



Sport NGIN Score Keeping Training Notes

Sport NGIN is the new CAHA mandated electronic scoring application for all CCYHL games beginning with the 2014-2015 season. Pointstreak is no longer to be used for any League / Tournament score keeping. FHA is responsible for scoring all home League games and FHA hosted tournaments.

You can score a game without WiFi, but this requires far more manual data entry (to input game rosters etc ...) and is highly discouraged. I would suggest paper score keeping before bothering to use Sport NGIN in offline mode. As a result, ensure that you have WiFi connectivity. The scoring laptop in the FHA office has already been configured to access one of the FHA Wireless networks, which have been more reliable than the Foothills Guest network (which is frequently overloaded). As a result, it is recommended that you use the FHA Scoring Laptop to score games. Your team manager can access the FHA office and retrieve the laptop.

Sport NGIN has two applications, which can be used to score games.

“Scorekeeper” is the iPad based application.

“Sport NGIN Live” runs in a Web browser on a laptop (could also be used on a tablet).

We have had some significant challenges with the Scorekeeper iPad application at this point and do not recommend using it until we can conduct further testing. If you do elect to score a game-using Scorekeeper, ensure you have the most recent version. (Delete the application and reload from the App store (not via iCloud / Computer backup)). NOTE: I recommend either tracking plays on paper prior to entering them into Sport NGIN or even better having a scoring partner that tracks on paper while another enters data into Sport NGIN. The statistics we really care to track are as follows:

Shots on Net (Per team and Per Period)

Goals by team (Period & Game (wall) Clock Time + Scorer and Assists)

Penalties per team (Period & Game (wall) Clock Time + Player + Infraction)

Rosters (including any players not playing and starting Goalies)

Names of on Ice Officials

1.) To use the “Sport NGIN Live” application, point your web browser (Safari / Firefox / Chrome (NOT supported on Internet Explorer)) to - <http://www.caha.co/>

(NOTE the .co domain versus .com which is a different league in CA)

You must then login using your personal login to the CAHA website. Your account also needs to have been granted permission to score games in advance by Renee. You must request and verify your access well in advance to ensure you have scoring privileges. Do not wait until game day as we cannot readily provide real-time support and you will likely be left unable to score the game. NOTE: You must be granted scoring permissions on a team-by-team basis. If you need the ability to score multiple teams,



then these permissions are granted on a team-by-team basis so you cannot score games in other leagues / divisions by default.

2.) Navigate to the appropriate League via the “LEAGUES” drop down menu

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click to go to 'Leagues'

THU 10/16 BHCMM2 - REGVAA 09:15 PM MDT
FRI 10/17 HHHPA2 1 - LHAP2B 4 FINAL/OT
FRI 10/17 LHABA2 1 - JRCOYO 3 FINAL

FRI 10/17 KRIVO - RMPPA2 08:45 AM MDT
FRI 10/17 REGCLU 0 - GEMNAA 1 FINAL

STATE TOURNAMENT
// 2014-2015 CAHA CHAMPIONSHIP

CAHA ONLINE REGISTRATION FOR 2014-2015 FLYERS AND LAKERS

- CDYHL
- CCYHL
- C-470
- CPHL FALL LEAGUE
- CSAHA - HOUSE
- DNHL
- GIRLS TIER II
- INDEPENDENT CO TEAMS
- MSGHL
- OUT OF STATE
- TIER I
- TIER II
- WACH

CCYHL contains our Squirt, PeeWee, Bantam A/B teams.

CPHL Fall League contains the JV Foothills team.

Tier II contains the Midget Major/Minor AA and Bantam AA teams.

- Navigate to the appropriate team within the available Leagues.

3.) You will be presented with a screen which lists the teams participating in a particular league / division in order of the posted standings to date. You will need to select the team you need to score for by clicking on the teams' name or logo.



