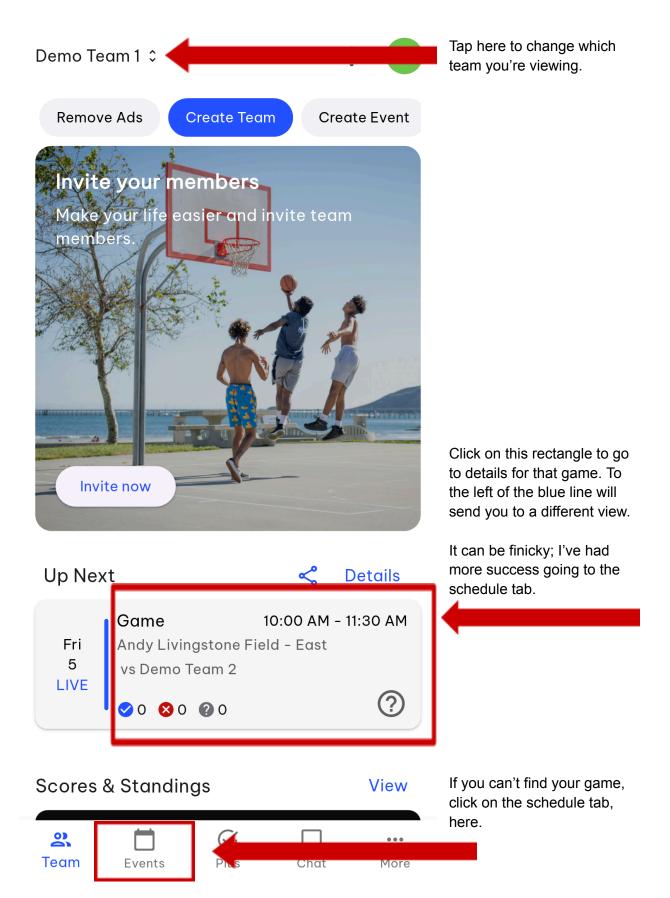
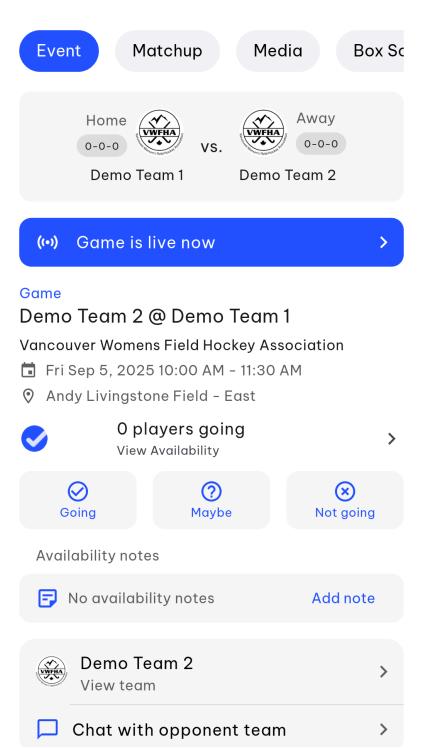


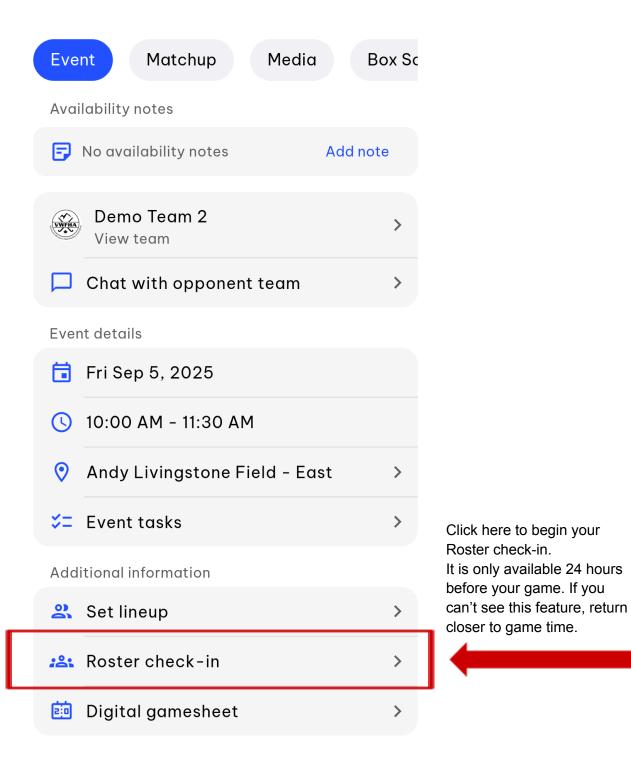
TeamLinkt Roster Check-in and Digital Gamesheet Instructions

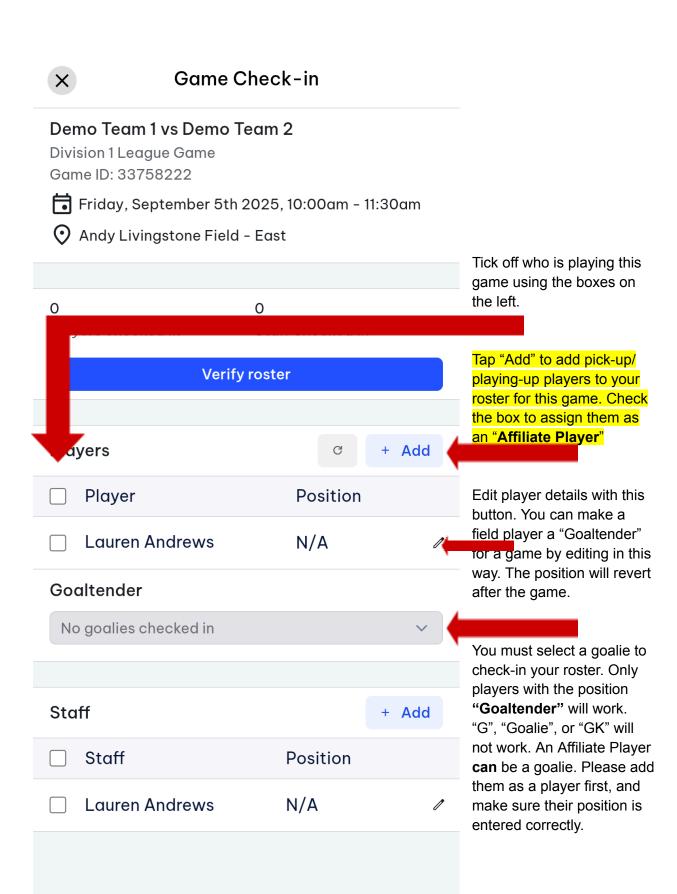


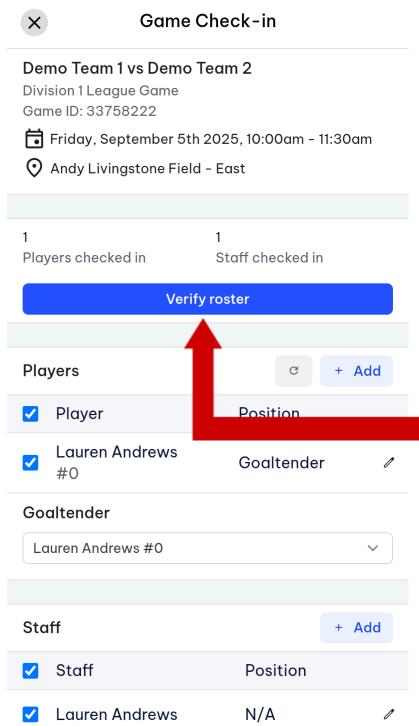


This is the game page. Some features will not be available if the game is not "live"

Scroll down to view more options.





