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(54) **SYSTEM, METHODOLOGY, AND  
COMPUTER PROGRAM PRODUCT FOR  
GATHERING GAME DATA**

(52) **U.S. Cl.** ..... 463/42

(76) Inventor: **Aaron J. Bishop**, Vancouver (CA)

(57) **ABSTRACT**

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(22) Filed: **Nov. 16, 2005**

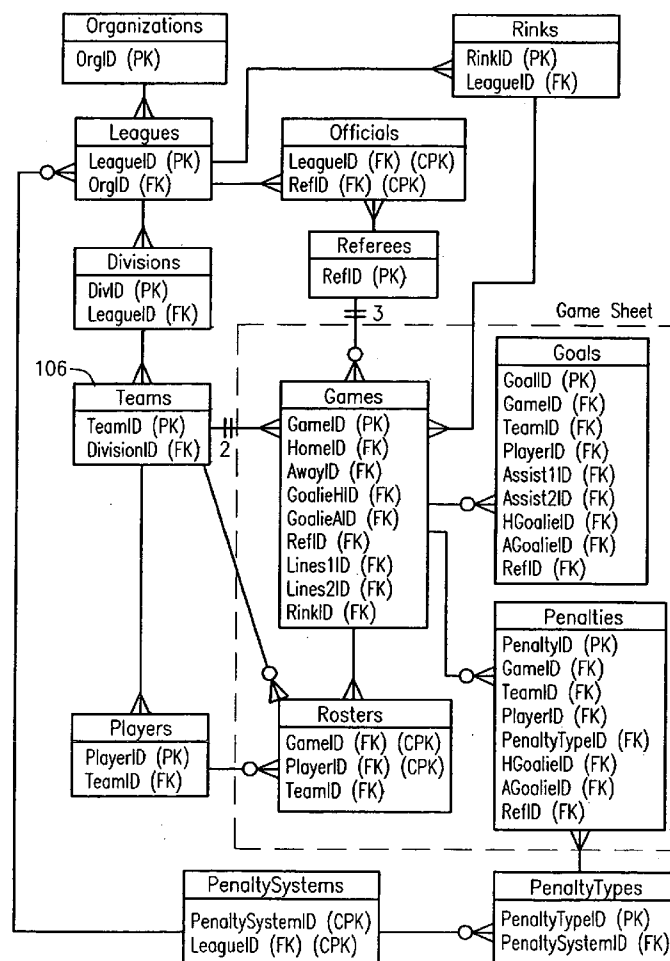
### Related U.S. Application Data

(63) Continuation of application No. 09/946,891, filed on Sep. 5, 2001, now Pat. No. 6,984,176.

### Publication Classification

(51) **Int. Cl.**  
**A63F 9/24** (2006.01)

An system, methodology and computer program product for gathering game data pertaining to players, teams, and leagues, so that the players, teams, league, and league administrators have access to the game data. A touch screen computer terminal is provided at the sports venue and it is in communication with a computer network. A server computer is in communication with the touch screen..computer terminal over the computer network, and the server computer receives the game data over the computer network from the touch screen computer terminal, and proceeds to and store and organize the game data in a database. The game data is then made available over the computer network to league administrators, so that the league administrators can make quick and accurate decisions based on game data. The game data is also made available to the players over the computer network.