CCYHL Squirt A - 2014-2015 Regular Season

Team	GP	W	L	T	OTL	PTS	GF	GA	Overall
NCYH Squirt A	2	2	0	0	0	4	8	0	2-0-0-0
Littleton Squirt A	1	1	0	0	0	2	10	0	1-0-0-0
Rampage Squirt A	0	0	0	0	0	0	0	0	0-0-0-0
Hyland Hills Squirt A	0	0	0	0	0	0	0	0	0-0-0-0
Arvada Squirt A	0	0	0	0	0	0	0	0	0-0-0-0
Arapahoe Squirt A	0	0	0	0	0	0	0	0	0-0-0-0
DU Squirt A	0	0	0	0	0	0	0	0	0-0-0-0
Foothills Squirt A	1	0	1	0	0	0	0	3	0-1-0-0
BHC Squirt A	1	0	1	0	0	0	0	5	0-1-0-0
CSAHA Squirt A	1	0	1	0	0	0	0	10	0-1-0-0

You will need to Select / Click on “Game Schedule” to proceed to the next step, and the image below is an example of what this should look like:



 **FOOTHILLS SQUIRT A** Regular Season 2014-2015

[Roster](#) **[Game Schedule](#)** [Player Stats](#) [Team Stats](#) [Standings](#) [Photos](#) [Videos](#) [Posts](#)

OCTOBER SAT 11 LOSS FRI 17 SUN 19 NOVEMBER FRI 14 SAT 15 SUN 23

Complete **Box Scores**

Date	Result	Opponent	Location	Status
Sat Oct 11	L 0-3	NCYH Squirt A	EDGE East	FINAL →
Fri Oct 17	-	@ Rampage Squirt A (0-0-0-0)	Colorado Sports Center West	7:15 PM MDT
Sun Oct 19	-	Arvada Squirt A (0-0-0-0)	EDGE East	2:45 PM MDT
Fri Nov 14	-	Littleton Squirt A (1-0-0-0)	EDGE East	6:15 PM MST
Sat Nov 15	-	CSAHA Squirt A (0-1-0-0)	EDGE East	12:15 PM MST
Sun Nov 23	-	@ BHC Squirt A (0-1-0-0)	Boulder Valley Ice	10:10 AM MST

 [Printable Version](#)

4.) At this point, you will need to enter into scorekeeper mode by clicking on the little cog in the Upper Right hand corner of the window. (Red Arrow Below)



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 NCYH Squirt A
 Rampage Squirt A

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FOOTHILLS SQUIRT A Regular Season 2014-2015

Roster **Game Schedule** Player Stats Team Stats Standings Photos Videos Posts Admin

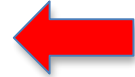
ADD GAME

CREATE WIDGET

Complete **Box Scores**

Date	Result	Opponent	Location	Status
Sat Oct 11	L 0-3	NCYH Squirt A	EDGE East	FINAL
Fri Oct 17	-	@ Rampage Squirt A (0-0-0-0)	Colorado Sports Center West	7:15 PM MDT
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#AVVSN





Please NOTE that you must exercise great caution at this point as scoring permissions allow for the ability to do some real damage if care is not taken. If you do not see the Yellow banners then you do not have the proper permissions to score for this team.

You will need to find the game you are going to score from the upcoming games and select the game by Clicking on the Foothills team for the appropriate game or Select the Date



The screenshot shows a calendar interface with a pop-up window for a game on Friday, October 17, 2014. The calendar shows dates for October (11, 17, 19) and November (14, 15, 23). The pop-up window displays the following information:

Friday October 17, 2014

 **FOOTHILLS SQUIRT A** **AT**  **RAMPAGE SQUIRT A**

Below the team names are two black bars representing scores.

An Example above shows the result when the mouse is positioned over the “Friday the 17th” date. If this is the correct date, then Select / Click on the date and you will be taken to the “Score Live” screen (screen capture below)



The screenshot shows the website for Foothills Squirt A. At the top, there are navigation tabs for 'Leagues', 'CCYHL', 'CCYHL Squirt A', and 'Foothills Squirt A'. Below this is the team logo and the text 'FOOTHILLS SQUIRT A' with a dropdown menu for 'Regular Season 2014-2015'. A navigation bar includes links for 'Roster', 'Game Schedule', 'Player Stats', 'Team Stats', 'Standings', 'Photos', 'Videos', 'Posts', and 'Admin'. A yellow banner indicates the 'Game Status' is 'SCHEDULED'. Below this are links for 'PRE-GAME SHEET', 'EMAIL REPORT', 'CREATE WIDGET', and 'EDIT GAME DETAILS'. The main content area features a 'SCORE LIVE' section with a 'QUICK SCORE' button and an 'EDIT STATS' button. A 'NEW' badge is visible on the left side of the 'SCORE LIVE' section. At the bottom, the date 'FRI, OCT 17, 2014' and location 'Colorado Sports Center West' are displayed, along with the time '07:15 PM MDT'.