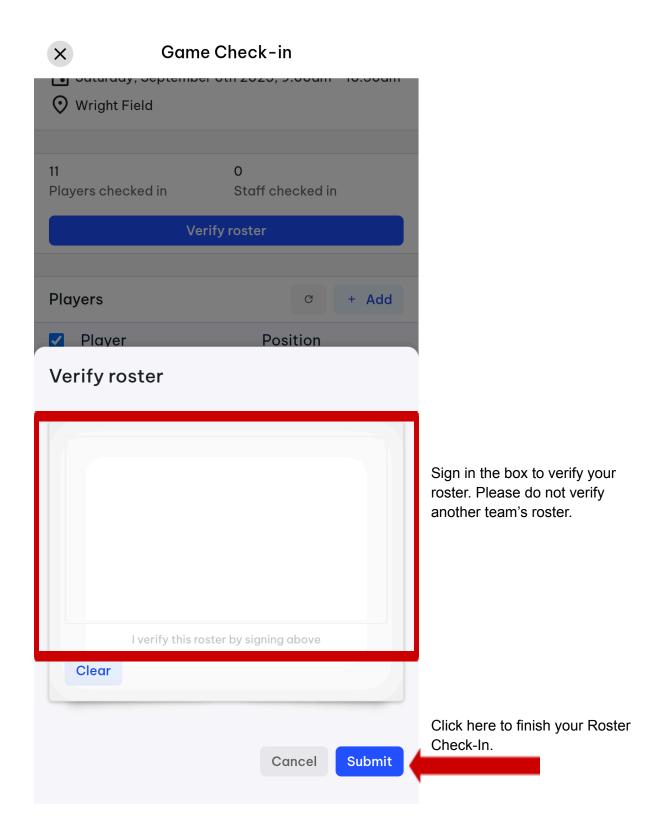


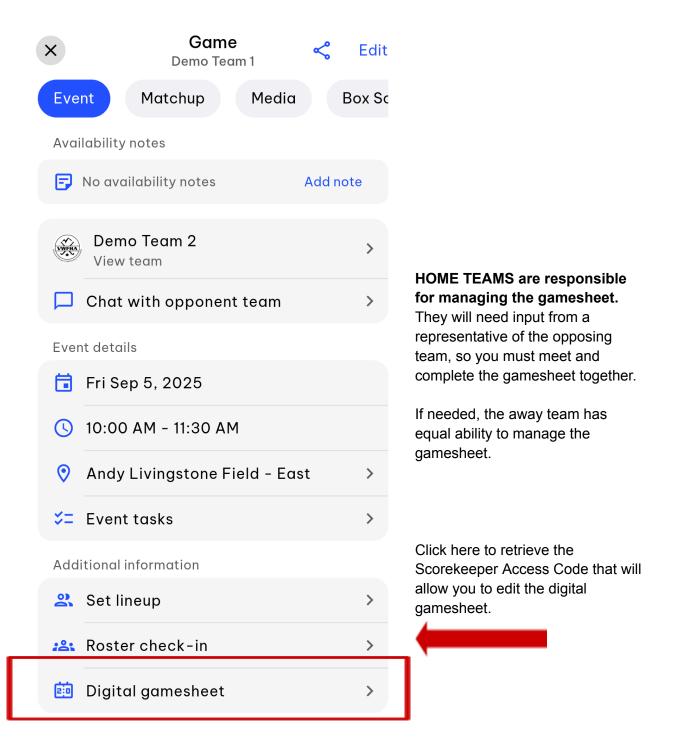
Jersey numbers only need to be correct in Premier, but if you have them, please enter the right number.

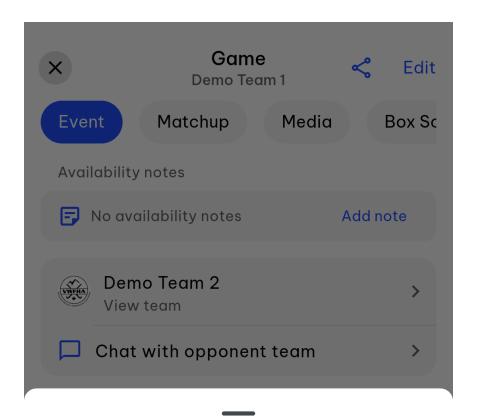
If you're playing with 11 field players, make a fake Substitute Player with an identifiable fake name (e.g., No Goalie Dressed), mark their position as "Goaltender", and select them to be your goalie.

If a field player is playing as goalie to fill in, make a fake goalie profile for them as a Substitute Player, following the same steps.

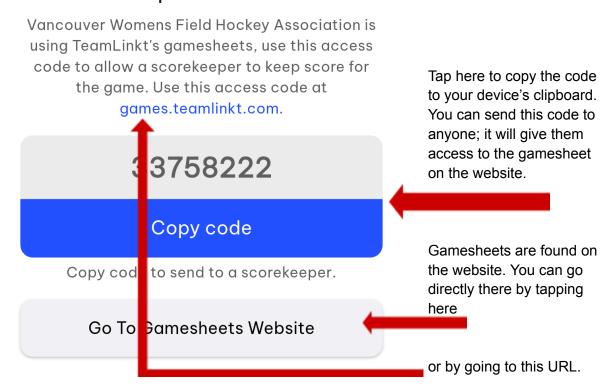
When complete, click here to verify your.

