



SAWHA | LEAGUESTAT SCORING GUIDE



PART 1

LOGGING IN

OVERVIEW

LeagueStat is a division of **HockeyTech**, an industry-leading hockey technology organization. Current stats clients include the Western Hockey League, and American Hockey League.

For the **2018/19 SAWHA season**, LeagueStat will be the point-of-reference for all Stats, Schedules, and Scorekeeping.

LOGGING IN

- 1) To sign in click <https://lsadmin.hockeytech.com/login/>
 - We recommend bookmarking that link. For best use, please use LeagueStat with Google Chrome, Firefox, or Microsoft Edge
- 2) Enter your Log-in username and password
- 3) After logging in, you'll see two clickable icons: **Team Administration** and **Scorekeeper**



PART 2

TEAM ADMINISTRATION

OVERVIEW

The **Team Administration** portion of LeagueStat allows you to view your roster, edit information such as player numbers, run stats reports, and a whole lot more!

ROSTER MANAGEMENT

- 1) On the left-hand menu, click Roster > Roster Management
- 2) On this window, you'll only have the ability to make changes to your roster
- 3) When players register online, they will automatically populate in LeagueStat. To that effect, we don't recommend adding new players in LeagueStat. Instead, instruct your players to register through Player's Bench first
- 4) The most common function will be editing a jersey number. To do this easily, click Edit Mode and then change the player's jersey numbers. Next, click save to update the information in the system

Team Administration

Bulletins

Memos

Memos

Schedule

Roster

Roster Management

Player Transactions

Team Portal

Media Kit

Available Kits

Game Notes

Daily Report

Online Reporting System

Roster Management

Aces

2018-19 Regular Season

[Add New Player](#) | [Import Spreadsheet](#) | [Export CSV](#)

[Edit Mode](#)

Roster view as of:

[View as of Season Start Date](#)



2018-09-21



[View as of Season End Date](#)

	NO.	PLAYER	E-MAIL	POS	BIRTHDATE	BIRHTOWN			MERGE	NOTES
	0	Allsopp, Amanda		-	1972-08-18		-		<input type="checkbox"/>	
	0	Brander, Joanne		-	1962-08-31		-		<input type="checkbox"/>	
	0	Cameron, Pam		-	1959-03-23		-		<input type="checkbox"/>	
	7	Craigen, Janet		-	1976-04-14		-		<input type="checkbox"/>	
	19	Demchuk, Sue		-	1977-02-19		-		<input type="checkbox"/>	
	0	Durham, Judy		-	1961-08-29		-		<input type="checkbox"/>	
	0	Edwards, Diane		-	1967-02-01		-		<input type="checkbox"/>	
	0	Jarek, Amy		-	1970-07-16		-		<input type="checkbox"/>	
	0	McGrath, Margit		-	1970-01-19		-		<input type="checkbox"/>	
	14	Proll, Holly		-	1972-12-10		-		<input type="checkbox"/>	
	0	Rapposelli, Sara		-	1984-02-29		-		<input type="checkbox"/>	
	0	Reid, Tami		-	1969-11-28		-		<input type="checkbox"/>	
	0	Simard, Madeleine		-	1961-10-26		-		<input type="checkbox"/>	

ROSTER MANAGEMENT- SUBS

Adding a substitute player to your roster only needs to be completed once.

- For a player who is already on your roster, click Edit Mode and then choose the POS (Position) drop-down. Choose 'S' for Sub. Next, click Save All
- If you're adding a new player, click Add New Player. Enter the player's first and last name and if the player is already in the database, they will show up in a list.
 - IF the player is listed, click Transfer this Player and use the instructions above to edit their position to 'S' if they're a sub
 - IF the player is not listed, they need to register through Player's Bench and then can be added to your roster as a sub.
- After the substitute player has been added to your roster you do not have to follow the instructions above for each game entry. Simply click off the box beside their name to indicate they played when entering your game stats online.

Please note: If you have already used a sub earlier in the season, please make sure they are listed on your team roster with the position 'S' and that they are listed on all game sheets for the game(s) they have already played.

REPORTS

The Online Reporting System + Reports sections are also available to you if you're looking to run stat-based reports on Player Stats, League Trends, Penalty Information, and much more!



PART 3

SCOREKEEPER

OVERVIEW

The **Scorekeeper** portion of LeagueStat is what you'll use the most frequently. This is the area of the platform where you'll actually be scoring games.

For a more detailed explanation of entering gamesheet stats online, complete with print screens click [here](#)

SCOREKEEPING

- 1) To Start, click the Scorekeeping icon and then click the game you're looking to score by clicking the Team Names (or anywhere else on the row)
- 2) If you're not scoring the game on the day the game was scheduled you will receive a Warning alert. Just click OK to move to the next window.
- 3) At the top you will see four tabs: PREGAME; LINEUPS; EVENTS; and POST GAME
- 4) To start, click the LINEUPS tab. Click Add Players and choose each player who played in the game. You will also need to indicate a starting goaltender
- 5) If a player is on the gamesheet but not listed on the roster, click Add Player Not Listed Above

Season:

2018-19 Regular Season ▾

Date	Start Time	No.	Game	Venue
2018-09-22	1:30 pm	73	Foxes @ Aces	Northeast Sportsplex (NESS) - East

PREGAME

LINEUPS

EVENTS

POST GAME

September 22, 2018 - Foxes @ Aces

Foxes (Visitor Lineup)

WARNING: Please add players to your lineup. Lineups need to include be

WARNING: You have 0 starters in your lineup. You should have 6.

No.	Pos.	Name	Status	Contract
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Add players to lineup (0 selected)

Roster Players

<input type="checkbox"/>	#	Pos	Name	Birthdate
<input type="checkbox"/>	0	-	Lindsey Wright	1986-09-23
<input type="checkbox"/>	0	-	Cherie Lalonde	1975-05-18
<input type="checkbox"/>	0	-	Kendra Levenshulme-Cameron	1995-12-22
<input type="checkbox"/>	0	-	Marie Kraft	1962-05-15
<input type="checkbox"/>	0	-	Heather Gaska	1987-08-12
<input type="checkbox"/>	0	-	Madison Biagioni	1994-07-14
<input type="checkbox"/>	0	-	Jordan Kendrick	1989-07-19
<input type="checkbox"/>	0	-	Tricia (Patricia) Barker	1966-05-09

EVENTS

- 1) On The Events Tab, you will be able to enter in all of the Penalties + Goals from the game. Additionally, you'll have the ability to update shots on goal – if tracked – for goaltending purposes
- 2) To start, change the game status at the top to In Progress and begin entering in your events.
- 3) Once all the game events have been logged, it's very important that you change the game status to "Unofficial Final" to trigger our gamesheet checkers to check the game. After our gamesheet checkers have completed their job, they will change the status to "final" and all stats will be updated accordingly.

POST GAME

- 1) If you would like to add any notes to a gamesheet, you can do so on the Post Game tab.
- 2) There is the ability to add Private or Public Notes. Private notes can be seen by administrative league users while a public note will show up on the front-end gamesheet.

THAT'S IT!

Be sure to check that the Game is listed as Final, and if that's the case, you're all set!