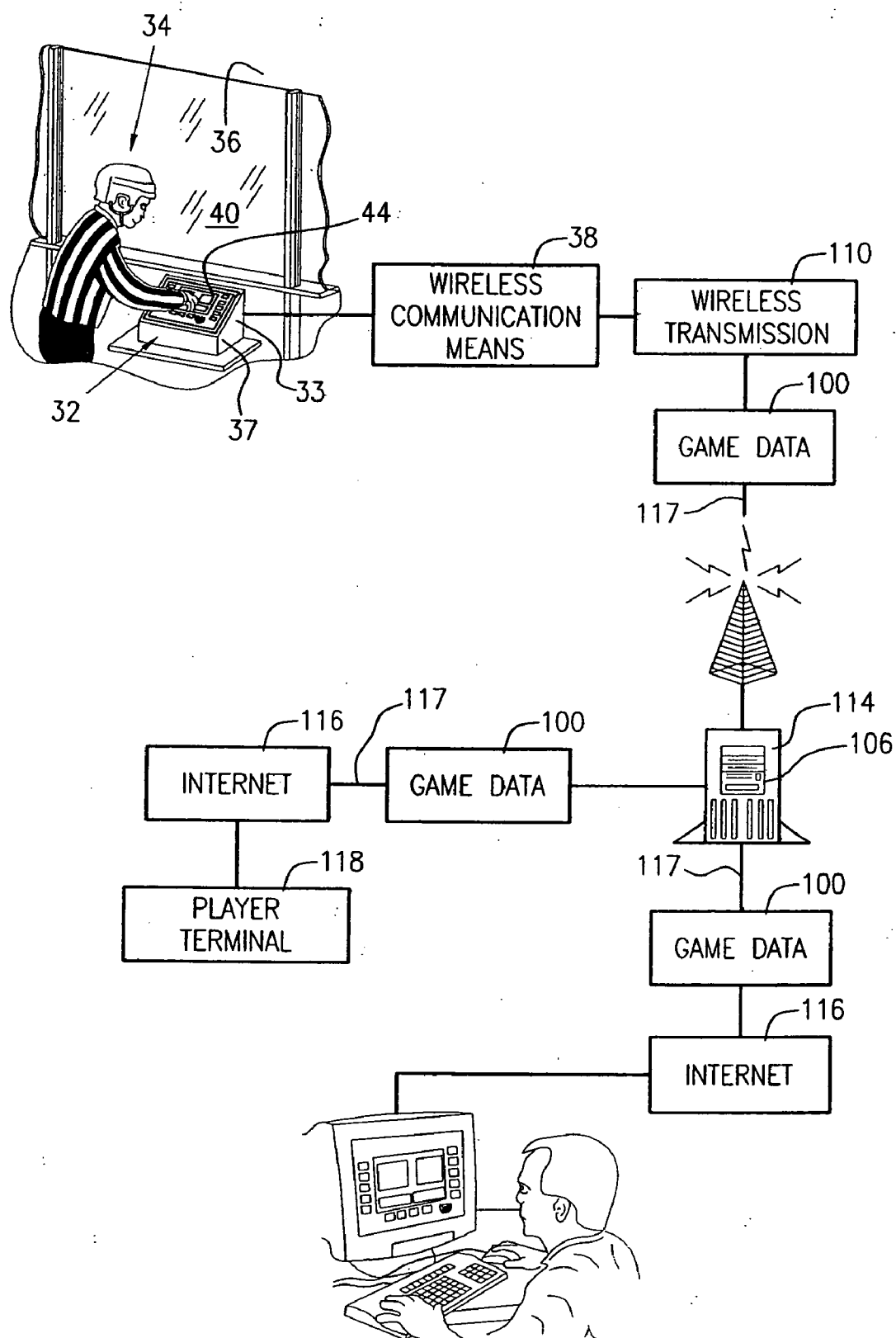


FIG. 1

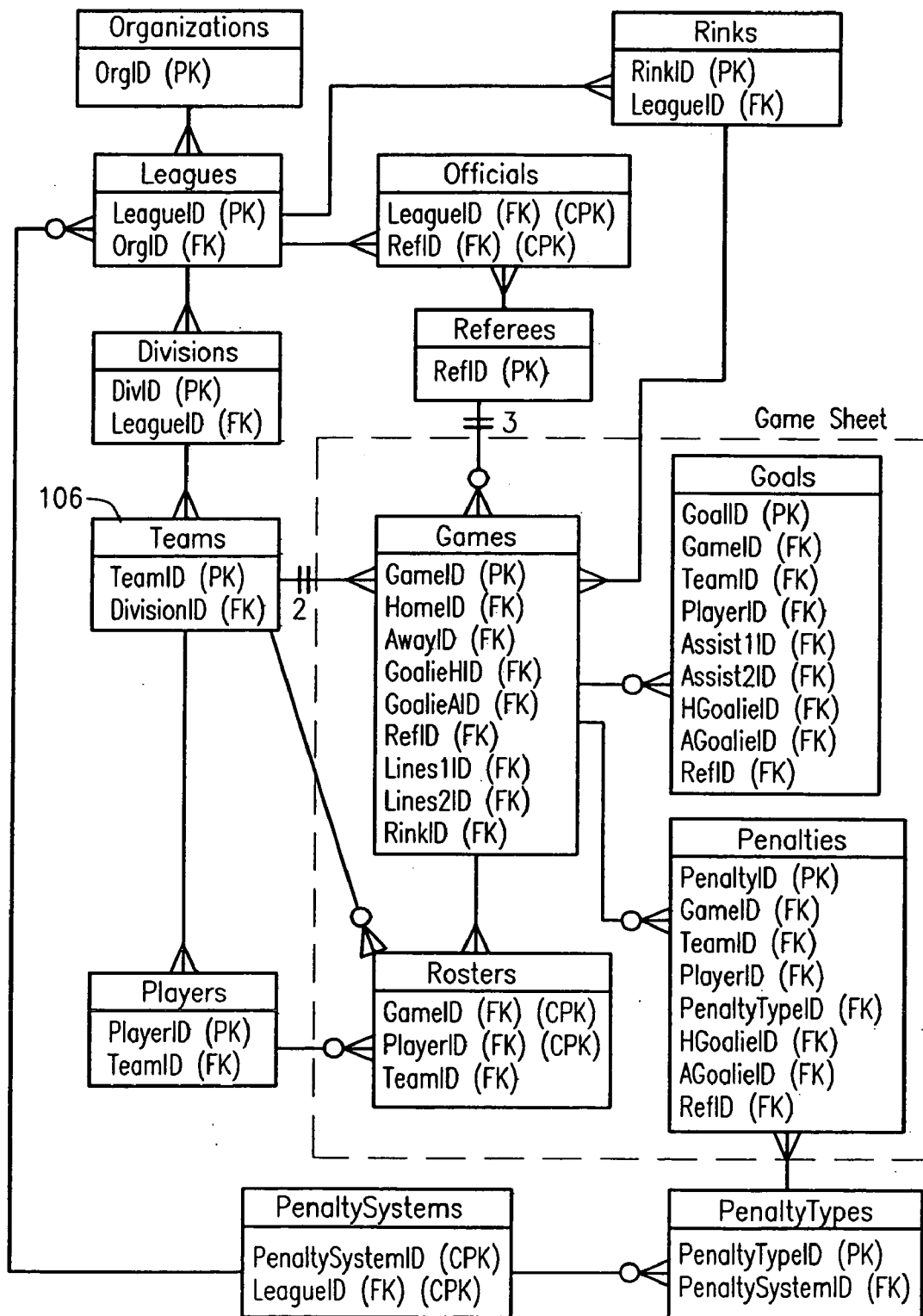


FIG. 2

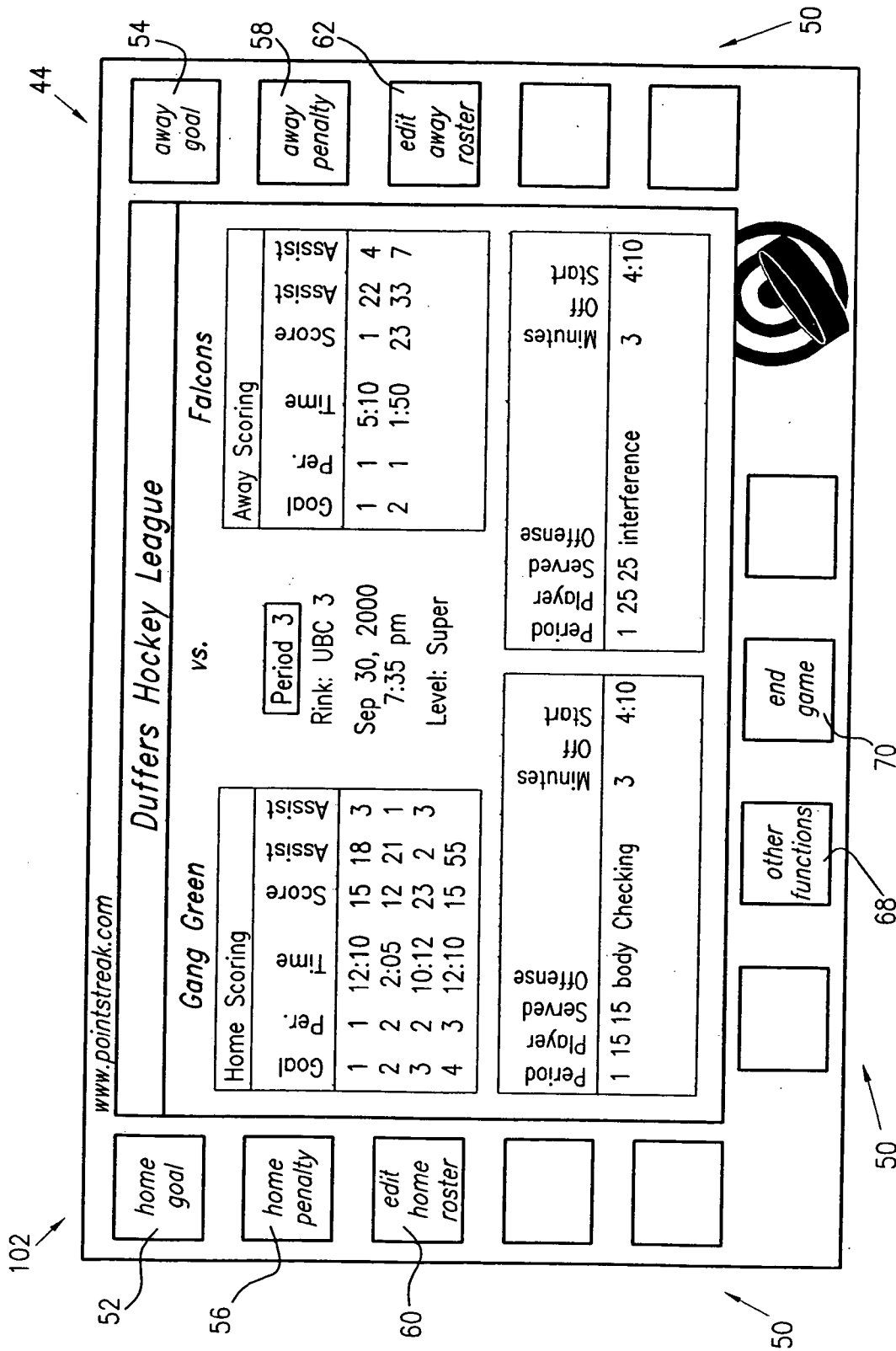


FIG. 3

UBC Rink 1

Enter User ID:

13576		
1	2	3
4	5	6
7	8	9
	0	:
OK		Clear

**FIG. 4**

UBC Rink 1

User: 13576

Enter Password:

*****		
1	2	3
4	5	6
7	8	9
	0	:
OK		Clear

**FIG. 5**

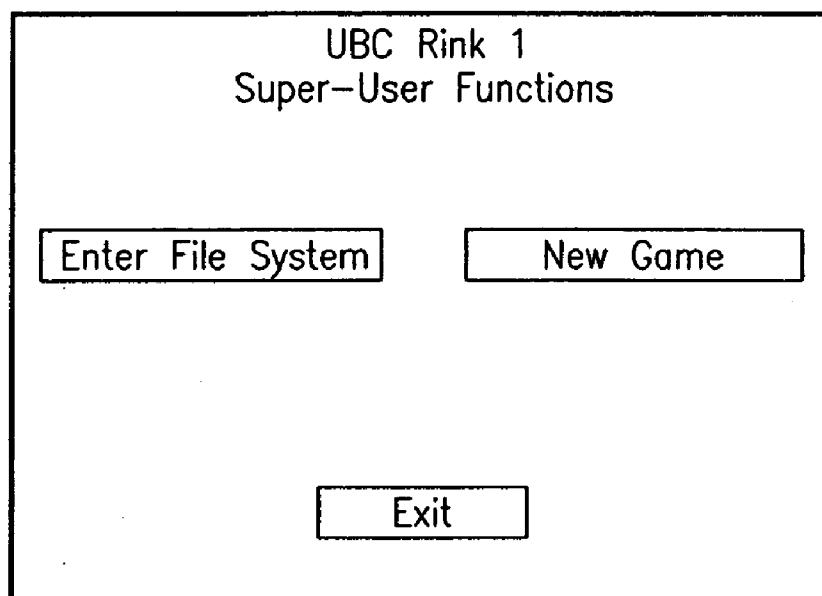


FIG. 6

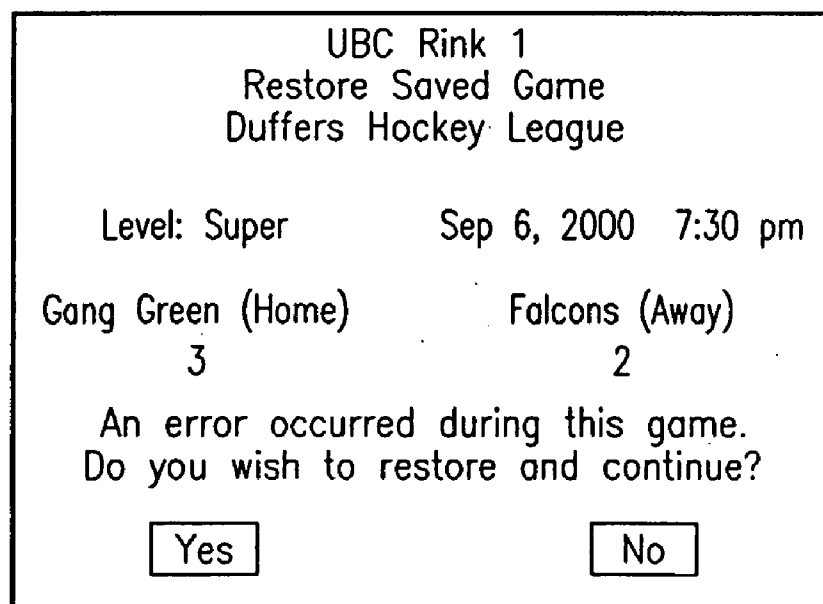


FIG. 7

New Game  
UBC Rink 3

Enter Date:  
(mm:dd:yy)

9:6:00

1	2	3
4	5	6
7	8	9
0	:	

FIG. 8

New Game  
UBC Rink 3

Date:    Sept., 6 2000

Enter Time:  
(24:59)

19:30

1	2	3
4	5	6
7	8	9
0	:	

FIG. 9

New Game  
 UBC Rink 3

Sept 9, 2000  
 7:30 pm

Select League:



UBC Duff League	 
UBC Intermural League	
UBC Pee-Wee League	
UBC Club League	

FIG. 10

New Game  
 UBC Rink 3

League: UBC Duffers League Sept 9, 2000  
 7:30 pm

Select Division



Super Duff	 
Intermediate	
Duffers Plus	
True Duff	

FIG. 11



New Game								
UBC Rink 3								
League:	UBC Duffers League	Sept 9, 2000						
Division:	Super Duffers	7:30 pm						
Select Home Team:	<table border="1"> <tr><td>Car</td></tr> <tr><td>Falcons</td></tr> <tr><td>Flames</td></tr> <tr><td>Gang Green</td></tr> <tr><td>Leafs</td></tr> <tr><td>T</td></tr> </table>		Car	Falcons	Flames	Gang Green	Leafs	T
Car								
Falcons								
Flames								
Gang Green								
Leafs								
T								
<input type="button" value="Back"/>								

