



Spordle Play

Scorekeeping



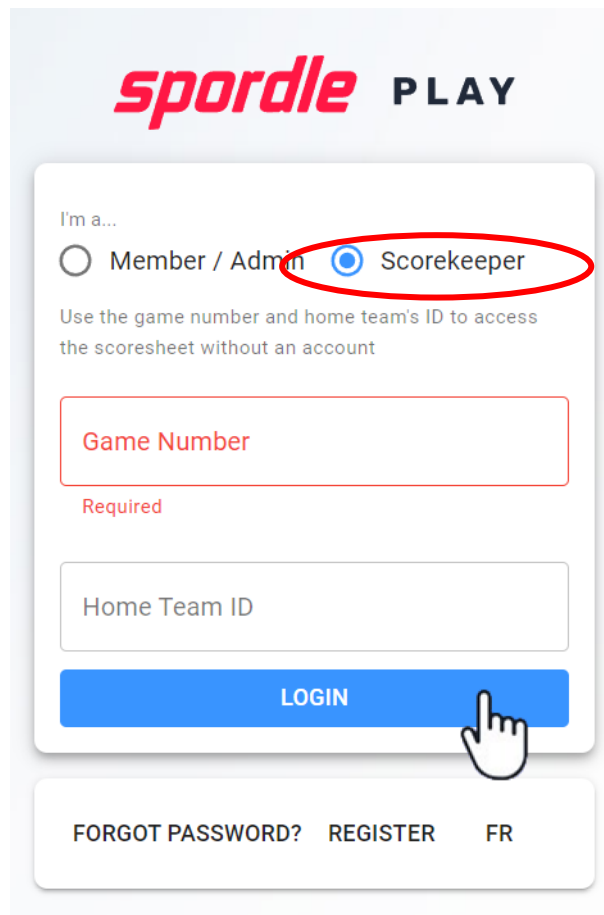
What do you need?

- You need the Game # and Home team's HCR ID
- You need a phone, tablet or laptop. We recommend a tablet or laptop due to screen format.
- Notepad (or Spordle Scratchpad) and a pen or pencil. The scratch pad can be downloaded here:
<https://help.hisports.app/files/Game%20Notes%20Scratchpad.pdf>
- Warm clothes and coffee 😊

Logging in to Score keep

Enter the scorekeeping app
at hisports.app

- Click on Scorekeeper at the login.
- 1. You must have the Game #
- 2. The home team HCR ID
- Click LOGIN

The image shows the login interface for the Spordle PLAY app. At the top, the "spordle PLAY" logo is displayed. Below it, the text "I'm a..." is followed by two radio button options: "Member / Admin" and "Scorekeeper". The "Scorekeeper" option is selected and circled in red. Below this, a message states: "Use the game number and home team's ID to access the scoresheet without an account". There are two input fields: "Game Number" (with a red border and "Required" text below it) and "Home Team ID". A blue "LOGIN" button is positioned below the input fields, with a hand icon pointing to it. At the bottom, there are three links: "FORGOT PASSWORD?", "REGISTER", and "FR".

spordle PLAY

I'm a...

☐ Member / Admin ☒ Scorekeeper

Use the game number and home team's ID to access the scoresheet without an account

Game Number

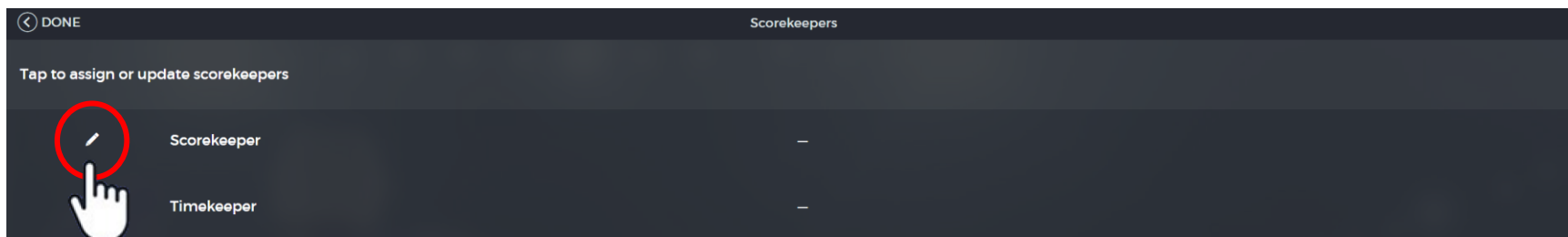
Required

Home Team ID

LOGIN

FORGOT PASSWORD? REGISTER FR

Enter Off-ice Officials



- Click on the pencil icon and enter name (figure 1)
- If you do not have an Officiating HCR number, click on Add a temporary official (figure 2)
- Click SAVE
- Click DONE (top Left)