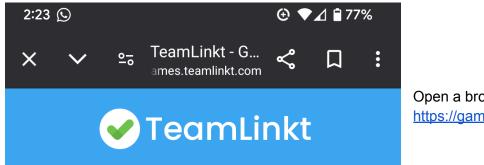






Scorekeeper Access Code





Open a browser and go to https://games.teamlinkt.com/

Digital Gamesheet

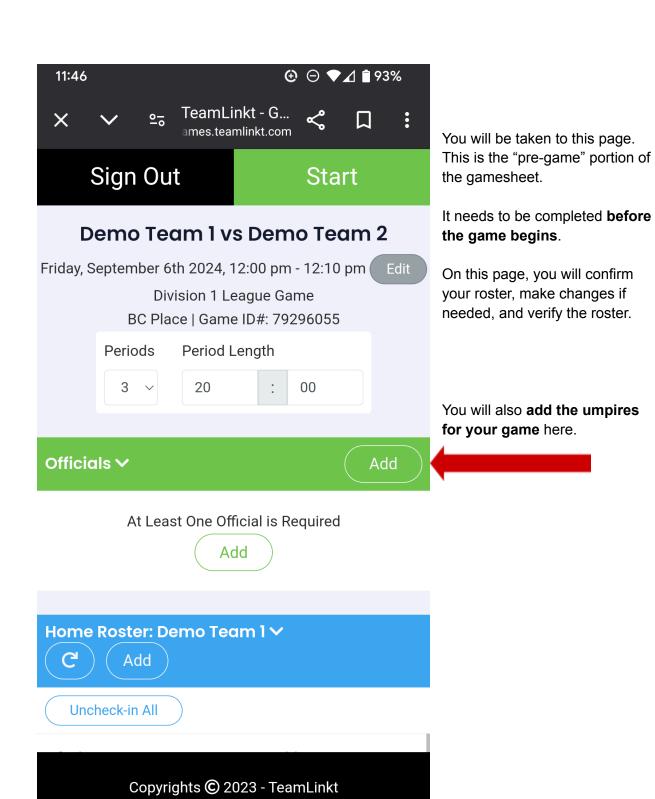
Enter Your Game ID#

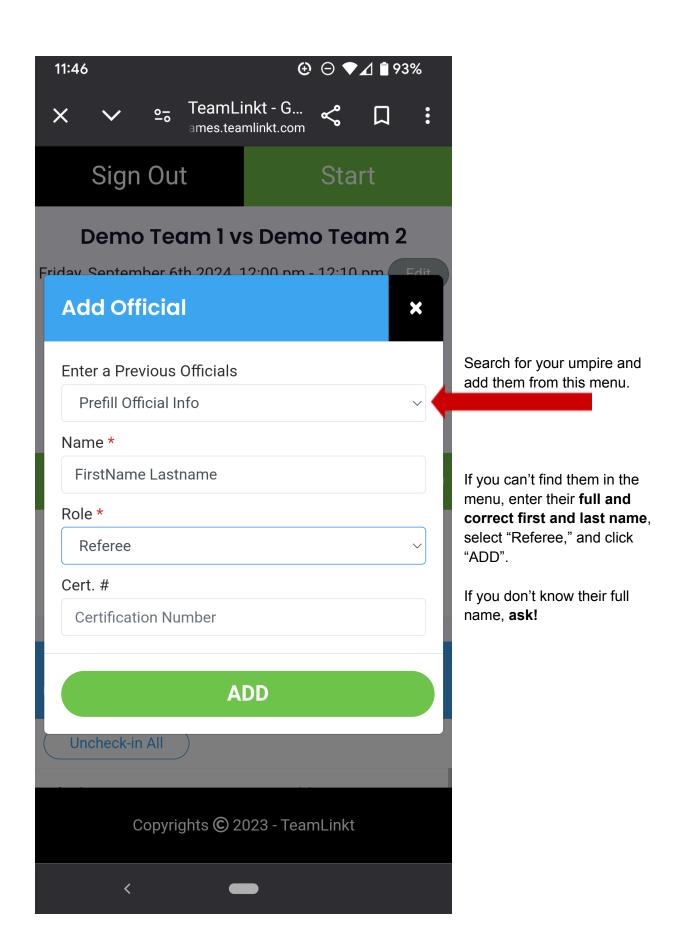
Enter the Scorekeeper Access
Code you copied from the app.

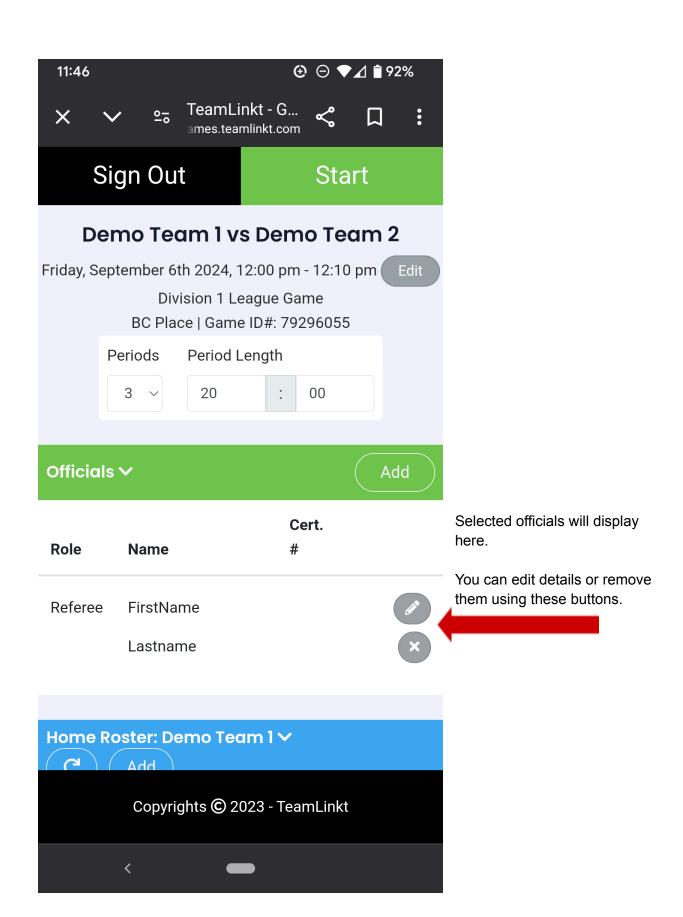
SUBMIT

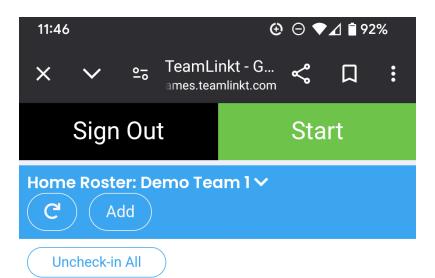
Note: Your Game ID# is available in the event details of the TeamLinkt App.

A better way to manage sports.









Playing
#
Name
Position

✓
12
Grace (SUB)
Forward

✓
Lauren Andrews
Goaltender

✓
Suzy

Scroll down to confirm your roster here.