FIG. 12

New Game							
UBC Rink 3							
League:	UBC Duff League	Sept 9, 2000					
Division:	Super Duffers	7:30 pm					
Home Team:	Gang						
Away Team:	Falcons						
Select Referee:	<table border="1"> <tr><td>Mel</td></tr> <tr><td>Bob</td></tr> <tr><td>Harvey</td></tr> <tr><td>John</td></tr> <tr><td>Tom</td></tr> </table>		Mel	Bob	Harvey	John	Tom
Mel							
Bob							
Harvey							
John							
Tom							
<input type="button" value="Back"/>							

FIG. 13

New Game								
UBC Rink 3								
League:	UBC Duff League	Sept 9, 2000						
Division:	Super Duffers	7:30 pm						
Home Team:	Gang							
Away Team:	Falcons							
Referee:	Mel							
Select Linesman 1:	<table border="1"> <tr> <td>&lt;None&gt;</td> <td rowspan="5"> <div style="text-align: center;"> <div>↑</div> <div>↓</div> </div> </td> </tr> <tr> <td>Mel Howard</td> </tr> <tr> <td>Bob McKnight</td> </tr> <tr> <td>Harvey Phipps</td> </tr> <tr> <td>John Sherry</td> </tr> </table>	<None>	<div style="text-align: center;"> <div>↑</div> <div>↓</div> </div>	Mel Howard	Bob McKnight	Harvey Phipps	John Sherry	
<None>	<div style="text-align: center;"> <div>↑</div> <div>↓</div> </div>							
Mel Howard								
Bob McKnight								
Harvey Phipps								
John Sherry								
<div>Back</div>								

FIG. 14

New Game		
UBC Rink 3		
League:	UBC Duff League	Sept 9, 2000
Division:	Super Duffers	7:30 pm
Home Team:	Gang	
Away Team:	Falcons	
Referee:	Mel	
Linesman 1:	Bob	
Linesman 2:	<None>	
Scorer:	<None>	
<div>Begin Game</div>		<div>Back</div>

FIG. 15

New Game  
Enter Team Rosters

Home Roster      Away Roster

Game Forfeit

Begin Game

This screen is titled "New Game" and "Enter Team Rosters". It features four rectangular buttons. The first row contains "Home Roster" and "Away Roster". The second row contains "Game Forfeit". The third row contains "Begin Game".

FIG. 16

New Game  
Team Forfeit  
Select Team:

Home Green      Away Falcons

Back

This screen is titled "New Game", "Team Forfeit", and "Select Team:". It features three rectangular buttons. The first row contains "Home Green" and "Away Falcons". The second row contains "Back".

FIG. 17

Team Roster  
Home Team – Green  
Select Goalie

<div style="display: inline-block; border: 1px solid black; padding: 2px 10px;">X 12</div> Bob	<div style="display: inline-block; border: 1px solid black; padding: 2px 10px;">18</div> Rob
<div style="display: flex; justify-content: space-around; width: 100%;"> <div style="border: 1px solid black; padding: 5px 20px;">Add Goalie</div> <div style="border: 1px solid black; padding: 5px 20px;">Done</div> </div>	

FIG. 18

Team Roster  
Home Team – Green  
Select Players

<div style="display: inline-block; border: 1px solid black; padding: 2px 10px;">X 16</div> Owen	<div style="display: inline-block; border: 1px solid black; padding: 2px 10px;">X 2</div> Pat	
<div style="display: inline-block; border: 1px solid black; padding: 2px 10px;">X 23</div> Jason	<div style="display: inline-block; border: 1px solid black; padding: 2px 10px;">X 7</div> Tom	
<div style="display: inline-block; border: 1px solid black; padding: 2px 10px;">X 5</div> Hans	<div style="display: inline-block; border: 1px solid black; padding: 2px 10px;">14</div> Steve	
<div style="display: inline-block; border: 1px solid black; padding: 2px 10px;">X 8</div> Bob	<div style="display: inline-block; border: 1px solid black; padding: 2px 10px;">X 22</div> Rene	
<div style="display: inline-block; border: 1px solid black; padding: 2px 10px;">4</div> Doug	<div style="display: inline-block; border: 1px solid black; padding: 2px 10px;">X 26</div> Roger	
<div style="display: inline-block; border: 1px solid black; padding: 2px 10px;">X 28</div> Guy	<div style="display: inline-block; border: 1px solid black; padding: 2px 10px;">17</div> Eric	
<div style="display: flex; justify-content: space-around; width: 100%;"> <div style="border: 1px solid black; padding: 5px 20px;">Add Player</div> <div style="border: 1px solid black; padding: 5px 20px;">Done</div> </div>		

FIG. 19

Team Roster  
Home Team – Green  
Change Jersey Number

Player: Tom  
Old Jersey: 7  
Enter New Jersey #:

44		
1	2	3
4	5	6
7	8	9
	0	:
OK Clear		

FIG. 20

Goal Scored

Team: Home – Green

Enter Scorers #:

Back

16		
1	2	3
4	5	6
7	8	9
	0	:
OK Clear		

FIG. 21

### Goal Scored

Team: Home – Green

Scorer: 16 – John

Enter 1st Assist #:  
(Leave Blank for None)

Back

23

1	2	3
4	5	6
7	8	9
	0	:

OK
Clear

**FIG. 22**

### Goal Scored

Team: Home – Green

Scorer: 16 – John

Scorer: 23 – Jim

Enter 2nd Assist #:  
(Leave Blank for None)

Back

1	2	3
4	5	6
7	8	9
	0	:

OK
Clear

**FIG. 23**

Goal Scored	
Team:	Home - Green
Scorer:	16 - John
Assist 1:	23 - Jim
Assist 2:	None
Choose Period:	<input type="text" value="1"/> <input type="text" value="2"/> <input type="text" value="3"/>
<input type="button" value="Back"/>	

FIG. 24

Goal Scored	
Team:	Home - Green
Scorer:	16 - John
Assist 1:	23 - Jim
Assist 2:	None
Period:	2
Enter Time:	
<input type="button" value="Back"/>	<div><div><div><div><div>5:32</div></div></div><div><div>1</div><div>2</div><div>3</div></div><div><div>4</div><div>5</div><div>6</div></div><div><div>7</div><div>8</div><div>9</div></div><div><div>0</div><div>:</div></div></div></div> <div><div>OK</div><div>Clear</div></div>

FIG. 25

Goal Scored	
Team:	Home – Green
Period:	2
Scorer:	16 – John
Assist 1:	23 – Jim
Assist 2:	None
Time:	5:32
<div>BackDone</div>	

FIG. 26

Penalty													
Team:	Away – Falcons												
Enter Jersey #:	<div><div>11</div><table><tbody><tr><td>1</td><td>2</td><td>3</td></tr><tr><td>4</td><td>5</td><td>6</td></tr><tr><td>7</td><td>8</td><td>9</td></tr><tr><td>0</td><td>:</td><td></td></tr></tbody></table><div>OKClear</div></div>	1	2	3	4	5	6	7	8	9	0	:	
1	2	3											
4	5	6											
7	8	9											
0	:												
<div>Back</div>													

FIG. 27









Penalty						
Team:	Away – Falcons					
Player:	11 – Buddy					
Infraction:	<table border="1"> <tr> <td>Tripping</td> <td rowspan="4">    </td> </tr> <tr> <td>Holding</td> </tr> <tr> <td>Slashing</td> </tr> <tr> <td>Fighting</td> </tr> </table>	Tripping	 	Holding	Slashing	Fighting
Tripping	 					
Holding						
Slashing						
Fighting						
<div>Back</div>						

FIG. 28







Penalty										
Team:	Away – Falcons									
Player:	11 – Buddy									
Infraction:	Tripping									
Type:	<table border="1"> <tr> <td>Minor</td> <td>3:00</td> <td rowspan="4">    </td> </tr> <tr> <td>Double Minor</td> <td>6:00</td> </tr> <tr> <td>Major</td> <td>7:00</td> </tr> <tr> <td>Misconduct</td> <td>10:00</td> </tr> </table>	Minor	3:00	 	Double Minor	6:00	Major	7:00	Misconduct	10:00
Minor	3:00	 								
Double Minor	6:00									
Major	7:00									
Misconduct	10:00									
<div>Back</div>										

FIG. 29

Penalty	
Team:	Away – Falcons
Player:	11 – Buddy
Infraction:	Tripping
Type:	Minor 3:00
Choose Period:	<input type="text" value="1"/> <input type="text" value="2"/> <input type="text" value="3"/>
<input type="button" value="Back"/>	

FIG. 30

Penalty													
Team:	Away – Falcons												
Player:	11 – Buddy												
Infraction:	Tripping												
Type:	Minor 3:00												
Period:	1												
Enter Time:	<div><div><div><div>12:33</div></div><div><table><tbody><tr><td>1</td><td>2</td><td>3</td></tr><tr><td>4</td><td>5</td><td>6</td></tr><tr><td>7</td><td>8</td><td>9</td></tr><tr><td>0</td><td>:</td><td></td></tr></tbody></table></div></div><div><div><input type="button" value="OK"/></div><div><input type="button" value="Clear"/></div></div></div>	1	2	3	4	5	6	7	8	9	0	:	
1	2	3											
4	5	6											
7	8	9											
0	:												

FIG. 31

Penalty	
Team:	Away – Falcons
Player:	11 – Buddy
Infraction:	Tripping
Type:	Minor 3:00
Period:	1
Time:	12:33
<div>BackDone</div>	

FIG. 32

Other Functions	
Edit Goal	Edit Penalty
Delete Goal	Delete Penalty
Modify Game Info	
Exit	

FIG. 33

Delete Goal

Select Team:

Home: Green

Away: Falcons

FIG. 34

Delete Goal

Home Team – Green

Goal	Per	Time	Score	Ast	Ast2
1	1	7:14	4	15	16
2	2	5:32	16	23	–
3	2	2:53	28	6	2
4	3	8:11	4	2	14
5	3	4:12	11	28	16

Done

FIG. 35

Delete Goal  
Home Team – Green

Goal	Per	Time	Score	Ast	Ast2
3	2	2:53	28	6	2

Delete:  
Are You Sure ?