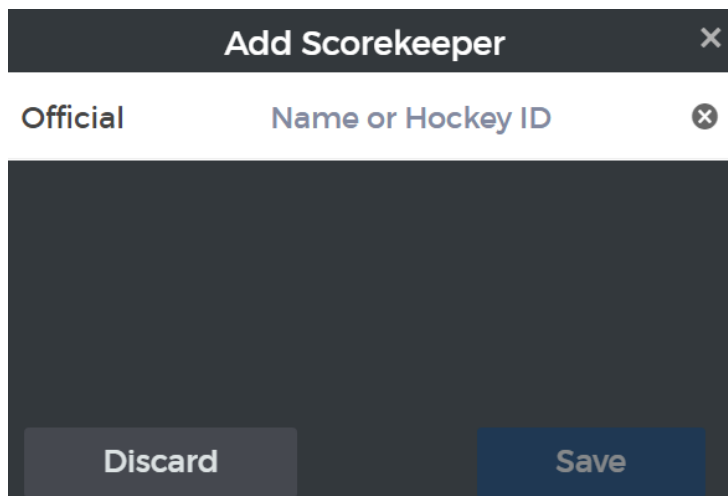


Figure 1

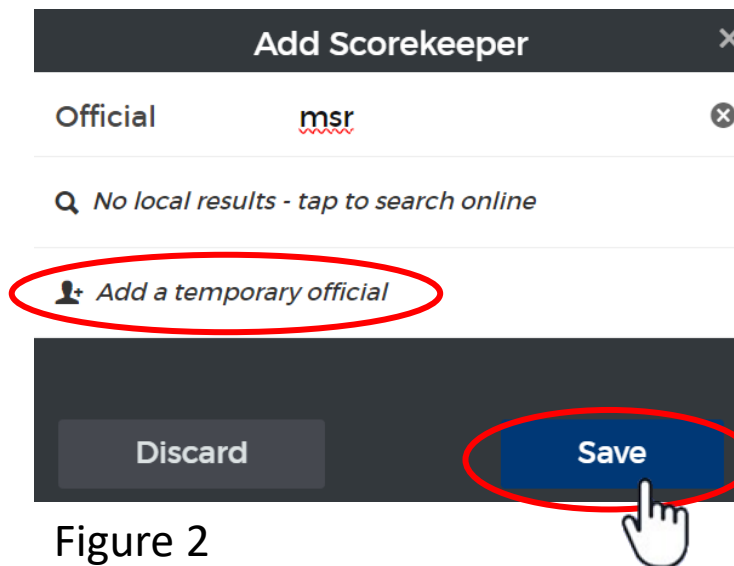


Figure 2

Official NO-SHOW Reporting



← BACK GAME MRTEST1001 PERIODS ⚙ START GAME →





All tasks must be complete before starting the game

CLOVERDALE MHA (1) U13 A1 TIER 1 18 players and 5 bench staff assigned to this game	<input checked="" type="checkbox"/>
COQUITLAM MHA (1) U13 A1 TIER 1 16 players and 5 bench staff assigned to this game	<input checked="" type="checkbox"/>
Scorekeeper & Timekeeper Enter the scorekeeper and timekeeper for this game	<input checked="" type="checkbox"/>
Game Officials 1 referee and 2 linespersons assigned to this game	<input checked="" type="checkbox"/>

Click on the check mark to the right of the Game Officials

Official NO-SHOW Reporting

Tap to assign or update officials

	Referee	<input type="text"/>
	Referee	—
	Linesperson	<input type="text"/>
	Linesperson	<input type="text"/>



Click on the pencil icon beside the official

Click on Did not show

Click REMOVE

Update Official

Official

☐ Did not show





Confirm Period Lengths

Start Game

Are you sure you want to start the game?

1st Period

Total length

15 : 00

2nd Period

Total length

15 : 00

3rd Period

Total length

20 : 00

Overtime

Total length

00 : 00

- Enter the total length for each period. Applies to this game only
- If the game is ended in the 3rd period or earlier, overtime (or any other subsequent period) length is ignored
- These settings may be changed at any time throughout the game

Start



Enter the period lengths and click Start


Main Scoresheet Screen



PREGAME

GAME MRTEST1001


SHOTS NOTES END GAME

CLOVERDALE MHA (1) U13 A1 TIER 1

HOME
0

AWAY
0

COQUITLAM MHA (1) U13 A1 TIER 1



Goalie ↕

Penalty +


Home Goal +

Away Goal +

Penalty +

Goalie ↕

ACTIVE PENALTIES

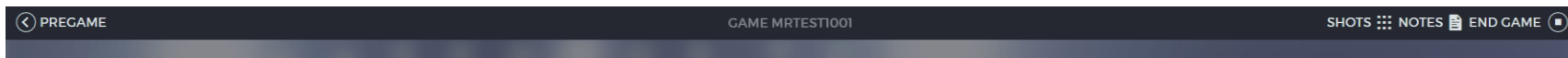


HOME AWAY

GOALS PENALTIES



Top and Bottom Items



At the top of the screen you have:

- PREGAME (takes you back to the pregame screen)
- SHOTS (update shots for home and away)
 - Some leagues require shots to be recorded)
- NOTES (add game notes that you want to appear on the official game report).