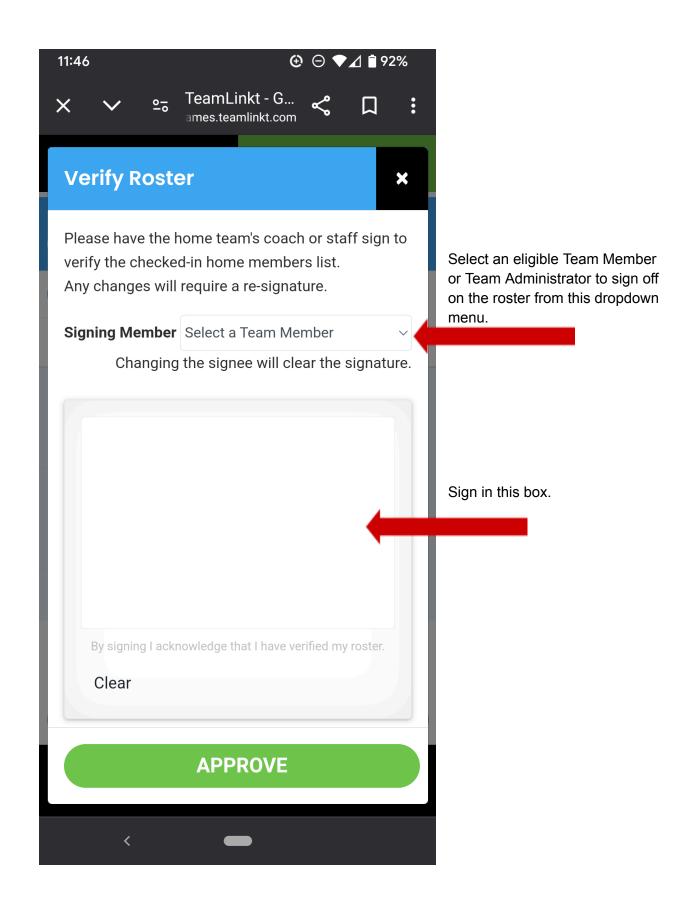
Players Checked in: 3

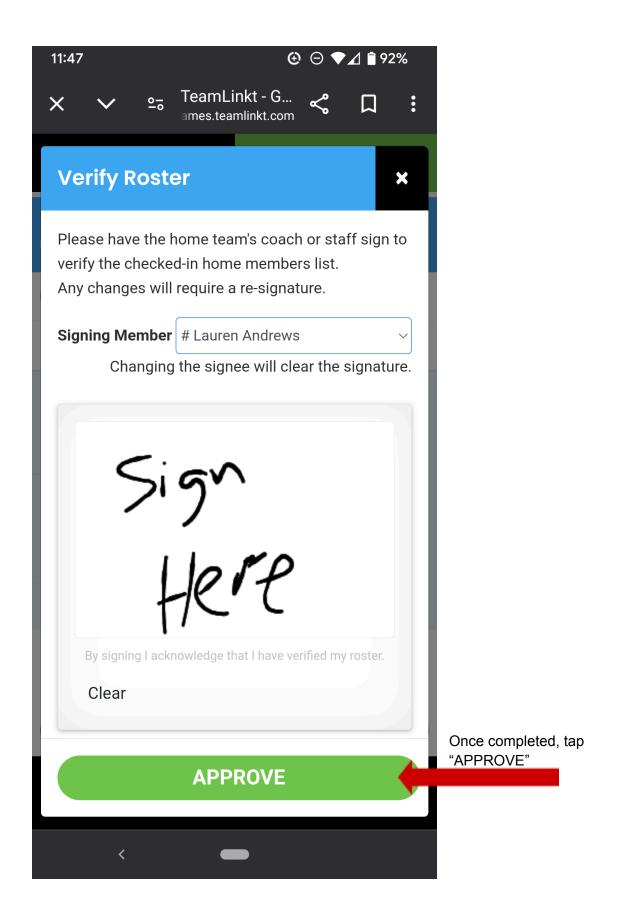
Coaches & Staff Checked in: 0

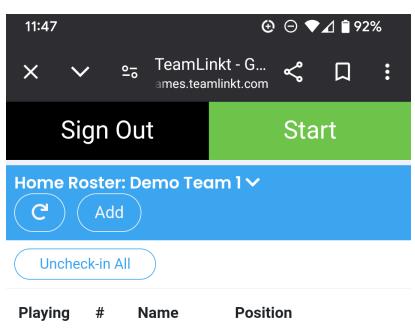
When everything is correct, tap "Verify Roster"

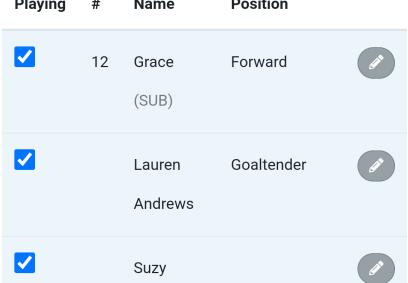
Verify Roster

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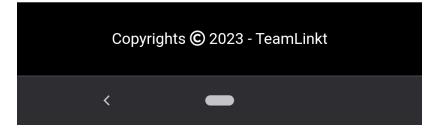




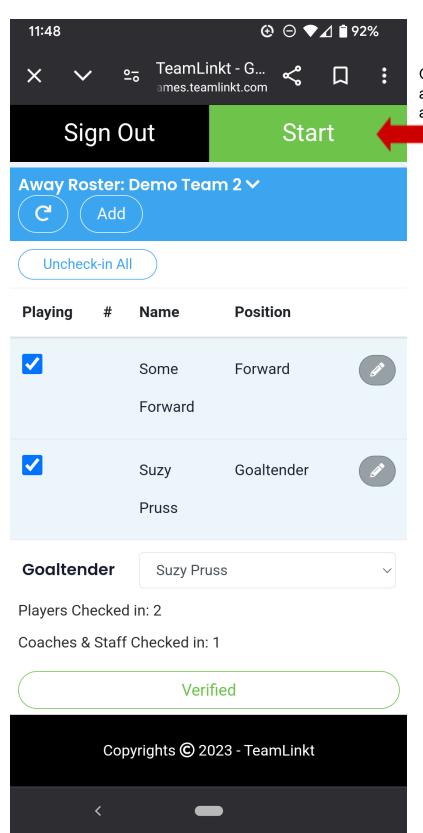


Players Checked in: 3

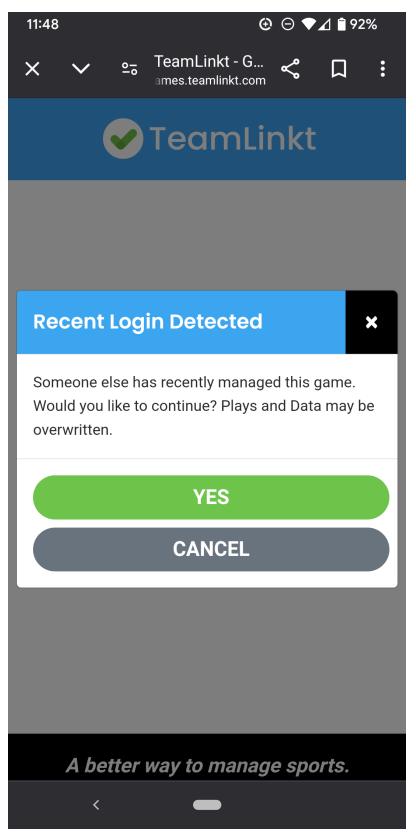




Remember, all of this is done on one device for both teams! Scroll down to verify the Away Team's roster.



