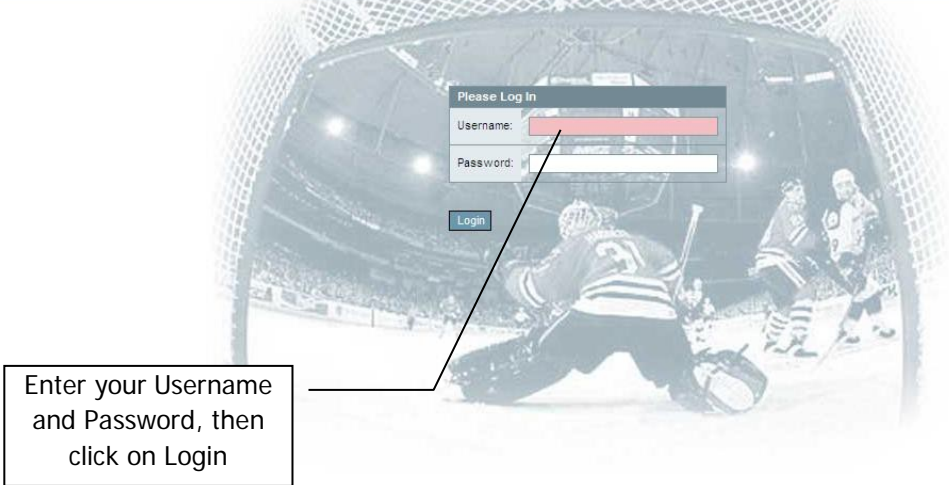
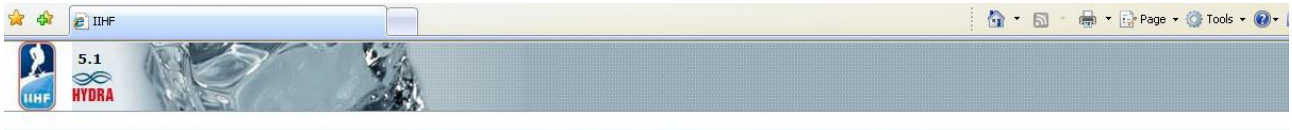




Hydra User Manual Orion 2018 Championship Season



Your Username and Password are supplied by the IIHF Results Manager (RM).
Usernames, Passwords and access rights are determined by the RM.

2 Selecting Modules & Modules Explained

Do not touch any of these fields unless instructed by the IIFH RM

Click on the drop box to show the modules you have access to. Then click on the module you want to work in

Season	Start	End	Gender	Host	Competition Type	Competition Name	Division	Group	No# of Teams	No# of Games	No# of Venues
2004	14.12.03	20.12.03	M	Germany	Tournament	IIFH World U20 Championship	I	A	6	15	1
2004	13.12.03	19.12.03	M	France	Tournament	IIFH World U20 Championship	I	B	6	15	1
2004	26.12.03	05.01.04	M	Finland	Tournament	IIFH World U20 Championship			10	31	2
2004	26.12.03	03.01.04	M	Poland	Tournament	IIFH World U20 Championship	II	A	6	15	1
2004	05.01.04	11.01.04	M	Lithuania	Tournament	IIFH World U20 Championship	II	B	6	15	2
2004	06.01.04	11.01.04	M	Bulgaria	Tournament	IIFH World U20 Championship	III		6	15	1
2004	08.01.04	11.01.04	M	Belarus	Tournament	IIFH Continental Cup Super Final			6	9	1
2004	30.03.04	06.04.04	WV	Canada	Tournament	IIFH World Womens Championship			9	20	2
2004	14.03.04	20.03.04	WV	Latvia	Tournament	IIFH World Womens Championship	I		6	15	1
2004	14.03.04	20.03.04	WV	Italy	Tournament	IIFH World Womens Championship	II		6	15	1
2004	21.03.04	27.03.04	WV	Slovenia	Tournament	IIFH World Womens Championship	III		6	15	1
2004	08.04.04	18.04.04	M	Belarus	Tournament	IIFH World U18 Championship			10	31	2
2004	27.03.04	02.04.04	M	Austria	Tournament	IIFH World U18 Championship	I	A	6	15	1
2004	29.03.04	04.04.04	M	Italy	Tournament	IIFH World U18 Championship	I	B	6	15	1
2004	28.03.04	03.04.04	M	Hungary	Tournament	IIFH World U18 Championship	II	A	6	15	1
2004	01.03.04	07.03.04	M	Lithuania	Tournament	IIFH World U18 Championship	II	B	6	15	2
2004	06.03.04	14.03.04	M	Bulgaria	Tournament	IIFH World U18 Championship	III		7	21	1
2004	12.04.04	18.04.04	M	Norway	Tournament	IIFH World Championship	I	A	6	15	1
2004	12.04.04	18.04.04	M	Poland	Tournament	IIFH World Championship	I	B	6	15	1
2004	12.04.04	18.04.04	M	Spain	Tournament	IIFH World Championship	II	A	6	15	1
2004	12.04.04	18.04.04	M	Lithuania	Tournament	IIFH World Championship	II	B	6	15	1
2004	16.03.04	21.03.04	M	Iceland	Tournament	IIFH World Championship	III		5	10	1
2004	24.04.04	09.05.04	M	Czech Republic	Tournament	IIFH World Championship			16	56	2