Yes
No

**FIG. 36**

End Game

Game Complete

Enter Game Notes
Game Postponed

Back
Quit Game

**FIG. 37**

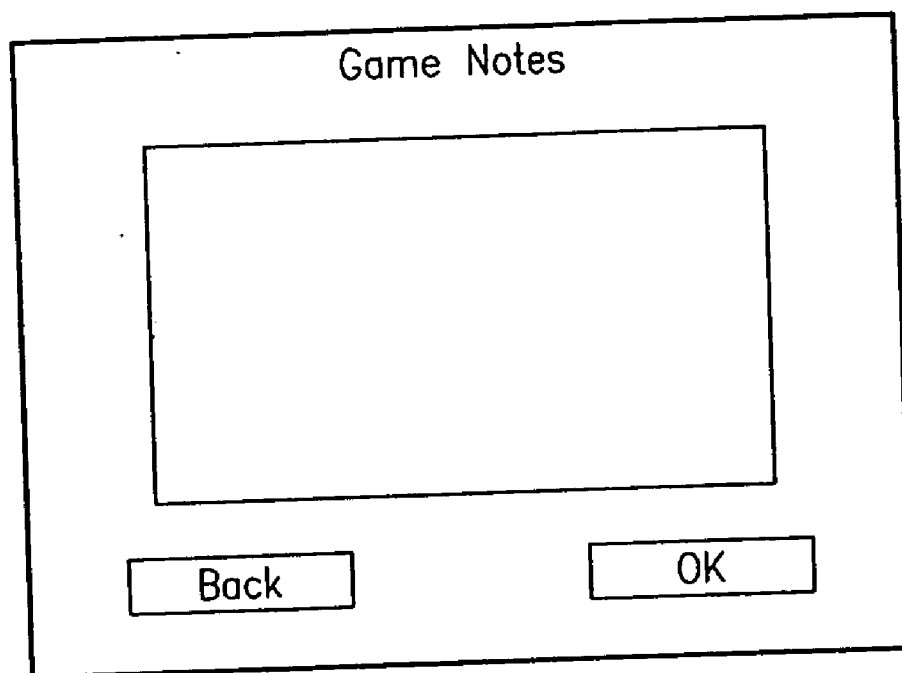


FIG. 38

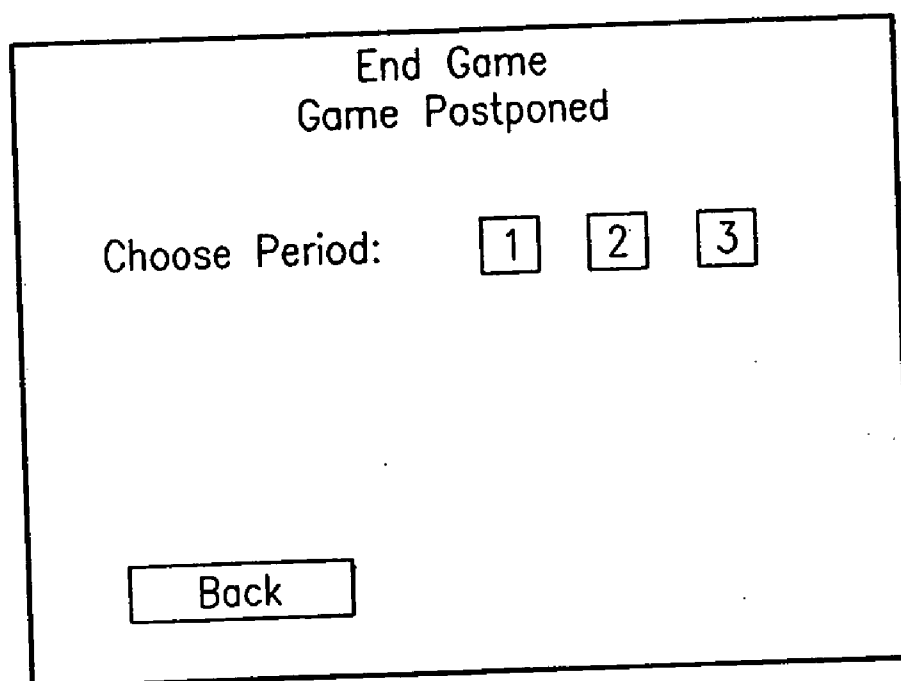


FIG. 39

End Game  
Game Postponed

Period: 3

Enter Time:

7:11

1	2	3
4	5	6
7	8	9
0	:	

FIG. 40

Back		End Game Game Review										OK	
Green						Falcons							
G	Per	Time	S	A	A2	G	Per	Time	S	A	A2		
1	1	7:14	4	15	16	1	1	5:10	1	22	4		
2	2	5:32	16	23	-	2	1	4:50	23	33	7		
3	2	2:53	28	6	2								
4	3	8:11	4	2	14								
5	3	4:12	11	28	16								

#	Penalty	Min	Per	Time	#	Penalty	Min	Per	Time
3	Tripping	2	1	7:14	25	Interference	3	1	4:10
12	Fighting	5	2	12:33	11	Tripping	2	2	5:32
8	Checking	2	2	4:53	4	Fighting	5	2	12:33
3	High Stick	2	3	3:11					

FIG. 41

Send Game Data

Referee: Mel

Enter Password:

\*\*\*\*\*

1	2	3
4	5	6
7	8	9
0	:	

OK
Clear

FIG. 42

Send Game Data

Referee: Mel

Password: \*\*\*\*\*

Game Data Reviewed

Send Game Data ?

Yes

No, Wait

FIG. 43



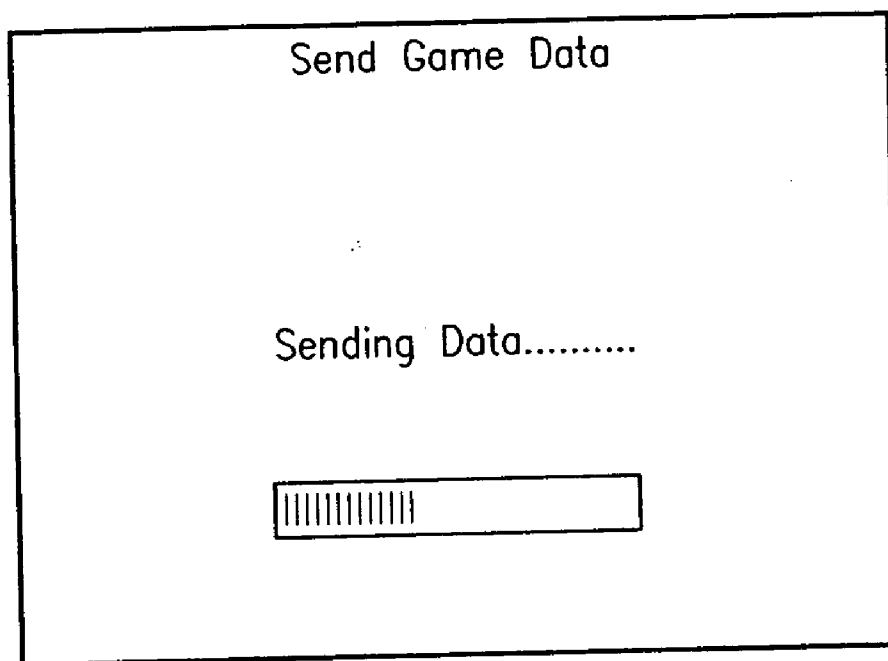


FIG. 44

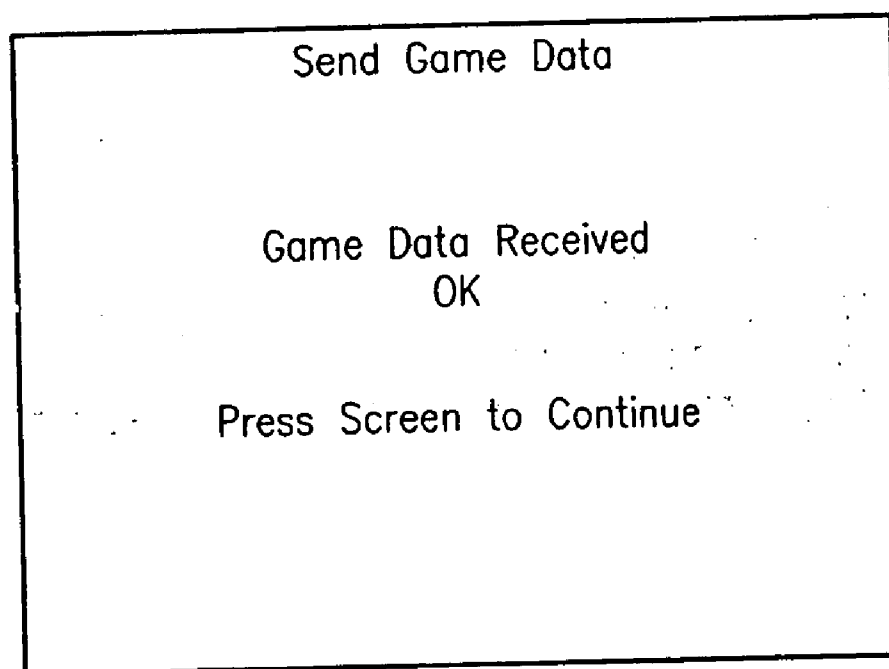
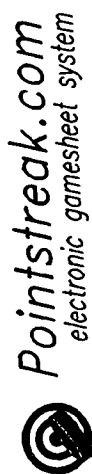
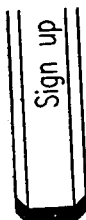


FIG. 45



path >> HOME >> league



*Sample League*

Contact:



> DIVISIONS

DIVISIONS:

Sample Division

> LEAGUE MESSAGE

This is a sample league which demonstrates the Pointstreak System.