Some examples are:

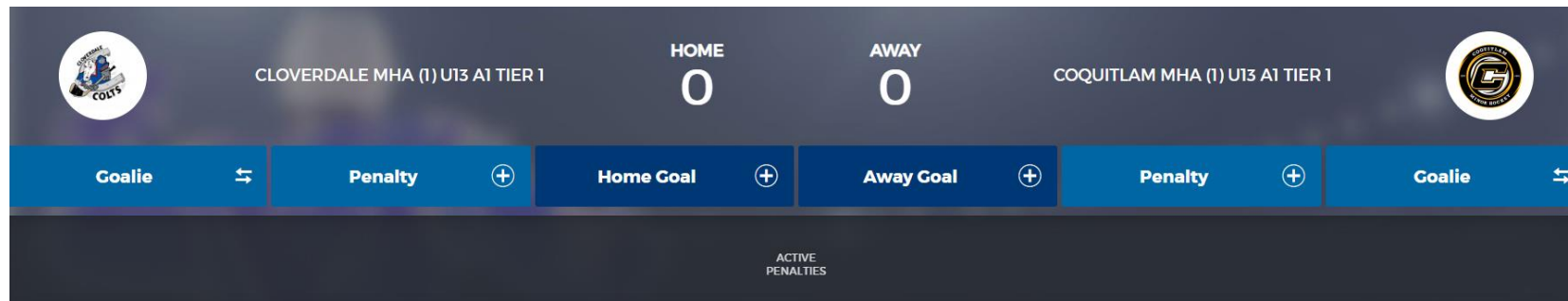
- An unusual stoppage in play (power failure, etc.)
 - An incident that an on-ice official asked you to report
- END GAME



At the bottom of the screen you can filter your view of the scoresheet by:

- HOME or AWAY (only the HOME or AWAY game events)
- GOALS or PENALTIES (only show GOALS or PENALTIES)
 - If you click PENALTIES, another option will appear to allow filtering by MINOR or MAJOR penalties.

Main Action Bar



- Home team actions are on the right
- Away team actions are on the left.
- Home/Away Goal – add a goal
- Penalty - add a penalty
- Goalie – record a goalie switch or pulling of the goalie. Note: goalie switch is very important if an affiliate goalie is participating in the game.
- Active penalties are displayed below the action bar
- Game events are displayed below the active penalties



Adding a Goal

Click on Home or Away

Enter the period and time the goal was scored

Select the scorer and then the assists

If the goal is a five-on-five goal then click SAVE

Or record the appropriate option for the goal and click SAVE

Home Goal

Goal Time

When was the goal scored?

PERIOD
1

13 : 00

Players

Select a player from the home team below

SUMMERS
2

BRYNCELSO
3

YANG
4

ARCHIBALD
5

MCKNIGHT
6

JENSEN
7

HOSTYN
8

KANAZAWA
9

CHEYNE
10

HAVARD
11

MCRAE
12

CHAVARRIA
VILLARREAL
13

MORTON
14

FERCUSON
15

NELSON
16

HUNGAR
17

GRAHAM
1

RAWSON
31

Options

☐ Power Play

☐ Shorthanded

☐ Empty Net

☐ Penalty Shot

Save





Adding a Goal

Goal scorer is highlighted
in **GREEN**

Assisting players are
highlighted in **WHITE**

Click **SAVE**

Home Goal

Goal Time

When was the goal scored?

PERIOD
1

13 : 00

Players

Goal scored by #2 SUMMERS, assisted by #13 CHAVARRIA VILLARREAL and #14 MORTON

SUMMERS
2

BRYNGELSON
3

YANG
4

ARCHIBALD
5

MCKNIGHT
6

JENSEN
7

HOSTYN
8

KANAZAWA
9

CHEYNE
10

HAVARD
11

MCRAE
12

CHAVARRIA VILLARREAL
13

MORTON
14

FERCUSON
15

NELSON
16

HUNGAR
17

GRAHAM
1

RAWSON
31

Options

☒ Power Play

☐ Shorthanded

☐ Empty Net

☐ Penalty Shot

Save



Adding a Goal

PREGAME GAME MRTEST1001 SHOTS NOTES END GAME

CLOVERDALE MHA (1) U13 A1 TIER 1 HOME 1 AWAY 0 COQUITLAM MHA (1) U13 A1 TIER 1

Goalie ⇄ Penalty + Home Goal + Away Goal + Penalty + Goalie ⇄

ACTIVE PENALTIES

1ST PERIOD - 15:00

3:00 HOME GOAL ABIGAIL MAY SUMMERS (2) [PPG] - ASST: PATRICIO CHAVARRIA VILLARREAL (13), BROGAN MORTON (14)

HOME AWAY GOALS PENALTIES

The goal will be shown in the game events area of the scoresheet.