Upon having selected the module, the screen will change and load the initial screen for that module.

Modules include:

Module	Description
Mensa – People Administration	Management of all people profiles entered in Hydra system
Mensa – Event Administration	Management of country, city, venue, team, federation, language, event profiles, team entries, Game Officials, Tournament standings control etc.
Aquila	Event management system for setting up Line-ups, Starters, C and A designation, Generation and triggering of all outputs
Orion	Data entry screen for Goals, Penalties, Spectators, Time-out, Plus/Minus, Assists, Penalty Shots, GK changes, SOG, Game Winning Shots, Game status, Best Players
Gemini	Data Entry Screen for Shots, Face-offs, Goals, Assists, Plus/Minus
Gemini Light	Data Entry Screen for Shots, Face-offs (lower divisions)

3 Orion

3.1 Game selection

The screenshot shows the Orion web application interface. At the top, there are logos for IIRF and HYDRA, and a user login section with 'User: Hydra User' and a 'Logout' button. Below the header is a 'Games Table' with columns for date, day, home team, away team, time, arena, division, and game type. The row for '05.01.2004 Mon 31' is highlighted in red, with a callout box pointing to it that says 'Games Table, with desired game highlighted'. Below the Games Table is a 'Load Game' button and an 'Events in Hydra System' section with a 'Season' dropdown menu set to '2004'. A callout box points to this dropdown, stating 'Season defaults on the current year (from system clock), to change click on the drop box to select a different year'. Below the dropdown is a 'Tournaments Table' with columns for Season, Start, End, Gender, Host, Competition Type, Competition Name, Division, Group, # of Teams, # of Games, and # of Venues. The row for '2004 26.12.03 05.01.04 M Finland 1 IHF World U20 Championship' is highlighted in red, with a callout box pointing to it that says 'Tournaments Table'. The bottom of the screenshot shows a Windows taskbar with 'Done' and 'Internet' icons.

1. Select the desired tournament by clicking on it from the tournaments table. The games table will refresh to show the games for the selected tournament
2. Scroll through games table list to find desired game
3. Double click on a game to open it

3.2 Main Screen Explained

The screenshot displays a comprehensive sports management interface for a game between HC Lugano and Adler Mannheim. The interface is annotated with callouts explaining key features:

- Support Call -button**: A button labeled "REQUEST SUPPORT CALL" in the top navigation bar.
- Game Status and Period indicator**: A central scoreboard showing the current period (1) and score (LUG 0 - 0 ADL).
- Hydra Chat**: A chat window in the top right corner.
- Goal Entry**: A callout pointing to the "GOAL" indicators on the scoreboard.
- Penalty Entry**: A callout pointing to the "PENALTY" indicators on the scoreboard.
- Timeouts and Spectators**: A callout pointing to the "Timeout / Spectators" button on the scoreboard.
- GK Actions**: A callout pointing to the "GK" (Goalkeeper) indicators on the scoreboard.
- Game Actions table**: A table listing game events such as "Penalty - HC Lugano" and "Goalkeeper - HC Lugano".
- Dressed Players (Line-up)**: A callout pointing to the player lists for both teams.