FIG. 46



**Pointstreak.com**  
electronic gamesheet system  
path >> HOME >> LEAGUE > division

*Sample Division*  
*Sample League*

>> View division scoring leaders  
>> View division goaltending leaders

Sign up

TEAM STANDINGS

Team Name	GP	W	L	T	PTS	GF	GA	PIM
Team #1 ("T-1")	28	11	8	9	31	40	34	128
Team #2 ("T-2")	31	14	10	7	35	49	45	133
Team #3 ("T-3")	56	7	36	13	27	43	73	90
Team #4 ("T-4")	62	32	8	22	86	99	74	244
Team #5 ("T-5")	64	31	16	17	79	110	86	201
Team #6 ("T-6")	53	12	29	12	36	61	90	196

> Upcoming Games			Date			Time			Rink		
Away	Home										
> Recent Games			Date			Box Score					
Away	Home										
T-1 0	T-5 1		Wed, Dec 12, 2001			game box score					
T-6 0	T-5 1		Wed, Aug 29, 2001			game box score					
T-3 0	T-4 0		Mon, Aug 27, 2001			game box score					
T-3 0	T-4 0		Mon, Aug 27, 2001			game box score					

FIG. 47



Pointstreak.com  
electronic gamesheet system

path >> [HOME](#) >> [LEAGUE](#) > [DIVISION](#) > [boxscore](#)

Sign up

PLAYERS

ADMIN

ABOUT US

> BOX-SCORE

TEAM #1

at

TEAM #5

0

1

23:56 PSI Sample Rink  
Wed, Dec 12, 2001

> SUMMARY

T-5

T-1

> GOALS

Period 1

(no scoring)

Period 2

T-5 - Player #13

Period 3

(no scoring)

19:02

1

2

3

Total

0

1

0

1

0

0

0

0

FIG. 48

> PENALTIES

Period 1  
(no penalties)  
Period 2  
(no penalties)  
Period 3  
(no penalties)

> ROSTERS


14	Player	#1
15	Player	#2
17	Player	#3
19	Player	#4
2	Player	#5
20	Player	#6
21	Player	#7
22	Player	#8
23	Player	#9
24	Player	#10
25	Player	#11
26	Player	#12
3	Player	#13
33	Player	#14
34	Player	#15
37	Player	#16
44	Player	#17

11	Player	#23
15	Player	#24
18	Player	#25
20	Player	#26
22	Player	#27
23	Player	#28
24	Player	#29
25	Player	#30
26	Player	#31
27	Player	#32
3	Player	#33
38	Player	#34
5	Player	#35
6	Player	#36
66	Player	#37
68	Player	#38
8	Player	#39

FIG. 49

55	Player	#18	82	Player	#40
7	Player	#19	9	Player	#41
72	Player	#20	95	Player	#42
8	Player	#21			
9	Player	#22			
Home Goalie			Away Goalie		
Goalie #1			Goalie #2		
Referee					
Referee #1					
Score Keeper					
> GAME NOTES					

FIG. 50



**Pointstreak.com**  
electronic gamesheet system

path >> HOME >> LEAGUE > DIVISION > team page

PLAYERS ADMIN ABOUT US

Sign up

Division: Sample Division League: Sample League

> Schedule  
> Player Stats  
> TEAM RECORD

GP	W	L	T	PTS	GF	GA	GFA	GAA	PIM	HOME	AWAY
28	11	8	9	31	40	34	1.43	1.21	128	10-2-3	1-6-6

> Upcoming Games

Away	Home	Date	Time	Rink

> Recent Games

Away	Home	Date	Box Score
T-1 0	T-5 1	Wed, Dec 12, 2001	<u>game box score</u>
T-1 3	T-6 0	Mon, Aug 13, 2001	<u>game box score</u>
T-1 1	T-3 1	Mon, Aug 13, 2001	<u>game box score</u>
T-5 0	T-1 2	Mon, Aug 13, 2001	<u>game box score</u>
T-6	T-1 2	Thu, Aug 09, 2001	<u>game box score</u>

> Captains Message

FIG. 51



Pointstreak.com  
electronic gamesheet system

path >> HOME >> LEAGUE > DIVISION > TEAM > team page

Sign up

Division: Sample Division League: Sample League

TEAM #4

PLAYERS ADMIN ABOUT US

### Player Stats

#	NAME	(position)	GP	G	A	PTS	PIM
2	Player #43	C	61	16	29	45	6
8	Player #44	D	60	15	26	41	36
7	Player #45	LW	60	24	16	40	43
5	Player #46	D	60	23	11	34	24
12	Player #47	LW	60	6	21	27	33
25	Player #59	RW	60	2	5	7	3
23	Player #60	D	60	1	6	7	0
26	Player #61	C	60	1	6	7	4
27	Player #62	RW	60	1	6	7	0
32	Player #63	D	60	0	7	7	0
94	Player #64	LW	60	1	5	6	6
44	Player #65	D	60	4	1	5	9
39	Player #66	C	36	2	3	5	10
34	Player #67	C	60	1	4	5	6
19	Player #68	D	60	2	2	4	0
22	Player #69	RW	59	0	3	3	0
17	Player #70	LW	60	0	2	2	2
36	Player #71	C	60	0	2	2	3

FIG. 52a



89	Player	# 72	C	60	0	2	2	2	2	2	2	16	2
14	Player	# 73	C	49	0	0	2	2	2	2	2	16	2
18	Player	# 74	LW	60	0	0	1	1	1	1	1	0	0
69	Player	# 75	C	46	0	0	1	1	1	1	1	0	0
55	Player	# 76	D	41	0	0	0	0	0	0	0	12	12
21	Player	# 77	D	2	0	0	0	0	0	0	0	25	25

FIG. 52b

23	20	Player	# 6	T-5	56	2	12	14	2
24	13	Player	# 57	T-6	47	6	7	13	17
25	3	Player	# 58	T-6	23	3	10	13	25

FIG. 53

#	<u>NAME</u>	Goalie Stats						
		<u>GP</u>	<u>W</u>	<u>L</u>	<u>T</u>	<u>GA</u>	<u>GAA</u>	<u>SO</u>
35	Goalie # 3	40	20	5	15	50	1.25	19
30	Goalie # 4	22	12	3	7	24	1.09	11

FIG. 54



Pointstreak.com  
electronic gamesheet system

path >> [HOME](#) >> [LEAGUE](#) > [DIVISION](#) > leaders

Sign up

Sample Division  
Sample League

PLAYERS ADMIN ABOUT US

>> [View division goaltending leaders](#)

> Scoring Leaders

RK	#	NAME	TEAM
1	2	Player #43	T-4
2	3	Player #13	T-5
3	8	Player #44	T-4
4	7	Player #45	T-4
5	2	Player #5	T-5
6	5	Player #46	T-4
7	12	Player #47	T-4
8	81	Player #21	T-5
9	4	Player #48	T-6
10	19	Player #4	T-5
11	7	Player #19	T-5
12	7	Player #49	T-6
13	4	Player #50	T-3
14	5	Player #51	T-3
15	14	Player #52	T-2

[view all](#)

click on the category to re-sort stats

GP	G	A	PTS	PIM
61	16	29	45	6
56	26	16	42	18
60	15	26	41	36
60	24	16	40	43
57	10	29	39	11
60	23	11	34	24
60	6	21	27	33
51	13	12	25	20
46	12	10	22	21
58	19	1	20	3
57	9	11	20	46
47	12	7	19	15
55	11	8	19	15
53	11	7	18	11
29	4	14	18	31

FIG. 55a

16	6	Player	# 36	T-1	27	8	9	17	23
17	2	Player	# 53	T-6	47	6	11	17	14
18	13	Player	# 54	T-2	30	7	9	16	12
19	9	Player	# 55	T-3	53	10	4	14	24
20	7	Player	# 56	T-2	30	10	4	14	28
21	5	Player	# 35	T-1	28	8	6	14	15

FIG. 55b



**Pointstreak.com**  
electronic gamesheet system  
path >> HOME >> LEAGUE > DIVISION > leaders

*Sample Division*  
*Sample League*

Sign up

>> View division scoring leaders

> Goaltending Leaders

RK	#	NAME	TEAM
1	35	Goalie #3	T-4
2	39	Goalie #1	T-5
3	30	Goalie #4	T-4
4	35	Goalie #5	T-5
5	33	Goalie #6	T-2
6	31	Goalie #7	T-6
7	39	Goalie #1	T-5
8	30	Goalie #8	T-1
9	43	Goalie #9	T-3
10	39	Goalie #10	T-3
11	1	Goalie #11	T-2
12	1	Goalie #2	T-1
13	30	Goalie #12	T-6

view all						
click on the category to re-sort stats						
GP	W	L	T	GA	GAA	SO
40	20	5	15	50	1.25	19
30	14	8	8	41	1.37	11
22	12	3	7	24	1.09	11
28	11	8	9	43	1.54	7
19	11	6	2	31	1.63	7
37	9	21	7	62	1.68	7
6	6	0	0	2	0.33	5
18	6	6	6	24	1.33	7
34	4	21	9	51	1.50	6
22	3	15	4	22	1.00	4
12	3	4	5	14	1.17	4
7	3	1	3	10	1.43	2
16	3	8	5	30	1.88	2

FIG. 56

## SYSTEM, METHODOLOGY, AND COMPUTER PROGRAM PRODUCT FOR GATHERING GAME DATA

### BACKGROUND

[0001] In today's society, people are turning more and more to sports for enjoyment and to relieve everyday stress. Sports teams and leagues at the amateur level are presently a rapid growth segment. In fact, a great deal of time is expended by the administrators of these teams and leagues to keep all the game data and player statistical data accurate, current, and complete.