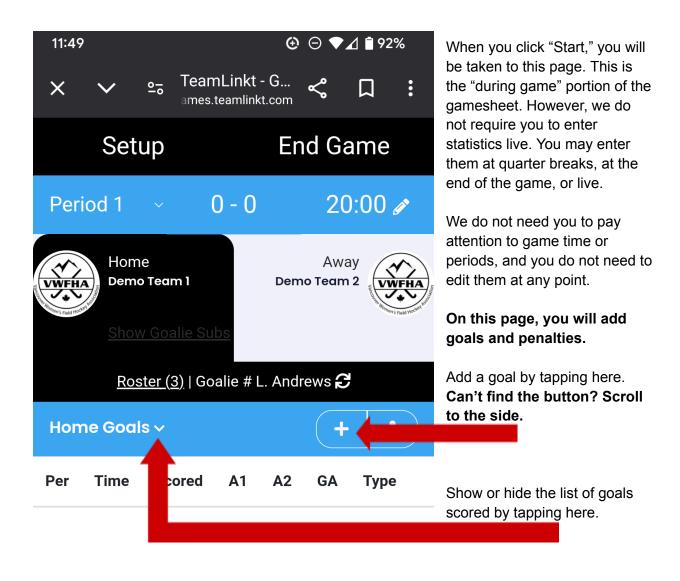
Once both rosters are verified, and both umpires have been added to the game, tap "Start".



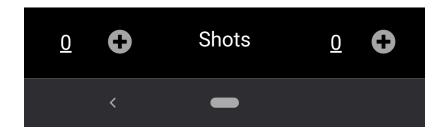
The Scorekeeper Access Code enables many people to access and edit the gamesheet, but edits cannot be made on two devices simultaneously.

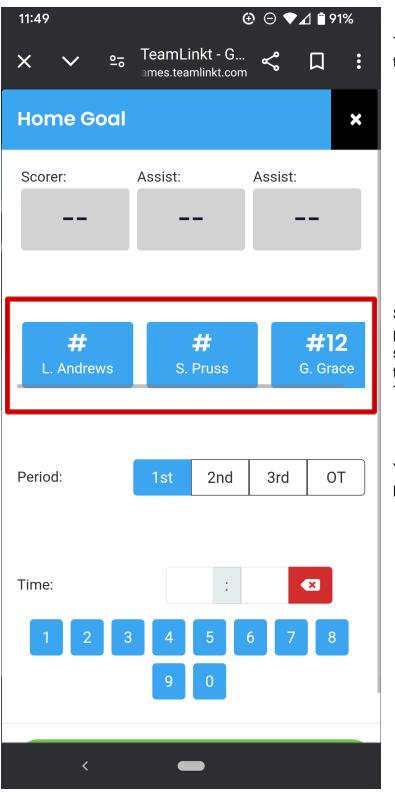
If you get this notification when entering the access code, find out who else is editing the gamesheet and have one person log out of it prior to managing the game.

It is best practice to work together with the other team to ensure all data is entered correctly by the appropriate person throughout the game. For example, you may not verify the other team's roster. It prompts to select an individual and for a signature; do not forge another's signature or sign for the other team.



Scroll down to see and add penalties.

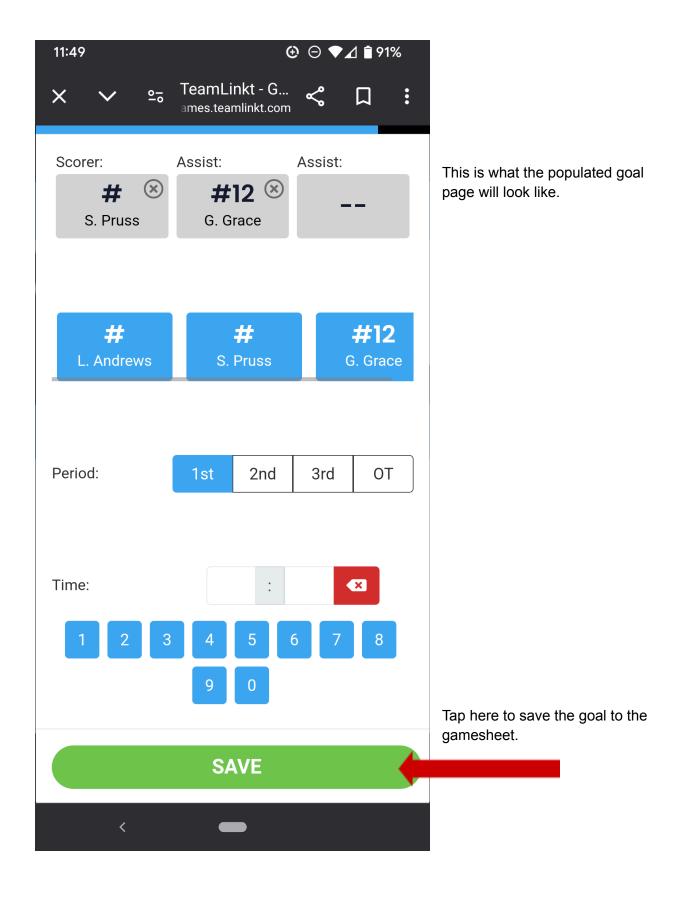


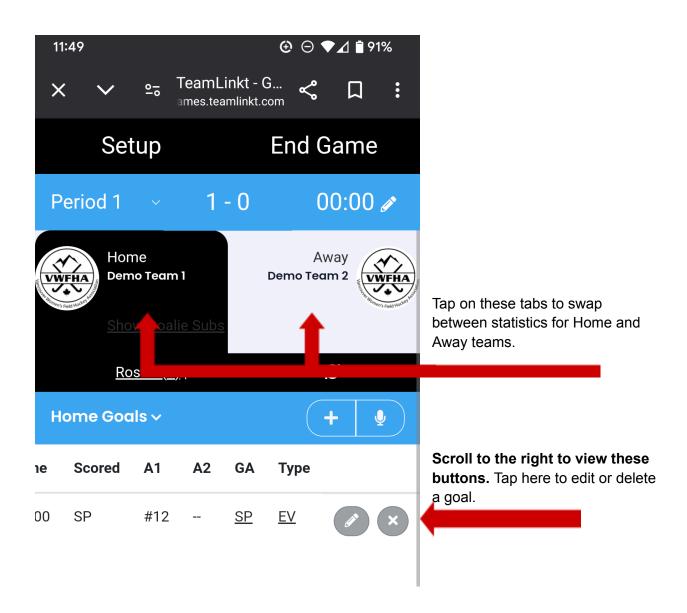


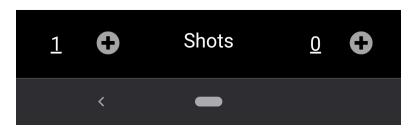
This menu will appear when you tap "+" to add a goal.