Adding a Penalty

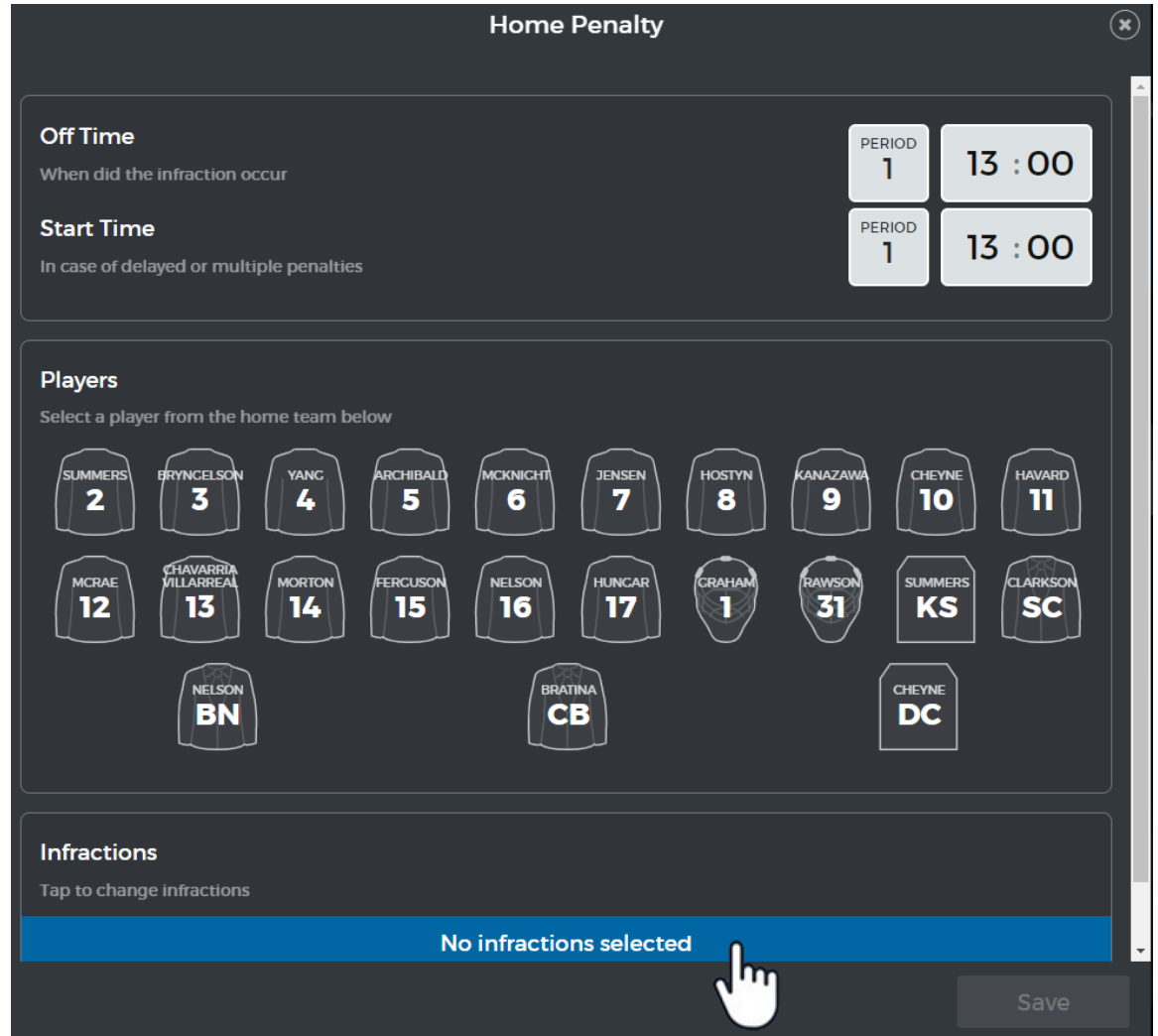
Click on Home or Away
Penalty

Enter the period and time
of the penalty

Start time will default to
time of the penalty but can
be changed/edited if there
are too many players
serving penalties for it to
go into effect immediately