Game Setup

Date	Game #	Home	Guest	Time	Location	Group	Phase
26.12.2015 Sat	1	HC Lugano	Adler Mannheim	15:00	Vallant Arena		Preliminary Round

HC Lugano

#	Pos	Name
29	GK	MAYER Robert
34	S GK (in)	DESCLOUX Gauthier
20	D	FRANSSON Johan
22	S D	MERCIER Jonathan
44	D	CHUARD Romain
47	D	ANTONETTI Eliot
56	S D	HEZEL Lars
58	S D	LOEFPEL Romain
95	D	DUPERTUIS Joey
9	F	RIAT Damien
10	S F	LOMBARDI Matthew
11	F	PYATT Tommy
15	F	HASLER Steivan
17	F	JACQUEMET Arnaud
18	S F	BEZINA Toni
40	F	RUBIN Daniel
57	F	BEZINA Goran
72	F	DOUAY Florian
79	F	HEINMANN Thomas
87	F	FEDRETTI Marco
88	F	ROMY Kevin

Adler Mannheim

#	Pos	Name
7	S D	MAGINOT Kevin
14	D	AKDAG Sinan
19	D	WAGNER Steven
29	D	REUL Denis
52	D	BITTNER Dominik
77	D	GOC Nikolai
83	S D	SAEFTEL Dorian
9	S F	REFERS Philip
11	F	JOUDREY Andrew
16	F	BLCHWIESER Martin
17	F	KINK Marous
18	S F	HOSPILT Kai
27	F	MACMURCHY Ryan
49	F	TARDIF Jamie
50	F	METROPOLIT Glen

Game Actions Table

P	Time	Action	#	A1	A2	Penalty	Start	End
1	00:12; 19:48	Penalty - HC Lugano	58			2 Min(s) BENCH	19:48	21:48
1	20:00; 00:00	Goalkeeper - HC Lugano	34	-IN				
1	20:00; 00:00	Goalkeeper - Adler Mannheim	44	-IN				

3.3 Game Status and Period Indicator

The screenshot displays the Hydra system interface for a hockey game. At the top, the 'Game Setup' section shows the date (28.12.2015 Sat), game number (1), home team (HC Lugano), guest team (Adler Mannheim), time (15:00), location (Vallant Arena), group, phase (Preliminary Round), and info. Below this, the 'HC Lugano' and 'Adler Mannheim' rosters are listed with player numbers, positions, and names. The central part of the interface features a scoreboard with the current score (LUG 0, 1, 0 ADL) and a timeline of events including 'GOAL', 'PENALTY', and 'GK'. A 'GAME STATUS' dialog box is overlaid on the screen, showing a table for setting game periods and times. The dialog box has a 'Cancel' button and an 'Update' button. A large grey arrow points from the 'GAME STATUS' dialog box to the scoreboard area.

Date	Game #	Home	Guest	Time	Location	Group	Phase	Info
28.12.2015 Sat	1	HC Lugano	Adler Mannheim	15:00	Vallant Arena		Preliminary Round	

#	Pos	Name
29	GK	MAYER Robert
34	S GK (in)	DESCLOUX Gauthier
20	D	FRANSSON Johan
22	S D	MERCIER Jonathan
44	D	CHUARD Romain
47	D	ANTONETTI Eliot
56	S D	HEZEL Lars
58	S D	LOEFFEL Romain
95	D	

#	Pos	Name
35	GK	
44	S GK (in)	
6	D	
7	S D	
14	D	
19	D	
29	D	
52	D	
77	D	
83	S D	
9	S F	
11	F	
16	F	
17	F	
18	S F	
27	F	

P	Time	Action	GS / #	A2	+/-	Penalty	Start	End
1	00:12	Penalty - HC	58		2 Mn	BENCH	19:48	21:48

Pre-Game	Start / Period 1	Period 2	Period 3	Overtime	GWS	Game Complete
09:40:10	09:40:22					
End Pre-Game	End Period 1	End Period 2	End Period 3	End Overtime	End GWS	
09:40:12						

Click on the Game Status / Period Indicator box and the layer will appear as be seen above.

The Game Status Layer along with many other layers that come up in Orion (Goal, Penalty, Timeout/Spectators) are special functions of the Hydra System and can be moved around the window by clicking and holding on the header section and dragging. Therefore if a layer is overlapping, or is in the way, you can move them around on the screen to make them more accessible.

GAME STATUS X

Pre-Game	Start / Period 1	Period 2	Period 3	Overtime	GWS	Game Complete
<input type="text" value="17:56:13"/>	<input type="text" value="10:45:26"/>	<input type="text" value="10:45:37"/>	<input type="text" value="10:45:39"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
End Pre-Game	End Period 1	End Period 2	End Period 3	End		
<input type="text" value="10:45:25"/>	<input type="text" value="10:45:37"/>	<input type="text" value="10:45:38"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>

Click on the title bar to fill in the time field with the system clock.