Swipe left and right to see all players on the menu here. Tap the scorer first from the menu, and their info will be entered above. Then tap players who assisted.

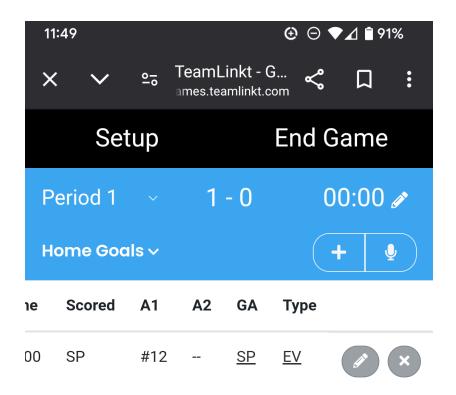
You do not need to record the period or time of the goal.



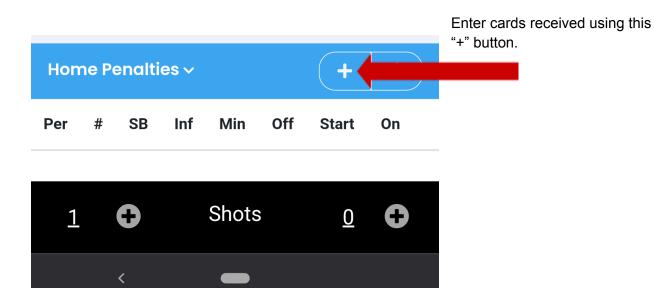


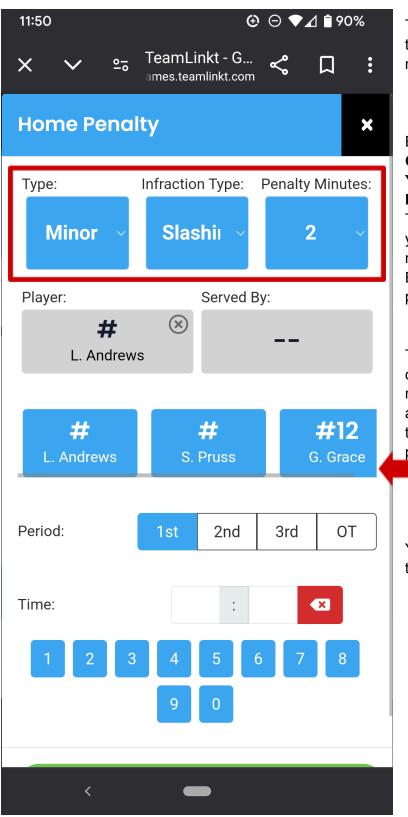


It will automatically add shots when a goal is recorded. You do not need to record shots on net.



If you can't find penalties, scroll down the page or hide goals using the "v" beside "Home/ Away Goals"





This menu will appear when you tap "+" to add a penalty. Use it to record cards received.

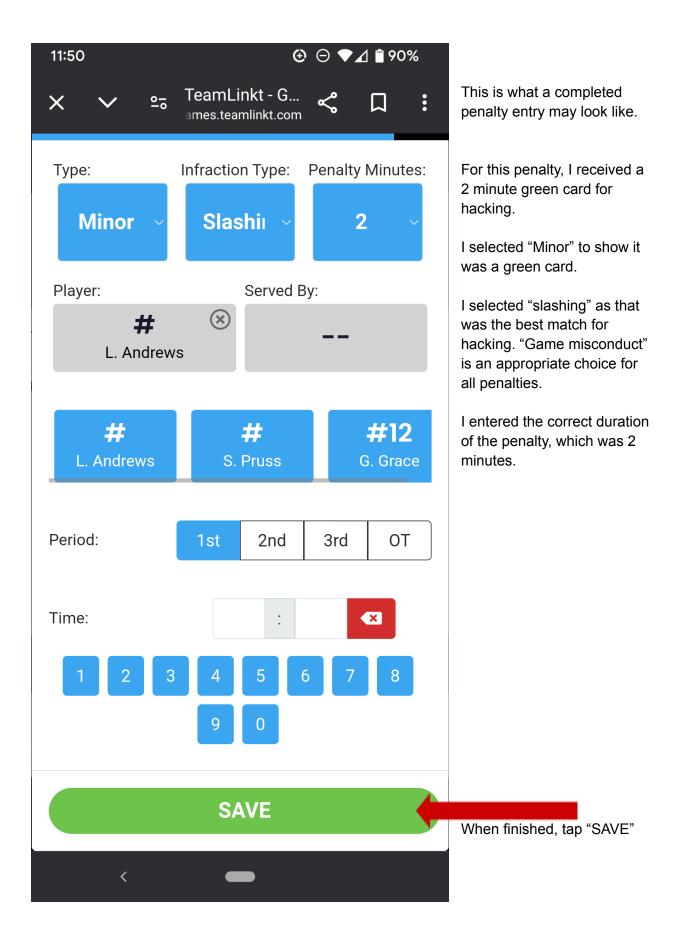
Enter the card details here.

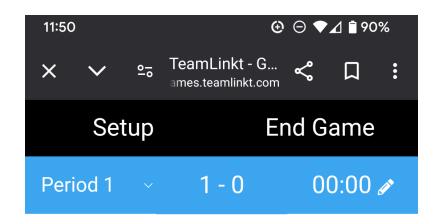
Green Card = Minor Yellow Card = Double Minor Red Card = Major

These are ice hockey terms, so you can enter "Game misconduct" for all penalties. Enter the correct number of penalty minutes awarded.

Tap the player that received the card from this list. Swipe left/ right to scroll. If the card was awarded to a coach or a fan, add the player that served the penalty.

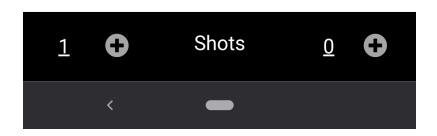
You do not need to complete these fields (period and time).