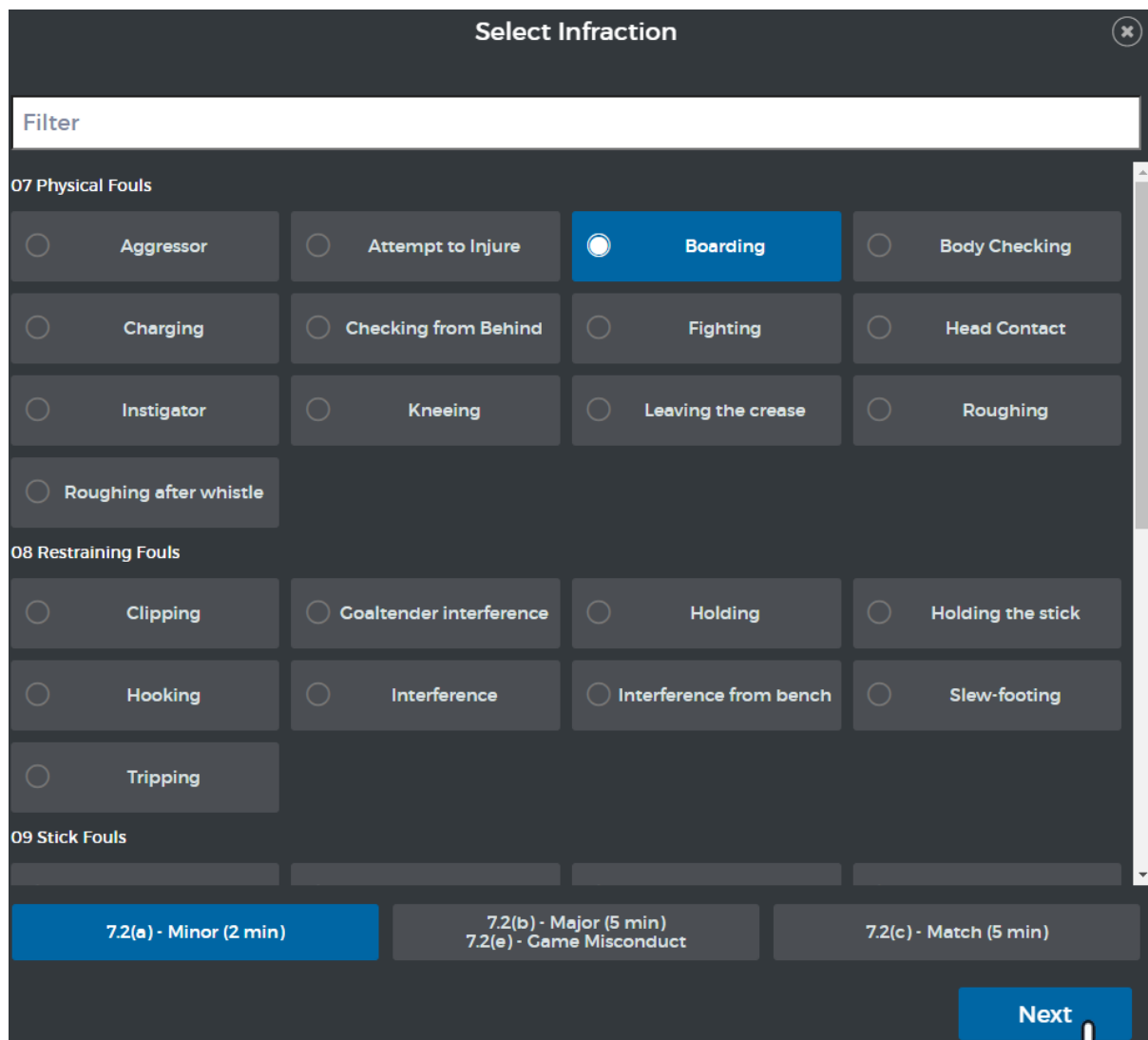
Select the Player who was
assessed the penalty

Click on **No infractions**
selected

The screenshot shows a mobile application interface for adding a penalty. The title is "Home Penalty". It has a close button in the top right corner. The form is divided into several sections. The first section is "Off Time" with a subtitle "When did the infraction occur". It contains two input fields: "PERIOD 1" and "13 : 00". The second section is "Start Time" with a subtitle "In case of delayed or multiple penalties". It also contains two input fields: "PERIOD 1" and "13 : 00". The third section is "Players" with a subtitle "Select a player from the home team below". It displays a grid of player jerseys with names and numbers. The players are: SUMMERS 2, BRYNCELSO 3, YANG 4, ARCHIBALD 5, MCKNIGHT 6, JENSEN 7, HOSTYN 8, KANAZAWA 9, CHEYNE 10, HAVARD 11, MCRAE 12, CHAVARRIA VILLARREAL 13, MORTON 14, FERCUSON 15, NELSON 16, HUNCAR 17, GRAHAM 1, RAWSON 31, SUMMERS KS, CLARKSON SC, NELSON BN, BRATINA CB, and CHEYNE DC. The fourth section is "Infractions" with a subtitle "Tap to change infractions". It contains a blue button labeled "No infractions selected" and a "Save" button in the bottom right corner. A hand icon is pointing at the "No infractions selected" button.