The game status window is used to capture the actual time of the game start / end time, as well as for each period start / end time. This is used to measure the duration of each period and game.

By clicking on the title bar of a period start / end it will capture the computer's system clock and fill in the corresponding box with that time.

It is possible to enter the time manually by clicking the time field, and entering the desired time.

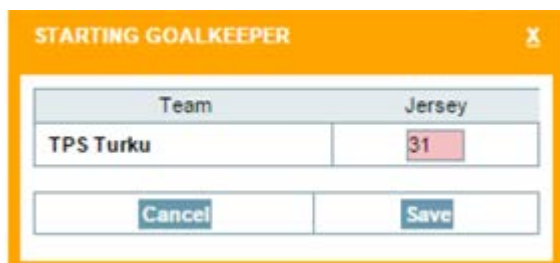
After capturing the time for the status of the game you are at, click "Update" to save and close this layer.

Hints:

- Always enter the time based on a 24 hour clock (HH:MM:SS)
- Do not skip steps, always go through the steps according to chronological order. Ex. Pre-Game => End Pre-Game => Start / Period 1 => End Period 1 => Period 2 => End Period 2 => Period 3 => End Period 3 => Game Complete (include Overtime and GWS if necessary)
- Switching from End period 1 => Period 2 will also change the current period indicator throughout the system. If for some reason you need to enter information for the previous period, you should be able to do this without affecting this Game Status window (ex. GK changes, SOG etc). If not, to revert back to a previous period, click on the following periods fields and erase the content. But be sure to put the game status back in order to continue with entering game actions.
- Upon completion of the game, verify that the time in the Game Complete field is the latest of all the times captured. E.g. if End Period 1 has 21:53 in it, and Game Complete has 20:59 in it, then the status will continue to show "End Period 1" as opposed to Game Complete. Therefore it is important to end the game with the Game Complete showing the last time of the game.

3.4 GK Changes (Empty Net, and alternating goalkeepers)

When the game starts and you notice there is a different GK in the net as the Starting Six says, click the yellow Goalkeeper IN –action under the Game Actions and change the number for 'Jersey' box. After this, click Save. Notice, that it is only possible to change the GK, not to delete.



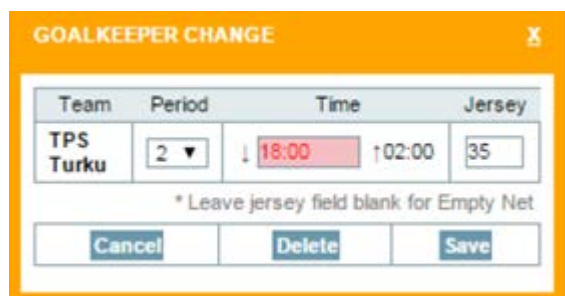
Team	Jersey
TPS Turku	31

Cancel Save

There are two, orange GK buttons (like for goal [green] / penalty [red]) for teams. Click on the one, under the Team you need to adjust. This action provides you to change the GK during the game or mark the Empty Net.

For the GK change, change the number of GK to the 'Jersey' field. Check that Period and Time are correct. Afterwards, click Save. In case of Empty Net, leave 'Jersey' field empty.

- E.g.: GK nr. 31 is going out and nr. 35 is going to the net. Enter Period, Time and 35
- E.g.: GK nr. 35 is going out and the team plays empty netted. Enter Period, Time and leave the number field blank



Team	Period	Time	Jersey
TPS Turku	2	18:00 02:00	35

* Leave jersey field blank for Empty Net

Cancel Delete Save

Hints:

- When you set the game status to Game Complete, the system automatically takes out the goalie that was in when the game finished
- Before the GK change, you can also pre-select the goalie by double-clicking the name of the GK. This action will fill in the number to GK Change -window. After this you have to fill in the Period and Time, and to make sure the Team is correct.

3.5 Goals - Goal Entry Layer Explained

When a goal is scored, click on the "GOAL" button. The following window will come up.

Hint: if you click on the goal scorer in the scoring Team Line-up table before clicking the GOAL button, goal window will come with the appropriate team selected and scorer jersey number pre-filled.