5) From the screen above, you will select "Score Live" to begin scoring the game. The screen capture below is what you will see after selecting "Score Live", with some differences of Team Names, Period Length etc.



Menu Hot Keys Finalize Game SPORTSNGIN 1 Dave Twinam CONNECTION

Away Team **BRUINS** Home Team **AVALANCHE**

Score Game

Game Details Teams/Rosters

Save Game Details

SCORING

THIS GAME IS BEING SCORED LIVE

TRACK PLAY LOCATIONS

LOCATION & WEATHER

VENUE + Add Referee

MAP/LINK

REFEREES

GAME TIME & LENGTH

DATE 10/17/20 TIME 1 45 PM

GAME STATUS

Scheduled

PERIODS

8 x

8 x

8 x

+ Add Period

ATTENDANCE

SELOUT

NIGHT GAME

NEUTRAL FIELD

NATURAL SURFACE

WEATHER **TEMPERATURE** °F

WIND MPH NW

Save Game Details

If you look carefully at the Upper Left Hand corner of the window you will notice that there are several menus. The most important ones are Menu and Finalize Game. These options are important, so please take note that they exist and I will explain their use later. **For now, just avoid clicking on “Finalize Game”.**

Under Game Details you will need to check the following Items:

- Date and Time should be accurate per the original schedule.
- Check Period Length
 - o Squirt League play = 12:00 Minutes
 - o PeeWee League play = 14:00 Minutes
 - o Bantam League play = 14:00 Minutes
 - o Midget League play = 15:00 Minutes

NOTE: Tournaments have rules specific to a given tournament.

There is no Overtime in League play and hence no need to Add Periods.



- You will need to add the On Ice Officials, by selecting Add Referee (please note Referee versus Linesmen)

Select "Save Game Details" when you have added / verified the Details above.

Now Select the Teams/Rosters Tab by clicking on it and you should see a screen like the one captured below:

The screenshot shows the SportsEngine interface for a game between the Bruins (Away Team) and the Avalanche (Home Team). The interface is divided into two main sections: "Game Details" and "Teams/Rosters".

Game Details:

- Away Team: BRUINS
- Home Team: AVALANCHE
- Buttons: + Add Player, Select All Active, Select All, Select None
- Starting Goalie: 35 - Rask, T - G
- Player List:

#	Pos	Player	Edit
<input checked="" type="checkbox"/>	4	D Orr, Bobby	Edit
<input checked="" type="checkbox"/>	16	F Sanderson, Derek	Edit
<input checked="" type="checkbox"/>	35	G Rask, T	Edit

Teams/Rosters:

- Home Team: AVALANCHE
- Buttons: + Add Player, Select All Active, Select All, Select None
- Starting Goalie: Choose...
- Player List:

#	Pos	Player	Edit
<input checked="" type="checkbox"/>	D	Klee, Ken	Edit
<input checked="" type="checkbox"/>	4	D Blake, Rob	Edit
<input checked="" type="checkbox"/>	11	F Smith, Joe	Edit
<input checked="" type="checkbox"/>	33	G Roy, Patrick	Edit
<input checked="" type="checkbox"/>	35	G Johnson, Jack	Edit