Adding a Penalty

- Select the penalty assessed.
- Select Minor, Major or Match
- Click Next
- Selecting a Major will automatically add the game misconduct
- If you have selected a Major or Match penalty, click on the player serving the penalty

The "Select Infraction" screen is a dark-themed interface for selecting hockey penalties. It includes a "Filter" search bar at the top. The infractions are organized into three sections: "07 Physical Fouls", "08 Restraining Fouls", and "09 Stick Fouls". Each section contains a grid of buttons with radio buttons for selection. "Boarding" is selected under Physical Fouls. Under Restraining Fouls, "Clipping", "Hooking", and "Tripping" are visible. At the bottom, three buttons allow selecting the penalty level: "7.2(a) - Minor (2 min)" (selected), "7.2(b) - Major (5 min) 7.2(e) - Game Misconduct", and "7.2(c) - Match (5 min)". A "Next" button is at the bottom right, with a hand cursor pointing to it.

07 Physical Fouls			
<input type="radio"/> Aggressor	<input type="radio"/> Attempt to Injure	<input checked="" type="radio"/> Boarding	<input type="radio"/> Body Checking
<input type="radio"/> Charging	<input type="radio"/> Checking from Behind	<input type="radio"/> Fighting	<input type="radio"/> Head Contact
<input type="radio"/> Instigator	<input type="radio"/> Kneeing	<input type="radio"/> Leaving the crease	<input type="radio"/> Roughing
<input type="radio"/> Roughing after whistle			

08 Restraining Fouls			
<input type="radio"/> Clipping	<input type="radio"/> Goaltender interference	<input type="radio"/> Holding	<input type="radio"/> Holding the stick
<input type="radio"/> Hooking	<input type="radio"/> Interference	<input type="radio"/> Interference from bench	<input type="radio"/> Slew-footing
<input type="radio"/> Tripping			

09 Stick Fouls			

☒ 7.2(a) - Minor (2 min) ☐ 7.2(b) - Major (5 min) 7.2(e) - Game Misconduct ☐ 7.2(c) - Match (5 min)

Next

Adding a Penalty

Player assessed the
penalty is highlighted in
YELLOW

Player serving the penalty
is highlighted in **WHITE**

Click SAVE

Edit Home Penalty

Off Time

When did the infraction occur

PERIOD 1 13 : 00

Start Time

In case of delayed or multiple penalties

PERIOD 1 13 : 00

Existing subsequent penalties will be affected

Players

Penalty for #2 SUMMERS, served by #6 MCKNIGHT

SUMMERS 2

BRYNCELSON 3

YANG 4

ARCHIBALD 5

MCKNIGHT 6

JENSEN 7

HOSTYN 8

KANAZAWA 9

CHEYNE 10

HAVARD 11

MCRAE 12

CHAVARRIA VILLARREAL 13

MORTON 14

FERCUSON 15

NELSON 16

HUNCAR 17

GRAHAM 1

RAWSON 31

SUMMERS KS

CLARKSON SC

NELSON BN

BRATINA CB

CHEYNE DC

Infractions

↓ More below

Save



Shots Counts

← PREGAME GAME MRTEST1001 **SHOTS** ⋮ NOTES 📄 END GAME ▶

Update the shot count by
goalie by period.

Click SAVE

Total Shots on Net

Goalie	1st	2nd	3rd	OT
#1 GRAHAM	1st	2nd	3rd	OT
#31 RAWSON	1st	2nd	3rd	OT
#1 OAKE	1st	2nd	3rd	OT

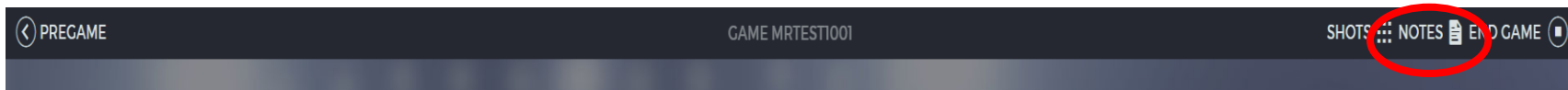
- Enter the total shots against each goalie above
- If there were no shots against the goalie in net, enter 0
- Leave blank if the goalie was not in net during the period

Discard

Save



Game Notes









Enter the notes to be recorded in the scoresheet and included in the game report.