A message asking to verify the GKs in the net may come up (this is merely a suggestion and can be overridden). However it is up to the user to know and keep current the state of the GKs using the previously explained GK records tool. The Goal window is designed to fill in the GKs in net based on the current GKs entered in the GK records layer.

Be sure to verify the goal number and team you are entering the goal for as can be seen in the highlighted circle.

If the layer that comes up is wrong and is for the other team, then click on SwitchTeam.

Period : Three GOAL No.: 6					
Country	A	A			
Russia					Unassisted <input type="checkbox"/>
Time	05	+	+	+	+
EQ	PP1	PP2	SH1	SH2	GWS
Empty Net Goal	<input type="checkbox"/>				
Cancel	SwitchTeam	OK			

3.7 Hydra Chat usage in Orion

Hydra Chat is a simple communication tool for the Stats team to be able to follow the communication protocol between each other if Wired or Radio Communication is not available.

It also can be used to transport Plus-Minus information from Gemini Light (usage of this module is based on the tournament setup – mostly used in lower divisions) to Orion in case when Plus-Minus spotters are located in the Stats bench together with Gemini Light operator.

In this case the Plus Minus information has to be sent through Hydra Chat in the form of the following sample message “some text +12 23 34 12 52 -18 1 24 12”.

The numbers following the plus sign should be separated by space and will be treated as jersey numbers of the players of the team that scored. Same – numbers following the minus sign will be used as jersey numbers of the players of the team that allowed a goal.

The screenshot shows the Orion software interface. At the top, a 'GAME CHAT' window displays a list of messages. A specific message is highlighted with a pink oval: '13:20:04 gemini 15:36 +25 42 44 52 77 -5 47 61 71'. Below the chat window, a 'Goal' window is open, also with a pink oval highlighting its input fields. The 'Goal' window shows 'Period : OT GOAL No.: 6' and 'Country' set to 'Russia'. The 'Time' is set to '14:00'. A grid of jersey numbers is visible, with the top row containing '10', '25', '42', '44', '52', '72' and the bottom row containing '5', '47', '61', '71', '35'. The 'Goal' window also has 'EQ' selected and 'Empty Net Goal' unchecked. To the right of the 'Goal' window, a 'Best Player' window is visible, showing a list of players with their positions and names.

Pos	Name
GK	KOSKINEN Mikko
GK (in)	RINNE Pekka
D	OHTAMAA Atte (BP)
D	KIVISTO Tommi
D	KARALAHTI Jere
D	MANTYLA Tuukka
D	MARTTINEN Jyri
D	HIETANEN Juuso
D	LAJUNEN Ville

Orion uses this information in the following way:

1. Open Goal Window
2. Enter time of the goal and jersey number of goal scorer.
3. Double click on the Hydra Chat in the message containing plus-minus information.
4. Jersey numbers will be taken from the Hydra Chat and inserted into the Goal window fields.
5. Save the Goal after completing all other fields.

3.8 Team Line-up table

Canada		
Home	White	
#	Pos	Name
1	GK	FLEURY Marc André
35	GK	HARDING Josh
2	D	MEECH Derek
29	D	COBURN Braydon
3	D	PHANEUF Dion
32	D	SEABROOK Brent
37	D	BELLE Shawn
5	D	GORGES Josh
6	D	KLEIN Kevin
12	F	STEWART Anthony
15	F	GETZLAF Ryan
17	F	PAILLE Daniel
18	F	RICHARDS Mike
19	F	TAMBELLINI Jeff
21	F	COLLITON Jeremy
22	F	BURNS Brent
24	F	DIXON Stephen
25	F	TALBOT Maxime
27	F	DAWES Nigel
28	F	CROSBY Sidney
8	F	BRENT Tim
9	F	CARTER Jeff

Team Roster
Selected player highlighted

3.9 Game Actions Table

P	Time	Action	GS / #	A1	A2	+/-	Penalty	Start	End
3	54:48	Goal - USA (4)	12			+12 3 7 9 19 29 - 12 18 27 29 32 1			
3	46:58	Goal - USA (3)	17	6		+17 6 3 11 27 29 - 9 15 22 29 32 1			
3	44:39	Goal - USA (2)	12	9	19	+12 9 19 2 20 29 - 12 18 27 29 32 1			
2	32:56	Goal - Canada (3)	12	27		+12 2 - 3 4			
2	30:35	Penalty - Canada	5					30:35	32:35
2	27:16	Penalty - USA	7					27:16	29:16
2	25:58	Penalty - USA	2				ROBERT	25:58	27:58

Game Actions Table
Selected goal highlighted
Doubleclick to open

3.10 Penalties - Penalty Entry Layer explained

When a penalty occurs, click on the "PENALTY" button. The following window will come up.

