

Atlantic Hockey Federation Guidebook
2023-2024

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## Contact Information

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## AHF Important Upcoming Dates

- March 15
- March 27
- April 3
- April 17
- April 29-30
- June 1
- June 23
- August 4
- August 19
- December 9-10
- February 4
- February 11
- February 17-19
- February 23-25
- February 24-26
- March 1-3
- May 4
- May 4
- May 9
- May 23
- June 1
- June 1
- July 6
- July 6
- August 3
- August 3
- August 15
- September 7
- September 7
- October 5
- October 5
- October 24
- November 2
- November 2
- December 7
- December 7
- January 4
- January 4
- January 30
- February 1
- February 1

12U \& Younger Pre- Declarations due to league
12U \& Younger Post-Declarations due to league
$13 U$ \& Older Pre-Declarations due to the league
$13 U$ \& Older Post-Declarations due to the league
Spring Parity Festival
Team Scheduling Begins
Home Schedule Due
USA Hockey Roster \& Player Registration Due
Season Starts
All-Star Games
Regular Season Ends (All AA, 16/18 A)
Regular Season Ends (10U/12U/14A\&B)
AA Playoffs (NOT 11/12AA) \& 16/18A Playoffs
A\&B Championship Playoffs 10/12/14U \& AGHF 14U-19U Playoffs
A\&B Silver Playoffs Mite Add On/10/12U
11/12AA Playoffs / AGHF 10 and 12U Playoffs

## AHF Meeting Dates

Directors / Organization Management Meeting (Virtual) - 10 am Managers Meeting (Virtual) - 6:30 pm
Board of Directors Meeting (In Person)
Directors / Organization Management Meeting
Directors / Organization Management Meeting (Virtual) - 10 am
Managers Meeting (Virtual) - 6:30 pm
Directors / Organization Management Meeting (Virtual) - 10 am
Managers Meeting (Virtual) - 6:30 pm
Directors / Organization Management Meeting (Virtual) - 10 am
Managers Meeting (Virtual) - 6:30 pm
Board of Directors Meeting (Virtual)
Directors / Organization Management Meeting (Virtual) - 10 am
Managers Meeting (Virtual) - 6:30 pm
Directors / Organization Management Meeting (Virtual) - 10 am
Managers Meeting (Virtual) - 6:30 pm
Board of Directors Meeting (In Person)
Directors / Organization Management Meeting (Virtual) - 10 am
Managers Meeting (Virtual) - 6:30 pm
Directors / Organization Management Meeting (Virtual) - 10 am
Managers Meeting (Virtual) - 6:30 pm
Directors / Organization Management Meeting (Virtual) - 10 am
Managers Meeting (Virtual) - 6:30 pm
Board Meeting (In person)
Directors / Organization Management Meeting (Virtual) - 10 am Managers Meeting (Virtual) - 6:30 pm

## Federation Educational Series Dates

- October 17
- October TBD
- November 8th
- December TBD
- January TBD
- February TBD

Intro To Hockey (10U/12U Focus) - 7PM EST
ACHA (18U Focus)
College Hockey Inc (14/15/16U) - 7 PM EST
Online
Agent \& Advisor
Pathway to Juniors

## 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 2023-2024 season the AHF will offer the following divisions at these age classifications:

- 18U: AA and $A$
- 16U: AA and A
- 15U: AA
- 14U: AA, A, and B
- 13U: AA
- 12U: AA, $A$, and $B$
- 11U: AA
- 10U: $A A, A$, and $B$
- 9U: AA
- 8U: Full Ice AAA
- 8 U Full Ice: $A$ and $B$
- 8U/6U Half Ice: A and B


## Declarations

Self Declare
All member organizations will self declare the division of competition for their teams. Prior to parity, each hockey director will project each team as top third, middle third, or bottom third prior to parity.

## Changing Declared Level of Play

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.

## Subdivisions

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 a minimum of 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.

## Re-scheduling a game

To reschedule a game, an email should be sent by the organization scheduler to the league Director of Scheduling with the new date, time, and location of the game. The other team's organization scheduler should be on the email along with both teams hockey directors, coaches, and managers. Once the email is confirmed by both teams, the league will reschedule the game with no fines to either team.

## Postponements

All requests to postpone (or 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.

- Once the league schedule is released on the league website, League members will have 14 days to make changes without penalty. Any change to a schedule must be agreed to by both teams involved. The Commissioner has the discretion to fine a member organization $\$ 250$ per schedule change after August 1st.
- After January 1, no schedule changes can take place without the approval of the Commissioner.
- Any postponed league game will result in a $\$ 250$ fine and must be rescheduled within ten (10) days of the date the game was postponed. 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.
- If a League Member team drops out of the league after July 20, the Commissioner shall have the authority to re-formulate the schedule and any other related matters.