Click SAVE

The "Game Notes" form is displayed in a dark-themed window. At the top, it says "Game Notes" and "Notes will be shown below the scoresheet". Below this is a large, empty light gray rectangular area for entering text. At the bottom of the window, there are two buttons: "Discard" on the left and "Save" on the right. A hand cursor icon is pointing at the "Save" button.

Editing the Period Time(s)

1ST PERIOD 15:00			
3:00	HOME GOAL	ABIGAIL MAY SUMMERS (2) [PPG] - ASST: PATRICIO CHAVARRIA VILLARREAL (13), BROGAN MCKNIGHT	 
13:00	HOME PENALTY	ABIGAIL MAY SUMMERS (2) - SERV: COOPER MCKNIGHT (6) - 7.2(B) - BOARDING (MAJOR)	 
13:00	HOME PENALTY	ABIGAIL MAY SUMMERS (2) - 7.2(E) - GAME MISCONDUCT	 

Click on the pencil icon

Enter the change to the period(s) lengths

Click SAVE

NOTE: The 3rd period is often a shortened period. It is important to update the 3rd if shortened.

Periods

1st Period

Total length

15 : 00

2nd Period

Total length

15 : 00

3rd Period

Total length

20 : 00

Overtime

Total length

00 : 00

- Enter the total length for each period. Applies to this game only
- If the game is ended in the 3rd period or earlier, overtime (or any other subsequent period) length is ignored
- These settings may be changed at any time throughout the game

Save

Game Summary




PREGAME

GAME MRTEST001

SHOTS

NOTES

SIGNATURES



CLOVERDALE MHA (1) U13 A1 TIER 1


HOME

1

AWAY

0

COQUITLAM MHA (1) U13 A1 TIER 1



Goalie

Penalty

Home Goal

Away Goal

Penalty

Goalie

MCKNIGHT
6
Ends 08:00

ACTIVE
PENALTIES

PROKOSH
5
Ends 08:42

3RD PERIOD - 20:00

0:42

AWAY PENALTY

JEREMIAH PROKOSH (5) - 8.6(A) - TRIPPING (MINOR)

1ST PERIOD - 15:00

13:00

HOME GOAL

ABIGAIL MAY SUMMERS (2) [PPG] - ASST: PATRICIO CHAVARRIA VILLARREAL (13), BROGAN MORTON (14)

13:00

HOME PENALTY

ABIGAIL MAY SUMMERS (2) - SERV: COOPER MCKNIGHT (6) - 7.2(B) - BOARDING (MAJOR)

13:00

HOME PENALTY

ABIGAIL MAY SUMMERS (2) - 7.2(E) - GAME MISCONDUCT

HOME

AWAY

GOALS

PENALTIES



Editing a Penalty or Goal

3RD PERIOD - 20:00		
0:42	AWAY PENALTY	JEREMIAH PROKOSH (5) - 8.6(A) - TRIPPING (MINOR)
1ST PERIOD - 15:00		
13:00	HOME GOAL	ABIGAIL MAY SUMMERS (2) [PPG] - ASST: PATRICIO CHAVARRIA VILLARREAL (13), BROGAN MORTON (14)
13:00	HOME PENALTY	ABIGAIL MAY SUMMERS (2) - SERV: COOPER MCKNIGHT (6) - 7.2(B) - BOARDING (MAJOR)
13:00	HOME PENALTY	ABIGAIL MAY SUMMERS (2) - 7.2(E) - GAME MISCONDUCT

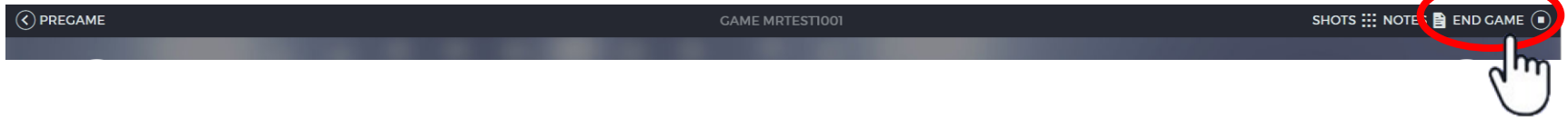
Click on the pencil icon to the right of the game event. The appropriate entry dialog will appear.