Be sure to verify the period and team in which the penalty is going to (see highlighted circle).

If the layer that comes up is wrong and is for the other team, then click on SwitchTeam.

PENALTY [X]

Period : Three

Country	Player	Penalty	Min	Start	End	End Penalty
Russia				↓	↓	<input type="checkbox"/>
Time	↓	↑				

Coincidental

Served By:

Penalty Shot

Awarded Goal

3.11 Penalties - Entering penalties

When a penalty occurs:

1. Click on the Penalty button.
2. Enter the time of the penalty 00:00 ~ 20:00. The Penalty Start time will default to the same time as the time of stoppage. However in the case of a delayed penalty, the user can manually change the start time by clicking that field and entering the appropriate time.
3. Enter the number of the player charged with the penalty (either by clicking on the number from the Team Roster (as shown in the previous diagram) or by keyboard/numeric keypad).
4. Enter the penalty reason. You can use the cursor keys and scroll up/down the list of penalties, or using the keyboard, click on the first letter of the penalty you are searching. Ex. Press "S" and get SLASH, press "S" again and it changes to SPEAR, press again and it returns to SLASH. Using the letter will scroll through all penalties with that letter only. Changing to A, will then scroll through all the penalties beginning with "A".
5. While scrolling through penalties the minimum charge time will display in the Min section. Typically it will default to 2 min minor penalties. Click on the field below and using the cursor keys scroll through the penalty charge severity (in the example is says Minor) to change it to double minor, major, game misconduct etc. (see the example)

PENALTY
X

Period : Three

Country	Player	Penalty	Min	Start	End	End Penalty								
Finland	21	ROUGH	5	↓ 15:25	↓	<input type="checkbox"/>								
Time	↓ 15:25 ↑ 04:35	Major + GM	20	15:25										
<table border="1" style="width: 100%; border-collapse: collapse;"> <tr> <td>Coincidental</td> <td><input type="checkbox"/></td> </tr> <tr> <td>Served By</td> <td><input type="text"/></td> </tr> <tr> <td>Penalty Shot</td> <td><input type="checkbox"/></td> </tr> <tr> <td>Awarded Goal</td> <td><input type="checkbox"/></td> </tr> </table>							Coincidental	<input type="checkbox"/>	Served By	<input type="text"/>	Penalty Shot	<input type="checkbox"/>	Awarded Goal	<input type="checkbox"/>
Coincidental	<input type="checkbox"/>													
Served By	<input type="text"/>													
Penalty Shot	<input type="checkbox"/>													
Awarded Goal	<input type="checkbox"/>													
<table border="1" style="width: 100%; border-collapse: collapse;"> <tr> <td style="padding: 5px;">Cancel</td> <td style="padding: 5px;">SwitchTeam</td> <td style="padding: 5px;">OK</td> </tr> </table>							Cancel	SwitchTeam	OK					
Cancel	SwitchTeam	OK												

6. In case of Goalkeeper penalties or Team penalties (see below), enter the player which is serving the penalty in the Served By field (either by keypad, or mouse click of the team roster)
7. At this point, for minor penalties Click OK to register the penalty (for Major + GM penalties read on for instructions on how to handle)

3.12 Penalties - Ending penalties

Double click on the Penalty as listed in the Game Actions Table (as seen above). The Penalty window will come up. Click on the End Penalty check box. The end time will default to the Start Time + Penalty charge minutes unless it is a power play goal. If a power play goal the window will automatically come up asking to end the penalty with the time of the power play goal. Click OK to register.

Penalties that extend to the end of the game are supposed to be closed after the status of the game is set to Game Complete. End of Penalty time fields will be then filled with the actual game end time (for example if there was a 5 min overtime, end time would be 65:00).