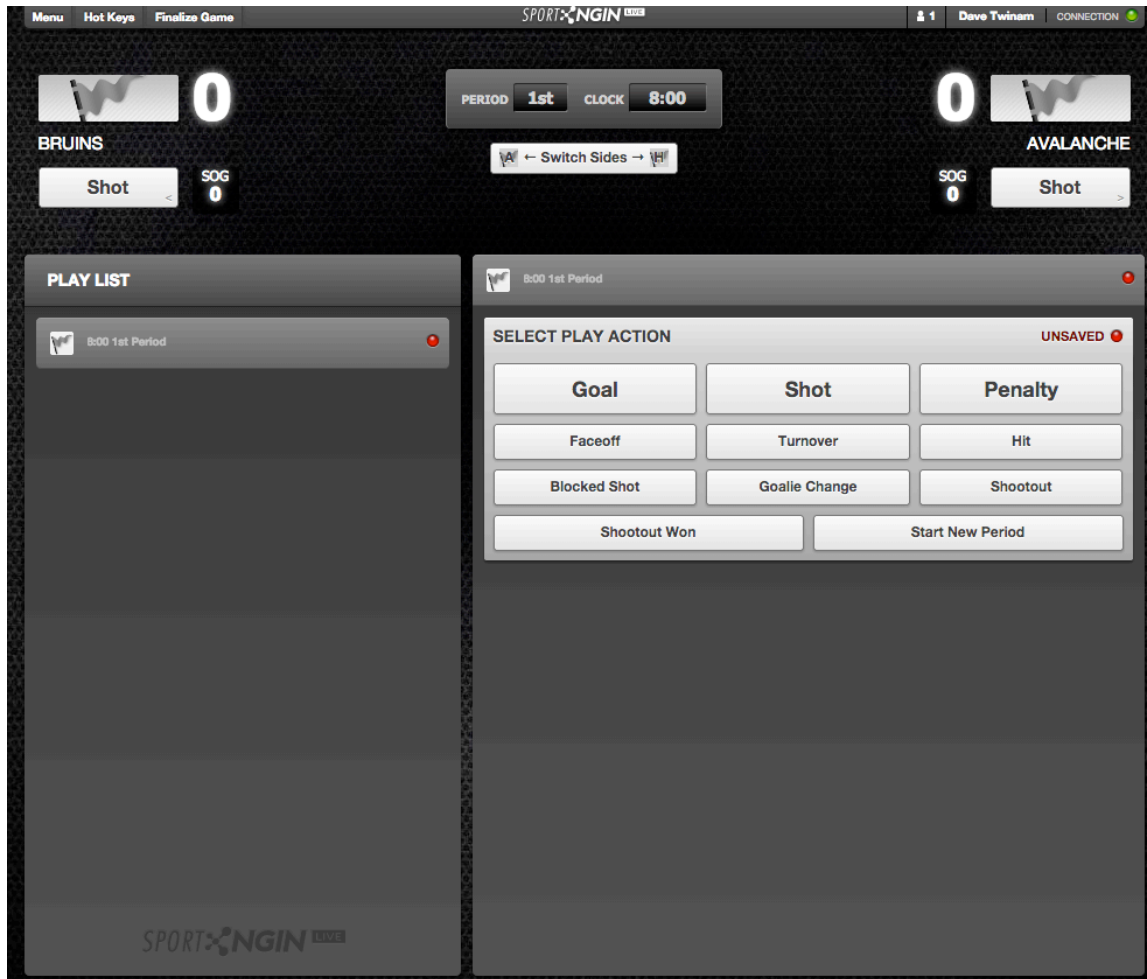
Both sections have an "Inactive Players" section with a "Show" button.

6) It's generally easiest to select/click on the "Select All Active" players for each of the respective teams. This will place a checkmark next to all of the players on the roster. You can then deselect a given player if they are not playing by simply clicking on the blue checkbox next to their name. You must also click on the "Choose" box next to "Starting Goalie" to select the name of the starting Goalie for each team. You have the ability to click "Edit" next to a given players name and make changes such as jersey number / Position etc. if necessary.

7) If all of the data is correct, you may simply Select / Click on "Score Game" to begin the actual scoring of the game. If at any time prior to Finalizing the game you need to go back and make changes to the Game Details or Team Rosters, you can do so by selecting the "Menu" option from the Top Left Hand corner of the screen and selecting "Game Settings".



8) The initial Live Scoring Page will look something like the one below:



The 1st period is automatically begun once you have selected “Score Game” on the previous screen. You will note the Period and Clock above. The Clock within Sport NGIN is in no way connected to the Game (wall) clock in the Rink. As a result the clock in Sport NGIN doesn’t actually run and will only change when you as the scorekeeper enters data which contains a specific game time element (Goal / Penalty). So in general, you can ignore the clock within Sport NGIN as the Game clock on the wall of the rink is the clock the Officials will go by. Therefore all Time oriented data entry is input based upon what you see on the Game clock.