[0002] Game data comprising, among other things, statistics is kept for individual players as well for teams and leagues. The way in which these records are kept is oftentimes by pen and paper or worse yet, memory. These methods have their limitations. For example, manually written records can become lost, damaged when in adverse environments, or altered. Further, manually written records on player statistics become unwieldy as the accumulate over time, and ultimately end up being destroyed or recycled. Also, editing paper records causes vast amounts of time to be wasted in simply locating the statistics to be edited.

[0003] The problems with the present system is therefore multifaceted. Players and teams have gaps in their personal and team performances, and players oftentimes are forced to keeping their own statistics if they want to monitor their own growth or lack thereof.

[0004] Another significant problem associated with present paper based statistical record keeping is that league administrators have old records and oftentimes incomplete, messy, and illegible records to use to make important decisions, such as what players to suspend, resolving disputes, player misconduct, and other related decisions.

[0005] Yet another problem with current record keeping techniques is that the statistics become inaccessible to the athletes, as they are kept in logs or manuals controlled by someone else, who is typically inconveniently located. Not having the statistics of how other players are performing can have dramatic effects on competitions. For example, in hockey, mismatches between competing athletes may occur resulting in injuries to one or both of the athletes.

[0006] Thus, there is a need for a better way to maintain statistical records (data) pertaining to athletes and sports teams and make this statistical data quickly available to league administrators so that he or she can make important decisions in a timely manner and therefore make the league run more efficiently and safely.

### SUMMARY OF THE INVENTION

[0007] The present invention is directed to a new system and methodology and computer program product for an electronic gamesheet to be used for keeping and maintaining game data, that itself comprises statistical data. The present invention comprises an electronic game sheet that may be used in conjunction with hockey (ice), and other similar sports comprising field hockey, lacrosse, ball hockey, and roller hockey. The system comprises a touch screen computer terminal located at the sporting venue. One of these touch screen computer terminals is positioned at each hockey rink. The touch screen computer terminal (or client

computer) is in electronic communication with a system server computer. Game data comprising statistical data, team data, and league data is entered into the touch screen computer terminal at the rink and stored therein as the game is played. An official or scorekeeper enters the game data as it is generated. After the game has ended, the resultant game data entered into the touch screen computer terminal is verified by the referee, and the game data is then uploaded to the server computer from the touch screen computer terminal by way of wireless transmission. The upload may also be by way of the internet (world wide web) if the touch screen computer terminal is linked to same at the hockey rink, which is not always the case. After upload to the server computer, the server computer is in communication with a database and the uploaded game data is stored and organized in the database in tables.

[0008] The league administrator, from his or her computer, then accesses the server computer database over the internet and makes important decisions comprising suspending players, resolving disputes, and editing rosters. Indeed, the administrator can prevent unregistered and suspended players from playing by entering this information into the database, so that the scorekeeper sees this information when retrieving that player from the system database in a manner fully described in the detailed description. Additionally, the actual players may view all the game data and their personal statistical data over the internet so that they know the team standings and their own statistics. The players cannot edit their own statistical data, as this important task is for an administrator.

[0009] Thus, the system maintains game data in a logical and convenient format, and it is therefore a useful tool for sports organizations. The system eliminates the need for paper records and paper gamesheets and thus eliminates the problems associated with this paper based gamesheets, for example, time delays, messy handwriting, missing/lost gamesheets. Further, the system is superior to the paper gamesheet methods, because when paper gamesheets are used, someone must go to all the separate rinks and collect the outstanding gamesheets. Also, since data is entered into an electronic system, the burden on league administrators is greatly decreased and the administrators can do other things for the sports organization.

[0010] Thus, the present invention avoids and overcomes the problems associated with paper gamesheets and handwritten statistical data records and prior methods of managing game data.

### BRIEF DESCRIPTION OF THE FIGURES

[0011] **FIG. 1** shows a diagrammatic view of the overall the system layout.

[0012] **FIG. 2** shows the layout for the database for the system.

[0013] **FIG. 3** shows a screen shot for the touch screen that the scorekeeper (and referee) view at the hockey rink.

[0014] **FIGS. 4-6** show screen shots displayed on the touch screen that as the scorekeeper enters passwords into to gain access to the touch screen computer terminal, and whether to start a new game or restore a saved game.

[0015] **FIGS. 7-20** show the screen shots displayed on the touch screen for the entry game data for the date, time,

league, division, home team, referee, linesman 1, linesman 2 and begin game, team roster, forfeits, selected goalie, selected players, and changes in jersey number, respectively.

[0016] FIGS. 21-26 show the screen shots displayed on the touch screen for the entry of data for the jersey number of the goal scorer, first assist, second assist, period, time, and summary of goal.

[0017] FIGS. 27-32 show the screen shots displayed on the touch screen for the player penalty, infraction, type (major or minor), period, time, and summary of the penalty.

[0018] FIG. 33 shows the screen shot displayed on the touch screen for other functions that allow for editing input game data.

[0019] FIGS. 34-36 show the screen shots displayed on the touch screen for deleting goals.

[0020] FIGS. 37-40 show the screen shots displayed on the touch screen after the game is completed, comprising the entry of game notes, and postponement of the game.

[0021] FIG. 41 shows the electronic game sheet screen shot displayed at the end of the game after all the game data has been entered.

[0022] FIGS. 42-44 show the screen shots displayed on the touch screen for sending the game data to the server computer.

[0023] FIG. 45 shows the screen shot displayed on the touch screen confirming that the game data was received by the server computer.

[0024] FIGS. 46-56 show the screen shots that a player would be able to view from his or her own computer showing the game data.

#### DETAILED DESCRIPTION OF THE DRAWINGS

[0025] As seen in FIG. 1, the present invention is for a system 30 and methodology comprising an electronic gamesheet 102 (FIG. 2) that keeps track of and maintains the game data 100 pertaining to hockey players, teams, and leagues, so that league administrators can quickly and efficiently make important decisions pertaining to the hockey game. Among other things, these important decisions comprise whether or not to suspend a player, altering the players on a team, altering the term of a suspension, resolving disputes between team and players and the league, reviewing the games after they are played, inputting the rosters for the teams, and leaving important messages for the teams. The present system 30 and methodology are beneficial to both recreational and amateur hockey leagues and organizations, as game data 100 is instantly available over the internet 116 (world wide web) or by wireless transmission 110.

[0026] It is noted at the outset that the present detailed description is written for an embodiment of the present invention wherein game data 100 for the sport of hockey is described and detailedly discussed. However, one skilled in the art will recognize that in alternative embodiments, the present system 30 and methodology may be embodied so that it can be used in conjunction with other sports comprising: field hockey, lacrosse, ball hockey, and roller hockey without deviating from the principles described herein.

[0027] Turning now to FIG. 1, shown therein is a diagrammatic view of the overall layout of the system 30. In this embodiment, the system 30 that comprises a touch screen computer terminal (client computer) 32 in wireless communication by way of the wireless communication means 38, with the server computer 114. Shown in FIG. 3 is the touch screen computer terminal that the scorekeeper (or referee or game official) 34 has access. Displayed on the touch screen computer terminal 32 is an electronic gamesheet 102 that has the functionality of a graphical user interface (GUI), as seen in FIG. 3. One of the scorekeeper's 34 jobs is to access the touch screen computer terminal 32 and enter game data 100 into the touch screen computer terminal 32 as the game is played. The touch screen computer terminal (or ice rink computer terminal) 32 may be securely installed within the penalty box 40 at the ice rink 36, one being installed at each ice rink 36 in the league. The game data 100 from the game is entered into the touch screen computer terminal 32 by way of a plurality of touch screen displays 44 displayed on the touch screen computer terminal 32. Examples of the touch screen displays 44 into which game data 100 is entered may be viewed in FIGS. 21-26. The game data 100 entered into the touch screen displays 44 is stored in the touch screen computer terminal's 32 memory, then verified by a referee 34 and uploaded to the server computer 114 by way of carrier wave transmission as seen in FIG. 1. This is a protection against a power failure or computer communications fail all the game data 100 will not be lost.

[0028] As seen in FIG. 1, the game data 100 is transmitted via carrier wave signals 110 or other form of electronic wireless transmission to the server computer (server) 114. If the rink 36 is wired for internet access, a wired link may be established between the touch screen computer terminal 32 and the server computer 114 over a computer network 117 such as the internet 116 or world wide web.

[0029] Once the game data 100 reaches the server computer 114, is then stored and organized in the database 106 as seen in FIG. 2. From there, the game data 100 may be transmitted over the internet (or world wide web) 116 to the league administrator 42. The league administrator 42 can then make rapid decisions pertaining to the game and transmit them back to the scorekeeper 34 in the reverse order of the process just described.

[0030] Further, once this game data 100 is transmitted, it updates the system 30 database 106 that is in communication with the server computer 114. The game data 100, which among other things comprises statistical data 101 for each player team and league, is then made available for viewing over the internet (world wide web) at the web site bearing the domain name "www.Pointstreak.com". The players, if they have access to a player terminal 118, can instantly access all the game data 100 comprising among other things statistical data 101 by accessing the "Pointstreak.com" web site. The statistical data 101 may be embodied to comprise a player's personal statistics, team statistics, league statistics, penalties, wins, losses, and schedules. However, the players do not have authority to edit game data 100.