Make the changes

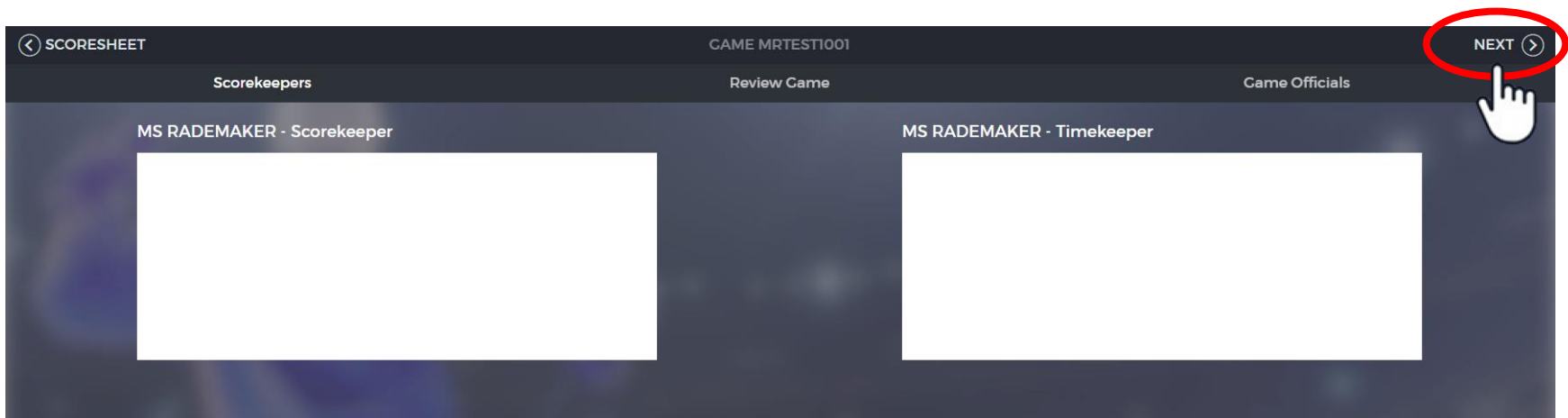
Click SAVE

Click on the **X** to the right of the game event to delete the event.

Ending the Game



Click END GAME



Scorekeeper and timekeeper sign the scoresheet.

Click NEXT



Ending the Game

Give the device to the officials to review and sign the scoresheet

Scoresheet Review

Please hand the scoresheet to the referee for review if it's safe to do so.

SkipNext

When the officials have finished signing the scoresheet you will have the option to add an email recipient for the scoresheet.

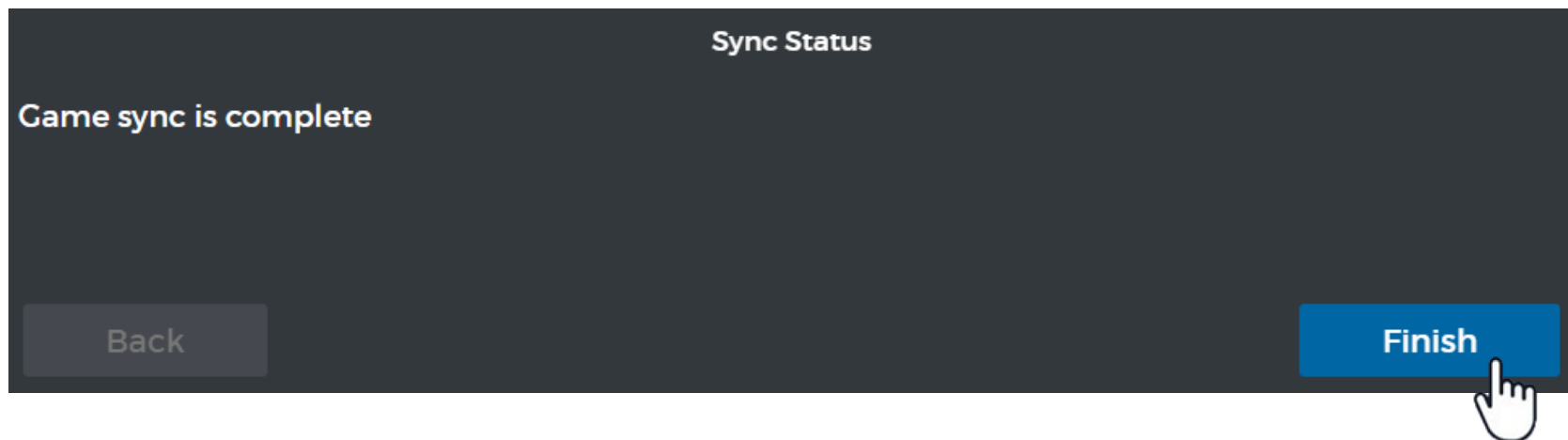
Submit Scoresheet

Scoresheets are automatically sent to team staff, league administrators and registered game officials once you submit the scoresheet.

Add EmailSubmit

Ending the Game

- After you click SUBMIT you will see a Sync Status



After “Game sync is complete” message is displayed

Click FINISH



Demonstration