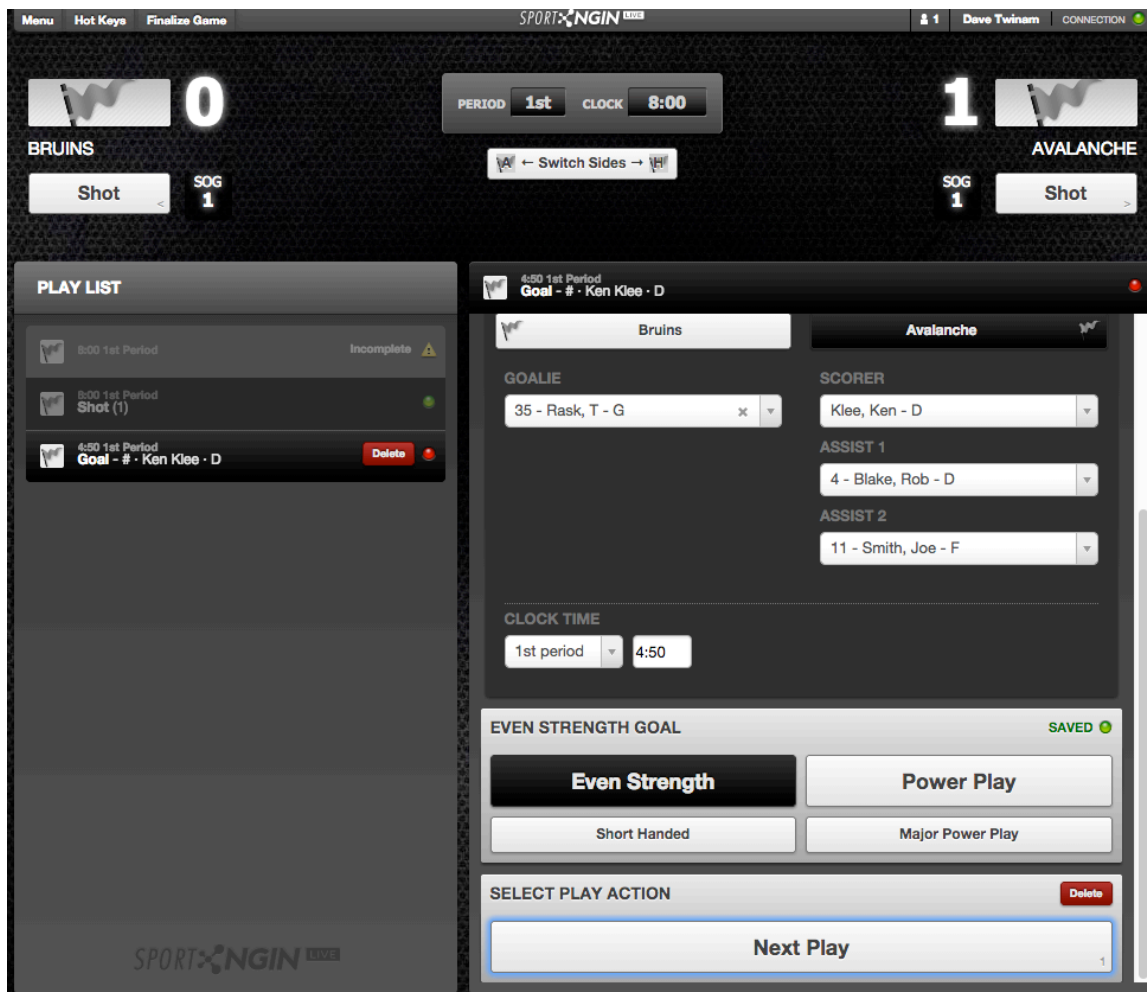
9) Tracking Shots on Goal. A valid shot on net is one whereby there is an actual intent to score **and** which the goalie was forced to stop in order to prevent a goal. As a result a shot which hits the crossbar / goalpost / goes over the net does not count as a shot on Goal. When the opposing team chips the puck out of their zone and it just so happens to end up on net by accident there is no recorded Shot on Goal.