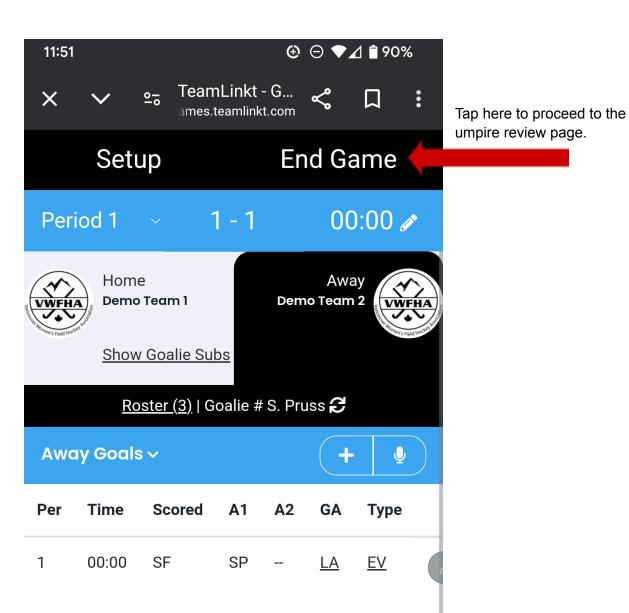


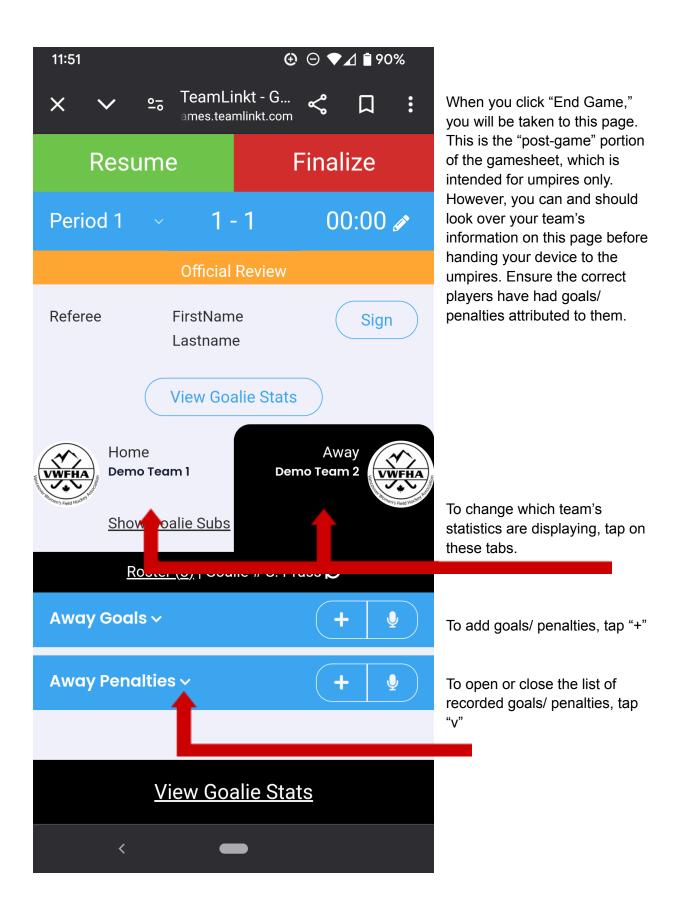


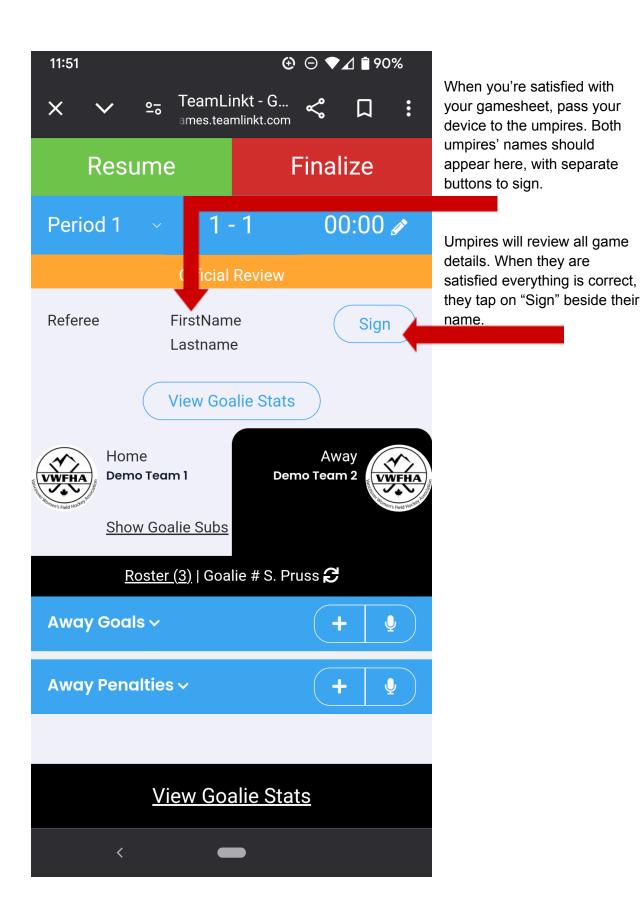


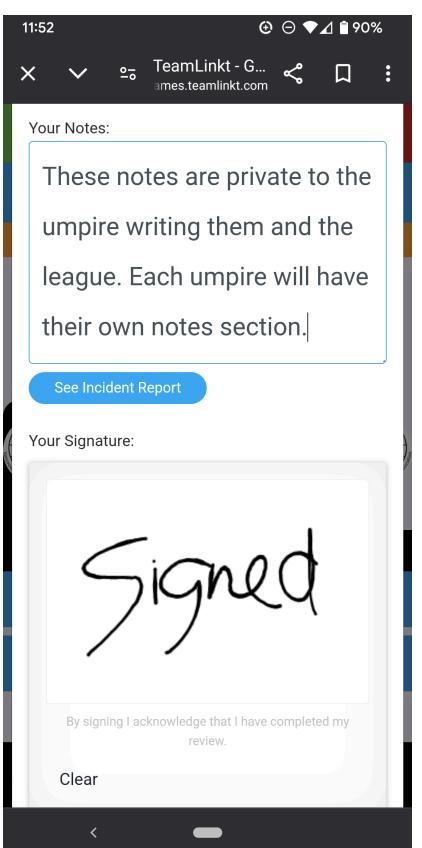
Scroll (swipe over) to the right to view these buttons. Use them to edit or delete a penalty.