## Failure to Appear (Game Cancelations)

- A team which does not appear for a scheduled league game (cancel a game) will forfeit the game and must pay a fine of $\$ 1,000$ plus game expenses to the home team (Showcase Rates- Ice and Refs). The game will be recorded as a 1-0 score in the
standings. All fines must be paid prior to playoffs. Any unpaid fines may result in a team's disqualification from the playoffs and expulsion from the league.
- A team that forfeits two (2) 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 three (3) league games for failure to appear during the same season will immediately be removed from the league with no refund.


## Season Structure

For Full Season Structure Details, please refer to AHF Rule Book 4.2

- Full-Season Clubs: AA
- 40 game schedule (28 home/away, 12 Showcase)
- 3 Showcases for all levels except NJ Split Season
- New York Full Season: 24 games (12 home/away, 12 showcase)
- Full-Season Clubs: A\&B
- 36 game schedule (28 home/away, 8 Showcase)
- New York Full Season: 20 games (12 home/away, 8 showcase)
- North \& South Divisions - Partial-Season Clubs:
- South 16 game schedule (8 home/away 8 Showcase) - 3 showcases optional
- New York
- AA: 16 Games schedule (4 away, 12 showcase)
- Teams may request to play 8 Showcase games which may or may not be accepted
- A/B: 16 Games (8 away, 8 showcase)
- Home games when available
- National Conference: AA
- 12 games schedule
- Teams must attend at least 2 AHF Showcases including 1 in Mid-Atlantic
- Loose games may be scheduled for remaining 4 games
- All Games must be concluded by January 15, 2024
- Full-Ice Mites AAA Schedule Teams:
- 36 game schedule (24 home/away, 12 Showcase)
- 3 showcases
- 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
- Half-Ice 6U Mites Teams:
- 16 game schedule (12 home/away, 4 Showcase)


## Divisions

- North: New York and Connecticut
- New Jersey
- Pennsylvania: Eastern Pennsylvania, Greater Philadelphia
- South: Delaware, Maryland, and Virginia
- National: Any team not in above geographic regions


## 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 Selections

Each division will have 2 all-star teams consisting of 2 goalies, 6 defenders, and 12 forwards for a total of 40 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

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. 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

- 13U-18U ages
- 40-50\% of teams shall participate in a playoff
- If less than 40-50\% of NJ / PA teams are participating in the playoffs, a subdivision playoff shall be offered
- All 10U-12U teams have the options to participate in a playoffs
- Teams must declare by August 1st if they will participate in a $2 n d$ division playoff (gold/silver/bronze divisions)


## 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

- AHF will seek to award various championships within its playoff structure
- Full Season and Partial Season Championship (Semi-Finals)
- State Championship for any state that has more than 6 organizations and desires a state championship within the AHF structure.
- Awards will be given to NJ and PA state Champions
- A 4 team round robin format will be used for each division.
- Expanded Playoff Tree will be utilized with Division with a National Conference
- Partial Season Playoffs must start on Friday
- Full Season Championship will be a three day championship
- Qualification will be based on KRACH Ratings including all AHF Play.
- Wild Cards shall be awarded to highest KRACH rated team (Non National Conference)
- The Competition Committee has the ability to amend format based on size of a division.

| Full Season Championships |  |  |  | Partial Season Championships |  |
| :---: | :---: | :---: | :---: | :---: | :---: |
| If Penn or NJ has 7 or more, see $\mathrm{A} / \mathrm{B}$ for Playin |  |  |  | If no national at age, becomes wildcard spots 5 \& 6 |  |
| 10/12 AA - See A/B for playln |  |  |  |  |  |
| Pennslyvania |  |  |  |  | National 1 |
| PA 1st |  |  |  |  | South 1 |
| PA 2nd |  |  |  |  | New York 2 |
| PA 3rd |  |  |  |  | Wild Card 1 |
| PA 4th |  |  |  |  | Wild Card 4 |
|  |  |  |  |  |  |
|  |  | Atlantic Champion |  | National Champ |  |
|  |  |  |  |  |  |
| New Jersey |  |  |  |  | National 2 |
| NJ 1st |  |  | AHF Champion |  | South 2 |
| NJ 2nd |  |  |  |  | New York 1 |
| NJ 3rd |  |  |  |  | Wild Card 2 |
| NJ 4th |  |  |  |  | Wild Card 3 |