[0031] Turning now to FIG. 2, shown therein is a schematic for the database 106 for the system 30 that is in communication with the server computer 114. The database 106, as seen in FIG. 2, stores and organizes all the game data



**100** for a plurality of aspects of the hockey game, this game data **100** is described below. **FIG. 3** shows the touch screen display **44** (electronic gamesheet **102**) appearing on the touch screen computer terminal **32** located at the rink **36** that the scorekeeper **34** manually enters game data **100** pertaining to the game into. Seen in **FIG. 3** is an example of a touch screen display **44** showing fictitious data entered therein (all the screen shots herein are intended to comprise fictitious game data for the purposes of illustration and example). The touch screen display **44** provides rapid access to a plurality of information pertaining to the hockey game being played.

[0032] Seen in **FIG. 3** is the touch screen display **44** the scorekeeper **34** views on the touch screen computer terminal **32**, and it shows the electronic gamesheet **102** which among other things displays the hockey league, the teams playing, home team scoring, away team scoring, the period, the date and time of the game. Around the periphery of the electronic game sheet **102** are a plurality of buttons **50** that the scorekeeper **34** can press for purposes to be described presently. These plurality of buttons **50** comprise home goal **52**, away goal **54**, home penalty **56**, away penalty **58**, edit home roster **60**, and edit away roster **62**. Upon depressing one of the plurality of buttons **50**, the associated touch screen display **44** is called up and displayed for the scorekeeper **34** and the scorekeeper **34** can commence entering game data **100** therein.

[0033] To begin a entering game data **100** for a new game, the scorekeeper **34** touches the touch screen display **44** and enters in a valid user ID (identification number) and a valid password as seen in **FIGS. 4 and 5**, and if successful, an electronic link is established between the server computer **114** and the touch screen computer terminal **32**. The server computer **114** also downloads game data **100** to the touch screen computer terminal **32** once it is in communication therewith. Once this is accomplished, the scorekeeper **34** selects start a new game (**FIG. 6**), or selects restore saved game as shown in **FIG. 7**.

[0034] As the game progresses, touch screen terminal data **37** from every game is stored in a designated touch screen terminal file database (memory) **35** in the touch screen computer terminal **32**, and only after the game is completed is the touch screen terminal file database **37** transmitted to the server computer **114** for organization and storage in the database **106**. This feature allows the game to be played even in the event of communications failure between the touch screen computer terminal **32** and the server computer **114**. Also, prior to selecting a new game (**FIG. 6**) and prior to entering data **100** for a new game, the touch screen computer program **33** executed on the touch screen computer terminal **32** computer process makes a determination as to whether any existing touch screen terminal file database **37** is stored at the touch screen computer terminal **32** and if so, the scorekeeper **34** can decide whether or not to restore a game or start a new game (seen in **FIG. 7**).

[0035] The process for a new game beings with the scorekeeper **34** systematically entering game data **100** into the touch screen computer terminal **32** at the ice rink **36**. Initial pre-game steps walk the scorekeeper **34** through all the basic information about the game to be played, as seen in **FIGS. 8-15**. As seen in these figures, the scorekeeper enters the following touch screen terminal data **37** into the touch screen terminal **32**: date, time, league, division, home

and away teams, referee, linesman **1**, linesman **2**, and scorekeeper. Some of this game data **100** was downloaded from the server computer **114** when initial connection was made between the server computer and the touch screen computer terminal **32**. The system may also be embodied so that the game may be selected from a schedule downloaded from the server computer **114**. These initial steps make certain the scorekeeper **34** does not make errors with the game data **100** entered into the touch screen computer terminal **32** prior to a game commencing.

[0036] Next, turning to **FIGS. 16-20**, the computer server **114** in response to the touch screen terminal data **37** entered by the scorekeeper **34**, downloads to the touch screen computer terminal **32** game data **100** pertaining to team rosters of the teams about to play so that the scorekeeper **34** has this game data. Thus, the scorekeeper **34** can quickly see on the touch screen display **44** the rosters for the teams that are about to play in the game. This game data **100** comprises default jersey numbers, suspensions, and available players. As seen in **FIG. 16**, the scorekeeper **34** inputs if there is a forfeit and what team forfeited, inputs the players playing (**FIG. 19**), inputs the goalies playing (**FIG. 18**), and can also see the suspended players (they are grayed out in **FIG. 19**) who are ineligible to play, and can change jersey numbers as necessary (**FIG. 20**).

[0037] Turning now to **FIGS. 21-26**, shown therein are the screen displays generated and displayed when the home and away goal buttons (**52,54** respectively) from **FIG. 3** are pressed by the scorekeeper **34** in the event a goal is scored. As seen in those figures, the name of the scorer by jersey number is entered into the touch screen computer terminal **32**, along with the number of any player who assisted and secondarily assisted, along with the time and period the goal was scored.

[0038] Turning now to **FIGS. 27-32**, shown therein are the screen displays generated and displayed when the home and away penalty buttons **55, 58** from **FIG. 3** are pressed by the scorekeeper **34** in the event a player incurs a penalty. The scorekeeper **34** need only enter into the touch screen computer terminal **32** player, the infraction, the severity (major or minor), the time of the infraction.

[0039] The buttons edit home roster **60** and edit away roster **62** allow the scorekeeper **34** to modify the roster during the game.

[0040] Returning to **FIG. 3**, shown therein is the other functions button **68** that allows the scorekeeper **34** to press thereon, and the touch pad screen displays **44** shown in **FIGS. 33-36** are caused to appear on the touch screen terminal **32**. As seen in **FIG. 33**, goals may be deleted, added, edited, and penalties may be edited.

[0041] Returning to **FIG. 3**, shown therein is the end game button **70**, and when this button is pressed, the end game dialog is started, this dialog seen in **FIGS. 37-45**. The scorekeeper **34** enters notes (**FIG. 38**), and if the game was postponed when it was postponed (**FIGS. 39-40**). Before the final information pertaining to the game just played (or postponed if that is the case) is uploaded to the server **114**, the head referee reviews and must approve of the game data **100** described above that has been entered into the electronic gamesheet **102**, this shown in **FIGS. 42-44**.

**[0042] Touch Screen Terminal Data Storage**

**[0043]** The touch screen computer terminal (or client computer) **32** is part of the present system **30**, and the present system may be embodied to comprise a plurality of touch screen computer terminals **32** each located at an ice rink **36**. In other embodiments, the touch screen computer terminal **32** may be a handheld wireless device. The touch screen computer terminal **32** is electronically linked to the server computer **114** as seen in **FIG. 1**. The game data **100** generated at each of the touch screen computer terminals **32** as the game is played and stored at each touch screen terminal file database **35** is uploaded to the server computer **114**, and processed and stored in the database **106** before it becomes viewable at the Pointstreak.com web site.

**[0044]** The server computer (web server) **114** comprises vast quantities of game data **100** uploaded from all the games played, and therefor needs the database **106** as structured in **FIG. 2**. Also, to accommodate situations wherein there are power disruptions, and/or client computer **32**-server computer **114** problems, each of the client computers **32** at the rink **36** stores the touch screen terminal data **37** in a non-volatile compact flash memory, such flash memory technologies known to those skilled in the art.

**[0045]** Due to the fact that there exists the possibility that multiple files of touch screen terminal data **37** may have to be stored on the touch screen computer terminal's **32** flash memory, files are stored in the following hierarchy: general information file, rink information file, league information file, team information files, game in progress data files, game in progress data files, completed game data files not posted, and completed game data files posted.

**[0046] New Game Reference Files**

**[0047]** When a new game is started, multiple files are used to provide information needed for proper initialization of game entry, these files comprising information on the Rink, League, Division, Officials, Teams, Rosters. The new game dialog dynamically downloads this from the server computer **114**, and after downloading, these files are stored in the compact flash memory at their designated filename (based on rink ID—users and leagues that play on the rink; League ID—divisions teams, penalties and officials for the league; Team ID—players on teams, positions, jersey numbers, suspensions). The advantage here is that in the event of a communications failure with the server computer **114**, previous/default versions of the files remain on the compact flash, so games can be played even if communication with the server computer **114** is down.

**[0048] Game in Progress Data Storage**

**[0049]** When a game is in progress, the software at the touch screen computer terminal **32** retains a database file comprising all the current game information called a current game data file, located in non-volatile memory. This data is updated every time the scorekeeper **34** enters new game data **100** into the touch screen computer terminal **32**. In this manner, when the game is completed or ends, this current game data **100** file comprises the all the data to be uploaded to the server computer **114**. This is accomplished by use of HTTP Posts.

**[0050] Client Computer-Server Computer Communication**

**[0051]** The data interaction between the touch screen computer terminal **32** (client computer) and the server computer **114** is by way of transmission control protocols (TCP)/internet protocols (IP), such protocols being known to those skilled in the art. The interface involves use of internet based hyper text transmission protocols (HTTP) "GET" and "POST" requests, and these allow for quick transmission of text files over a TCP/IP link. Downloads from the server computer **114** to the touch screen terminal **32** is done by using HTTP "GET" requests to a hypertext preprocessor (PHP) script using variables in the uniform resource locator (URL) address. The server computer **114** responds with information in a text file.

**[0052]** Uploads to the server computer **114** are accomplished using the HTTP "POST" command to a PHP script which parses the data and returns a confirmation. These transactions may be accomplished using standard internet forms comprising fields for the data. Such forms known to those skilled in the art. The HTTP "POSTS" and "GETS" are provided by PHP scripts running on the server computer **114**.

**[0053] Start of a New Game**

**[0054]** When a new game is started, as described, various files need to be downloaded from the server computer **114** to the touch screen computer terminal **32** for use as lookup tables for the teams, leagues, and divisions. Each of these files remains resident on the compact flash memory on the touch screen computer terminal **32** in case of internet failure, but each game should be started with downloading these files.

**[0055] End of Game**

**[0056]** After the game has been completed, game results are posted to the server computer **114** for processing thereby. This commences once the game is over, and from the touch screen computer terminal (client computer) **32** comes a HTTP "POST", the server computer **114** will attempt to parse the incoming data, and if the data is valid, there is a confirmation that has a unique Game ID for the posted game.