To record a Shot on Goal in Sport NGIN simply Select the “Shot” Button under the team name that took the shot. Avoid choosing the “Shot” button in the center of the screen. This button is intended for those that wish to track much more detailed shot statistics such as what player took the shot and from where on the ice and the specific time of the shot on Goal etc. This is a level of detail which is not very useful and is also very difficult to keep up with (especially when your son/daughter is on the ice!).

You will notice that when you Select “Shot” the SOG stat next to the “Shot” button increments and the Play List on the Left Hand Side of the Window show the “Shot” you just recorded. There is a little dot to the right of each of the plays in the “Play List”. The dot will typically be Green and as one would expect “Green is Good and Red is Bad”. When you first add a play to the list it will be Red and then turn Green on it’s own for Shots on Goal. If you accidentally record a shot and need to remove it, simply click on the specific “play” / shot in the “Play List”. You will then see a “Delete” button appear and you can select it to “Delete” the play / shot. If you should inadvertently select a play, you can always select the “Next Play” button in the Lower Right Hand Corner to get out of editing mode. You will also notice that selecting a shot from the “Play List” gives you the option to enter the detailed Shot data. Again, please ignore this data and just select “Next Play” unless you are prepared to offer this level of detail for all players of an entire game (not recommended).

10) Tracking Goals. To input a Goal, you will begin by Selecting / Clicking on “Goal”. This will then trigger two new buttons to appear with each of the teams’ names. Select the name of the team, which scored the goal (Example Below):



Once you select the name of the team which scored, you will be presented with drop down menus to input which player scored the goal and up to two assists. The referee will supply the numbers of the players and you will find that once you Select / Click on a given drop down menu, you can type the players number in to avoid having to manually scroll through the player names. Edit the time of the goal (from the Game clock on the wall) and Choose the type of Goal (Even Strength etc. .) Finally you MUST Select/Click the “Next Play” at the bottom of the screen. If you fail to click “Next Screen”, the play will not be committed and this can lead to some challenges when it comes to time to Finalize the game and correct posting of scores. If all else fails, choose “Next Play”! NOTE: You can Select Goal’s from the “Play List” and Edit / Delete as need be. Use this ability to edit any mistakes and worst case you can remove goals and Add them back if you get into a bind. Just ensure that you have all of the data written down before you “Delete” a goal form the “Play List”. Also, note that when you record a goal the Shots on Goal (SOG) statistic is automatically incremented for you, so you don’t need to record the Shot. Please pay attention to the Green/Red status to ensure the Play has been committed to the “Play List”. If a given play in the “Play List” shows up with a Red dot next to it, Select it from the “Play List”. Verify the data / edit if required and Select “Next Play”.



NOTE: There are options to record Short Handed Goals, Empty Net Goals (remove the goalie from drop down versus accepting the default etc.)

11) Recording Penalties. Recording Penalties is similar to Goals. First select the “Penalty” button, followed by the team, which received the penalty. Your screen will look something like the one below:

The screenshot shows the SportsNgin Live interface during a game between the Bruins and the Avalanche. The Bruins score is 0 and the Avalanche score is 1. The game is in the 1st period with 8:00 on the clock. A penalty is being recorded for the Bruins. The penalty type is set to "Penalty" (3), and the skater is set to "Bench". The clock time is 8:00 in the 1st period. The "SELECT PLAY ACTION" section shows various penalty options, including "Minor (2:00)", "Major (5:00)", "Double Minor (4:00)", "Misconduct (10:00)", "Penalty Shot", "Game Misconduct (10:00)", "Game Ejection (10:00)", "Game Penalty (10:00)", "Match Penalty (10:00)", "Awarded Goal", "Zero Minute Penalty (0:00)", "Game Misconduct (0:00)", "Ten Minute Misconduct (0:00)", "Match Penalty (0:00)", and "Gross Misconduct (0:00)".



Select the player who received the penalty and the Infraction type. As with inputting goals you can click on the drop down and type player numbers to skip scrolling through the roster and can begin typing the name of the infraction to avoid scrolling through the long list of possibilities.