## Expanded Playoffs

| Full Season Championships |  |  | Monday |  | Partial Season Championships |  |  |
| :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: |
| Saturday/Sunday | Sunday |  |  |  | Sunday PM | Sun Am | Friday/Saturday |
|  |  |  |  |  |  |  | East 1 |
|  |  |  |  |  |  |  | South 1 |
|  |  |  |  |  |  |  | Wild Card 1 |
|  |  |  |  |  |  |  | North 2nd |
|  |  |  |  |  |  |  | North 3rd |
| Pennslyvania |  |  |  |  |  |  |  |
| PA 1st |  |  |  |  |  |  | East 2 |
| PA 2nd |  |  |  |  |  |  | South 2 |
| PA 3rd |  |  |  |  |  |  | South 3 |
| PA 4th |  |  |  |  |  |  | North 1 |
|  |  |  |  |  |  |  | Wild Card 2 |
|  |  | Atlantic Champion |  | National Champion |  |  |  |
|  |  |  |  |  |  |  | National A |
| New Jersey |  |  |  |  |  |  | National 1st |
| NJ 1st |  |  | AHF Champion |  |  |  | National 4th |
| NJ 2nd |  |  |  |  |  |  | National 5th |
| NJ 3rd |  |  |  |  |  |  | National 8th |
| NJ 4th |  |  |  |  |  |  |  |
|  |  |  |  |  |  |  | National B |
|  |  |  |  |  |  |  | National 2nd |
|  |  |  |  |  |  |  | National 3rd |
|  |  |  |  |  |  |  | National 6th |
|  |  |  |  |  |  |  | National 7th |

## 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 $1 \mathrm{a}, \mathrm{b}, \mathrm{c}, \mathrm{d}$, 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 $3 \vee 3$ 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


## 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.

## Roster Changes

- Roster changes must be submitted via the AHF Manager's portal 24 hours prior to game start time (Weekend Games) and by 5pm on Friday for weekend games.
- Submissions after the deadlines are not guaranteed to be approved for the game.
- A team that plays a player not on the active roster is subject to penalties which can include forfeiture of the game and may be ruled playoff ineligible.
- Rule will be waived in instances where a team must use an emergency goalie to play the game as scheduled.
- Please refer to rule 5.1 in the AHF Rule Book for complete details.


## Scoring Changes

- Please submit all scoring changes via the AHF Manager's portal.
- Only scoring changes with video and the required information that are submitted by a coach or team manager will be accepted.
- Please note it is the coach's responsibility to verify the scoresheet at the conclusion of the game.


## Penalty Review

Please refer to the Federation Discipline policy in the AHF rule book for complete details.

- The Federations will NOT use video review for the purpose of changing any on ice call, UNLESS the video clearly and unambiguously demonstrates MAJOR/GAME MISCONDUCT penalty assessments were made to the wrong player and the competition committee unanimously agrees.
- Video submitted for potential review by Federation, will only be accepted/considered if presented by a member Association's Hockey Director or President. (No individual or parent submissions will be accepted.)


## 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 scorebox 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.
- Inappropriate social media posts and/or email communication with Federation league office.


## Spectator and Player Video Policy

It is illegal to video any games in the AHF. If a player, parent, family member or friend produce (or any other version of such) a video or livestream or any other broadcast production of an AHF event or game, the player can be immediately suspended or dismissed from the team, league or tournament for the remainder of the season with no refunds provided.

## Team Roster Input and Game Sheet Instructions

## IMPORTANT: ROSTERS MUST BE INPUT to GAMESHEET BY AUG 1

## 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? $==-$ QDae418dzE\&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 AHF
https://www.youtube.com/watch?v=aV-AZbCAzJ0\&ab channel=GameSheetInc
4. Selecting Game: Once you are logged in you will select the new game tab. Then select "load from schedule".
a) Then you will select the correct date and division to find the game you will be scoring.
b) All games will be loaded into the Gamesheet. There is no need to "Create a new game".

## https://www.youtube.com/watch?v=8qJ70wzCI9M\&ab channel=GameSheetInc

5. Selecting Starting Goalie: After you have selected the correct 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
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=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

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
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
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

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=Ga meSheetInc https://www.youtube.com/watch?v=ftRYRQHvFIE\&ab channel=Game SheetInc
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=Gam
eSheetInc 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
15. 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
16. 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
17. 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
18. Ending A Game: Once the game is completed click "End Game" in the top right hand corner. https://www.youtube.com/watch? $\mathrm{v}=-\mathrm{kVZ}$ gX4 IA\&ab channel=GameSheetInc 20. 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
19. 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
20. Coaches and Managers Review of GameSheet :
https://www.youtube.com/watch?v= NVRJoIsHGM\&ab_channel=Ga meSheetInc https://www.youtube.com/watch?v=75Btgn0FSJo\&ab channel=GameS heetInc

## 23. Game Sheet Trailer:

https://www.youtube.com/watch?v=6VMNULCyTJw\&ab channel=GameSheetInc