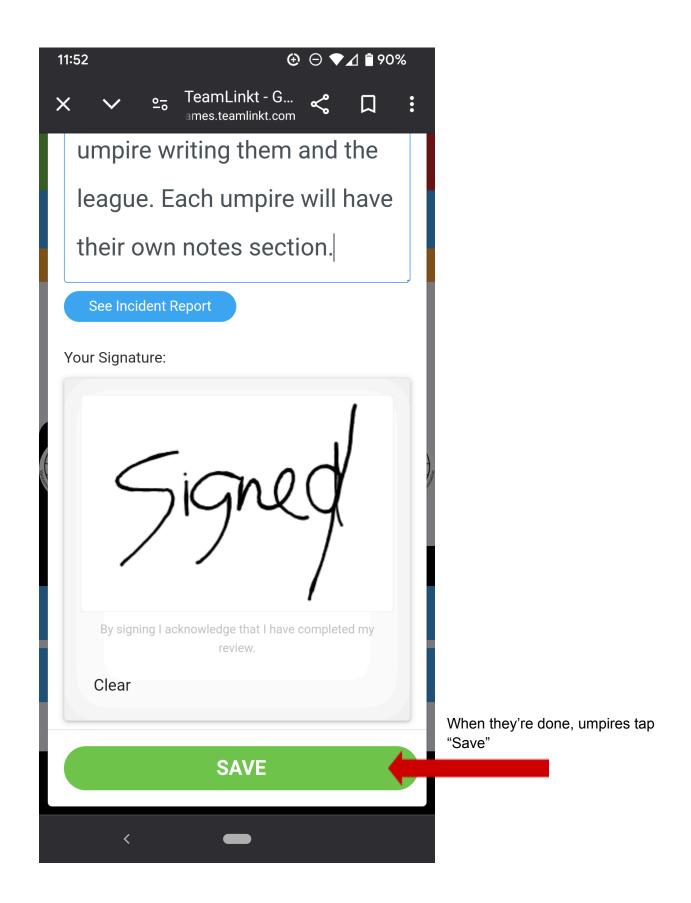


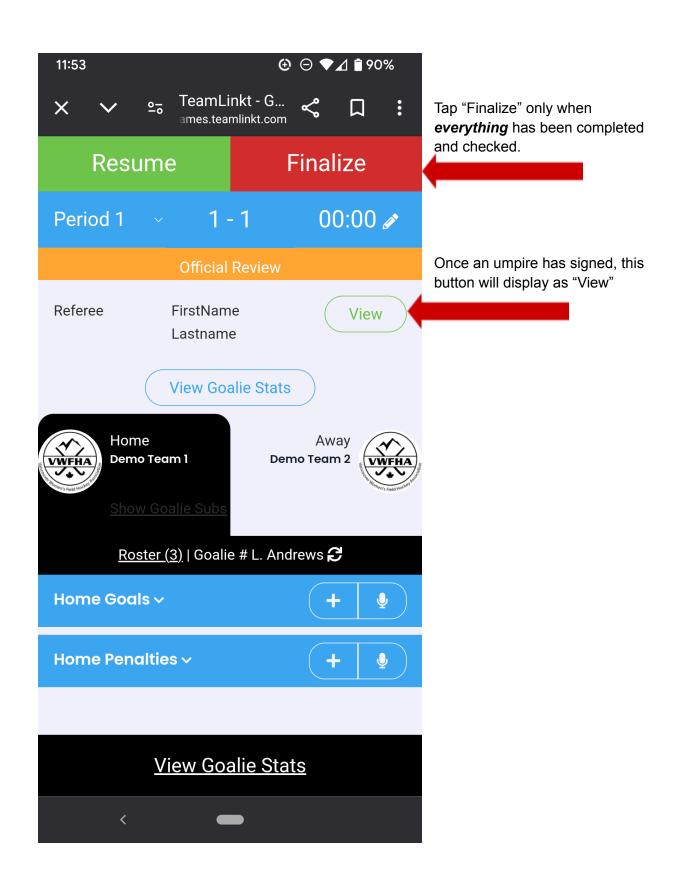


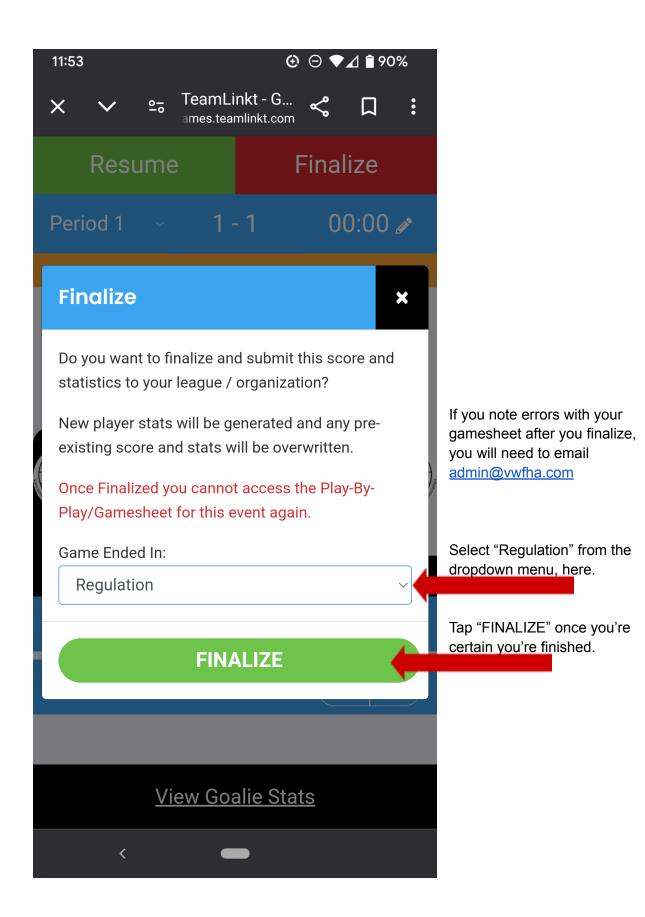
This window will appear when umpires tap "Sign."

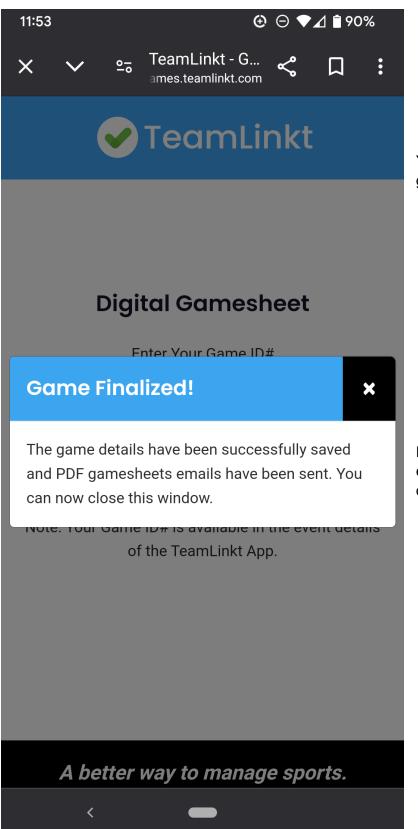
They enter any notes they have here. Please ensure umpires write out additional card details, particularly what it was for, since the system isn't set up for field hockey (e.g., they would note my "slashing" penalty was for hacking).

The umpire signs off on the gamesheet here, certifying that they have checked everything and it is correct.









You're done with your digital gamesheet! Woohoo!

Please file this PDF until the end of the season, just in case of technical difficulties.