The screenshot shows a software interface for entering penalties. It features three main sections: 'SKATER' with a dropdown menu showing '4 - Orr, Bobby - D'; 'SERVED BY' with a dropdown menu showing 'Bench'; and 'INFRACTION TYPE' with a dropdown menu showing 'Select an Option', a search input field containing 'rou', and a list of options including 'Roughing' (highlighted) and 'Roughing after the whistle'. Below these sections is a 'SELECT PLAY ACTION' section with two buttons: 'Minor (2:00)' and 'Major (5:00)'. An 'UNSAVED' indicator is visible in the top right corner of the 'SELECT PLAY ACTION' section.

Input the Game clock time the penalty occurred. Next Select the level of the Infraction (Minor / Major / Misconduct etc ...) and if the result is a Power Play or not, then Select “Next Play”. Just like with Shots and Goals keep an eye on the “Play List” and Select and Edit if need be to make any changes / commit plays.

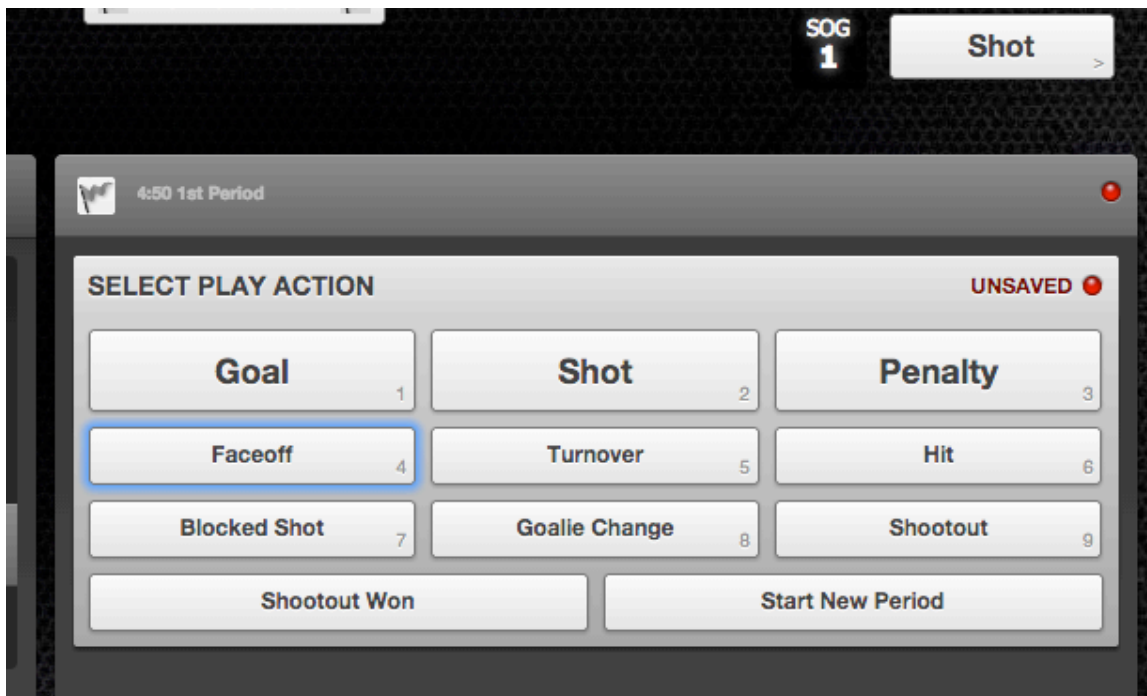
Notes on Recoding Penalties:

- Penalties must input in a linear fashion. If you have a situation such as matching minors, then you must input each penalty in it's entirety before adding the next penalty. Ex: Add Penalty for the Bruins – Bobby Orr – Roughing – Time etc. ... Then Select “Penalty” again and repeat the process for the next Player / team etc. ...
- If a player receives multiple penalties such as a 2:00 Head Contact which also comes with a 10:00 Misconduct, then each penalty must be entered independently. The 2:00 and the 10:00 minute penalties require you step through the entire Penalty process followed by “Next Play”. This is another reason that it helps to have someone backing you up with paper as this can get a bit time consuming.