**[0057]** If the server **114** does not confirm the upload, the scorekeeper **34** re-attempts the upload again. If this fails, then the game must still be stored in on the touch screen terminal **32** flash memory. The next time a scorekeeper **34** attempts to upload data from the touch screen computer terminal **32**, the system **30** checks if there are any outstanding game posts, and these should be attempted to be uploaded by the scorekeeper **34**.

**[0058]** Once the scorekeeper **34** has selected the teams that are playing, the touch screen terminal **32** automatically downloads from the computer **100** the players that are going to play in the game. The system **30** automatically prevents those players who are suspended or who are unregistered from participating by preventing the scorekeeper **34** from being selected. These ineligible players are those who have been given that status by the league administrator **42** (see **FIG. 1**).

**[0059]** The billing for this service being provided to the teams, and the hockey rinks is made directly to the leagues and rinks. The server computer **114** may be embodied so as to comprise a merchant account, which timely bills for services rendered, and keeps track of debts owed.

[0060] The Web Site

[0061] After the game data is posted on the Pointstreak.com web site, the players may then view the game data 100 stored in the database 106 from their own personal computers. The game data 100 is available over the internet 116. The players may enter the web site and view game data 100 comprising their personal statistical data 101. A brief description of the game data 100, which comprises statistical data 101, available from the web site will be described presently.

[0062] The actual players and teams may enter the web site and visually view a plurality of information and game data 100, but not edit the information and game data 100 (seen in FIG. 1 is the player terminal 118 and its internet 116 link to the server 114 and database 106). What follows is a description of the screen displays caused to be generated by the server computer 114 executing the computer software program of the present invention.

[0063] Turning now to FIG. 46, shown therein is a sample league and sample division. The player selects the Division and is brought to the web page for the division. The player may immediately select "View division scoring leaders" (FIG. 55) or "View division goaltending leaders" (FIG. 56) and be immediately brought to those web pages and view the statistical data 100 for each of these categories.

[0064] The abbreviations used throughout the web pages to identify statistical data are as follows:

[0065] GP—games played

[0066] W—games won

[0067] L—games lost

[0068] T—games tied

[0069] PTS—points

[0070] GF—goals for

[0071] GA—goals against

[0072] PIM—penalties in minutes

[0073] GAA—goals against average

[0074] GFA—goals for average

[0075] Home—record at home

[0076] Away—record not at home

[0077] SO—shutout

[0078] The player can see the team standings and where his or her team stands in particular, as seen in FIG. 47. The player may also click on any team in the team standings list and be brought to the statistical data page for that team as seen in FIG. 51. At this web page, the player can view the selected team's record, recent games, upcoming games, and the team's captain's message. The player may also click on player schedule and be brought to a web page showing the schedule for the selected team. If player stats is selected, this web page displays the statistics for each member on the team (FIGS. 52-54). The statistics sheet of FIGS. 52 and 53 shows each players GP, G, A, PTS, PIM, and the goalie statistics sheet (FIG. 54) shows the goalie's GP, L, T, GA, GAA, SO. The advantage of this feature is that each player can instantly access his or her personal statistical data 101

and compare them to other players on the team, or other players in the league. Also, upon clicking on the players name, a web page showing additional information about the player comprising age, size, date of birth, place of birth and a photo of the player is displayed (not shown in the figures).

[0079] Another feature is the game box score web page, shown in FIGS. 48-50. This is a particularly useful web page that allows a player to see the important results from a game in one place. This web page displays the score, summary of scoring for each period, who and when goals were scored, penalties, the roster and goalies, the referee and scorekeeper, and gamenotes.

[0080] For any of the above statistical data 101 requiring mathematical calculations, the touch screen computer terminal's 32 processor may be embodied to comprise an arithmetic logic circuitry to perform such calculations. Thus when the scorekeeper enters the game data 100 therein, such calculations are automatically performed by the touch screen computer terminal 32 so that they are ready for uploading to the server 114.

[0081] Thus, the problems associated with paper based systems used to administrate hockey players, teams, and leagues, such as lost records, illegible records, old records, etc., has been successfully overcome with the present invention. Further, all players on a team now have instant and easy access to their personal statistics, as well as the competition statistics, making for more planned and enjoyable sporting competition. Also, administrators can do a more thorough and job because of the efficiency of the present invention.

[0082] Although several embodiments of the present invention have been described herein, various modification may be made without departing from the scope of the invention. All of these alternative embodiments are intended to come within the scope and spirit of the appended claims.

What is claimed:

1. (canceled)
2. (canceled)
3. (canceled)
4. (canceled)
5. (canceled)
6. (canceled)
7. (canceled)
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36. A system for assisting in the gathering and dissemination of game data comprising:

- a server computer comprising a database for storing and organizing the game data generated when a game is played;
- a touch screen computer terminal at a sporting arena, the touch screen computer terminal comprising a memory and in electronic communication with the server computer over a computer network;
- a plurality of touch screen displays provided for on the touch screen computer terminal;
- providing a scorekeeper for entering the game data into the plurality of touch screen displays as the game is being played, the game data stored in the touch screen computer terminal as the game is played;
- providing a referee for verifying the game data inputted by the scorekeeper and that is stored in the touch screen computer terminal by the referee for uploading the game data from the touch screen computer to the server computer;
- an administrator computer in electronic communication with the server computer and for accessing the uploaded game data;
- providing an administrator for analyzing the game data uploaded to the administrator computer and making decisions for a team wherein the decisions include suspending players, resolving disputes, editing rosters, and preventing unregistered players from playing;
- wherein the game data uploaded from the touch screen computer terminal to the server computer is stored in the database, the uploading by way of electronic communication between the touch screen computer terminal and the server computer;
- a player computer for allowing a player to access the game data over the computer network wherein the player is not permitted to edit the game data; and
- an electronic gamesheet for displaying the game data.

37. The system of claim 36 further wherein the administrator further sets schedules so that the teams competing are evenly matched so there are no mismatched games and player injury is thus decreased.

38. The system of claim 37 wherein the administrator views the game data from a computer in communication with the server computer so that the administrator may edit the game data.

39. The system of claim 36 wherein the scorekeeper enters the game data into the plurality of touch screen displays that appear on the touch screen computer terminal in real time as the game data is generated as the game is played.

40. The system of claim 36 wherein the game data displayed by the electronic gamesheet comprises:

organization data, team data, rink data, league data, division data, player data, officials data, referee data, game-to-be-played data, roster data, goal scored data, penalty data, and statistical data.

41. The system of claim 36 wherein the server computer is provided with a merchant account for billing a sports league utilizing the electronic gamesheet wherein the merchant account is in electronic communication with the server computer.

42. A system for an electronic gamesheet comprising:

a server computer in communication with a computer network;

a client computer in electronic communication with the server computer over the computer network and the client computer comprising a touch screen computer terminal used for receiving input game data and used for uploading the game data to the server computer over the computer network and an administrator computer in electronic communication with the server computer for receiving uploaded game data;

a plurality of touch screen displays generated by the touch screen computer terminal, each of the plurality of touch screen displays for the entry of game data therein by a scorekeeper who keeps track of a game being played and wherein teams and players are displayed on the plurality of touch screen displays;

providing a head referee for reviewing players about to play and disallowing suspended players and unregistered players from playing and for verifying the accuracy of the entered game data before the game data is uploaded to the server computer;

providing an administrator for reviewing the game data uploaded to the administrator computer and for making decisions based on the uploaded game data including suspending players and resolving player disputes and editing game data; and

wherein the server computer comprises a database for storing and organizing the game data received from the touch screen computer terminal in a database and for making the game data viewable over the computer network to teams and players and wherein teams and players are not allowed to edit game data.

43. The system of claim 42 wherein the computer network comprises the internet, and wherein the electronic gamesheet game data comprises the following:

organization data, team data, rink data, league data, division data, player data, officials data, referee data, game-to-be-played data, roster data, goal scored data, penalty data, and statistical data.

44. The system of claim 42 wherein the computer network comprises the internet.

45. A method for gathering game data pertaining to a game being played comprising the steps of:

providing a touch screen computer terminal at a location where the game is to be played;

providing a touch screen computer terminal to be in communication with a computer network;

providing a server computer such that the server computer and the touch screen computer are in electronic communication over the computer network;

downloading files comprising lookup tables for teams, leagues, and divisions from the server computer to the touch screen computer when a new game is played and providing the touch screen computer with a memory used for storing the lookup tables and the lookup tables used for providing a referee with error-free information pertaining to the game to be played;

providing the touch screen computer terminal with a plurality of touch screen displays generated by the touch screen computer terminal, the plurality of touch screen displays for entering game data therein;

using the touch screen computer terminal having a memory for storing and organizing game data entered therein;

storing the game data in the memory of the touch screen computer terminal in a plurality of files and ordering the plurality of files in a hierarchy such that a first file in the plurality of files is a general information file, a second file in the plurality of files is a rink information file, a third file in the plurality of files is a league information file, a fourth file in the plurality of files is a team information file, a fifth file in the plurality of

files is a game-in-progress file, and a sixth file in the plurality of files is a completed game file;

using the referee for reviewing and approving the game data stored in the touch screen computer terminal; and

uploading the game data to the server computer after it has been approved by the referee.

**46.** The method of claim 45 further comprising the steps of requesting game data from the computer network and receiving game data from the computer network and wherein the game data received can be edited by an administrator and wherein a player can only view the game data over the computer network and cannot edit the game data.

**47.** The method of claim 46 wherein the computer network is the internet.

**48.** The method of claim 46 wherein the game data entered into the touch screen terminal comprises:

organization data, team data, rink data, league data, division data, player data, officials data, referee data, game-to-be-played data, roster data, goal scored data, penalty data, and statistical data.

**49.** The method of claim 46 further comprising providing a scorekeeper for entering the game data into the plurality of touch screen displays as the game is being played.

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