the top the left hand corner to lock the game. Which will take you to the upload screen.

[https://www.youtube.com/watch?v=nTUMmWibMsQ&ab\\_channel=GameSheetInc](https://www.youtube.com/watch?v=nTUMmWibMsQ&ab_channel=GameSheetInc)

21. **Sending Feedback:** on the homepage of the GameSheet app in the top right-hand corner there is a gear mechanism that will give you the options for:

- a. How - to Videos
- b. Send Feedback
- c. Contact Support: use this if you are having trouble uploading the games or something isn't working.
- d. Logout

[https://www.youtube.com/watch?v=Mcw96BPJikY&ab\\_channel=GameSheetInc](https://www.youtube.com/watch?v=Mcw96BPJikY&ab_channel=GameSheetInc)

22. **Coaches and Managers Review of GameSheet :**

[https://www.youtube.com/watch?v=\\_NVRJoIsHGM&ab\\_channel=GameSheetInc](https://www.youtube.com/watch?v=_NVRJoIsHGM&ab_channel=GameSheetInc)

[https://www.youtube.com/watch?v=75Btgn0FSJo&ab\\_channel=GameSheetInc](https://www.youtube.com/watch?v=75Btgn0FSJo&ab_channel=GameSheetInc)

23. **Game Sheet Trailer:**

[https://www.youtube.com/watch?v=6VMNULCyTJw&ab\\_channel=GameSheetInc](https://www.youtube.com/watch?v=6VMNULCyTJw&ab_channel=GameSheetInc)