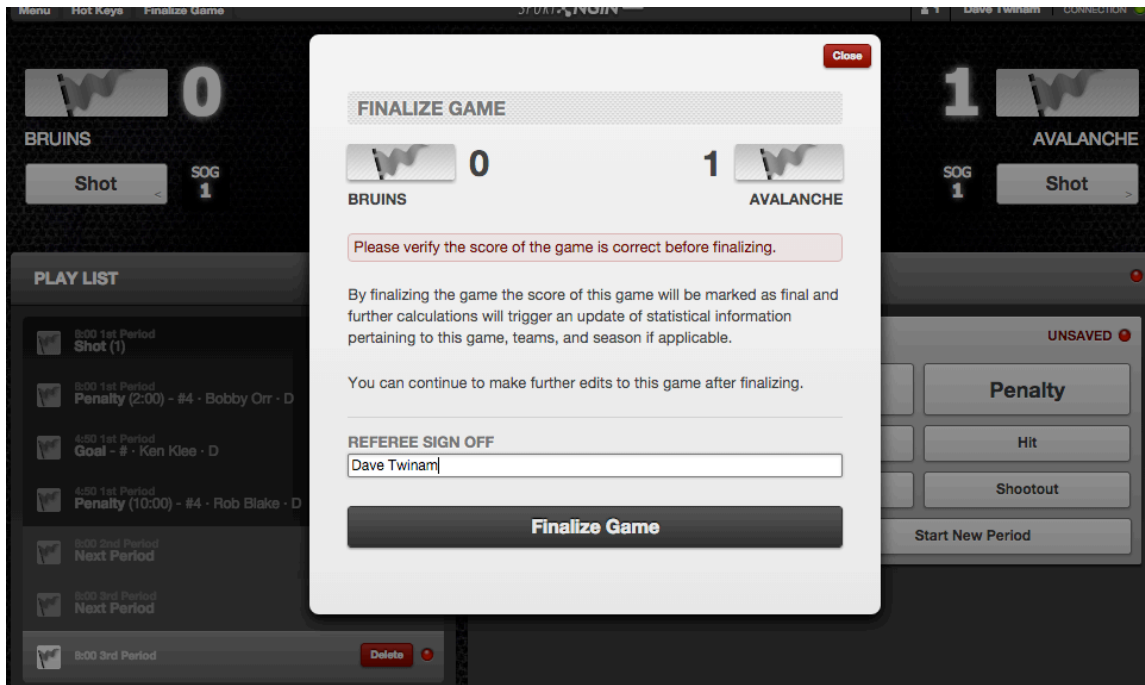
- If a team scores on the resulting Power Play, this is reflected via the time of the goal and selecting “Power Play” under the goal type.

12) Recording Periods and Finalizing the game. At the end of the First and Second Periods of Play you must select “Start New Period” as in the picture below:



It is VERY important that this is ONLY done following the First and Second Periods! If you select “Start New Period” once the Third Period has begun, you will add an Overtime Period. League play does not allow for Overtime play and this can also negatively impact standings as it may allocate a Point for a Tie to a given team which is not warranted. Note: After selecting “Start New Period”, you must then also select “Next Play”! If you make a mistake and begin an unwanted period, you can remove it via the “Play List” up until the point you Finalize the Game.

When the game has concluded, you will end the game by “Finalizing the Game” versus advancing the Period. Prior to telling the system to Finalize the game, you should ask the referee to come review the Play List / Score. If the Referee gives his/her approval then select the “Finalize Game” from the Top Left Hand corner of the window. Your screen will look something like the image below:



The referee can input his/her Name/Referee Number if they like or you can input your name as the Scorekeeper. If everything is correct, select "Finalize Game" from the Pop Up window. If there is an issue with the score, select "Close" and go back to the "Play List" to make any necessary Edits. NOTE: Once you Finalize the Game, FHA CANNOT make any changes directly. Changes will need to come from CAHA or via Renee / Dave working with Sport NGIN / CAHA.

If you have issues with the Score / Statistics after a game has been finalized, please contact Renee (office@foothillshockey.org) / Dave (vp@foothillshockey.org)