3.13 Penalties - Entering Penalties with multiple records (double minor, game misconduct)

Period : Three

Country	Player	Penalty	Min	Start	End	End Penalty
Finland	21	ROUGH	5	↓ 15:25	↓ 10:25	<input checked="" type="checkbox"/>
Time	↓ 15:25 ↑ 04:35	Major + GM	20	15:25		

Coincidental
 Served By 18
 Penalty Shot
 Awarded Goal

- Enter the penalty as described in the previous steps.
- Before saving the penalty, click on the “End Penalty” check box for the 5 min penalty first and fill in the end time.
- “End Penalty” check box for the 20 min penalty is not shown as such penalties will be closed automatically when game will be completed.
- Click OK to register the penalty.

Period : Three

Country	Player	Penalty	Min	Start	End	End Penalty
Canada	12	HI-ST	2	15:01		<input checked="" type="checkbox"/>
Time	15:01	Double Minor	2			<input type="checkbox"/>

Coincidental
 Served By
 Penalty Shot

- For Double minor penalties enter the penalty as listed above as normal, and select penalty severity double minor (where applicable) the layer as seen here will come up.
- Without ending the penalty, click OK to register.
- When the first penalty ends, double click on the penalty record from the Game Actions Table to bring up the penalty, and click on the “End Penalty” check box. The end time will default to the penalty Start time + penalty charge time. Ex. (game clock counts up) 15:01 + 2 min = 17:01. Game clock down 15:01 – 2 min = 13:01. Once the end time has been filled the Start time of the 2nd minor penalty will automatically fill in.
- Click OK again to register.

- When the 2nd minor penalty has ended perform the same steps (click on the end penalty check box), and click OK to register.

3.14 Penalties - Entering Team Penalties

PENALTY X

Period : Three

Country	Player	Too Many Men Penalty	Min	Start	End	End Penalty
Russia	T	TOO-M	2	↓ 14:12	↓	<input type="checkbox"/>
Time	↓ 14:12 ↑ 05:48	Minor				

Coincidental

Served By

Penalty Shot

Awarded Goal

Cancel OK

Enter either "T", or click on the team name to enter the team penalty

Indicate the player which is serving the penalty



- Pre-click the name of the team before opening the penalty window as can be seen by the diagram above, or enter "T" as the jersey number for the team penalty
- Keep in mind that this is only for those penalties assessed as bench minor penalties (too many players on the ice TOO-M, delaying the game DELAY etc)
- Enter the player which is serving the penalty in the Served By field (either by keypad, or mouse click of the team roster)

3.15 Penalties - Entering Coincidental

PENALTY [X]

Period : Three

Country	Player	Penalty	Min	Start	End	End Penalty
Russia	3	ROUGH	2	↓ 18:16	↓	<input type="checkbox"/>
Time	↓ 18:16 ↑ 01:44	Minor				

Coincidental
 Served By
 Penalty Shot
 Awarded Goal

PENALTY [X]

Period : Three

Country	Player	Penalty	Min	Start	End	End Penalty
Finland				↓	↓	<input type="checkbox"/>
Time	↓ 18:16 ↑ 01:44					

Coincidental
 Served By
 Penalty Shot
 Awarded Goal

1. When coincidental penalties occur, click on the Penalty button.
2. Verify the team that the penalty is being entered for (as can be seen in the highlighted circle)
3. Enter the time of the penalty, and then enter the jersey number of the charged player, and penalty charge as you would for a normal minor penalty.
4. Before clicking on the OK button, click on the Coincidental check box and another penalty layer for the opposing team will open. (if the 2nd layer that opens happens to be overlapping with the first one, click and hold the title bar while moving to the desired position.)
5. Once the 2nd penalty layer has been opened, click OK on the first penalty layer to save and close.
6. Fill in the information for the 2nd coincidental penalty, then click OK to save and close.

In the event of a minor and coincidental penalty call, first log the minor penalty first. Then log the coincidental penalty afterwards as a delayed penalty (the time will be the time of game stoppage, modify the start and end time of the coincidental against that player manually). Do not use the "End Penalty" tab in that it cannot determine how a delayed penalty should be handled. Log the other coincidental penalty like normal.

3.16 Penalties - Entering Penalty Shots

PENALTY X

Period : Three

Country	Player	Penalty	Min	Start	End	End Penalty
Finland	28	TRIP	PS	↓	↓	
Time	↓ 18:12 ↑	↑ : ↓	Minor			

Coincidental	<input type="checkbox"/>
Served By	<input type="text"/>
Penalty Shot	<input checked="" type="checkbox"/>
Awarded Goal	<input type="checkbox"/>

Penalty Shot Spectators X

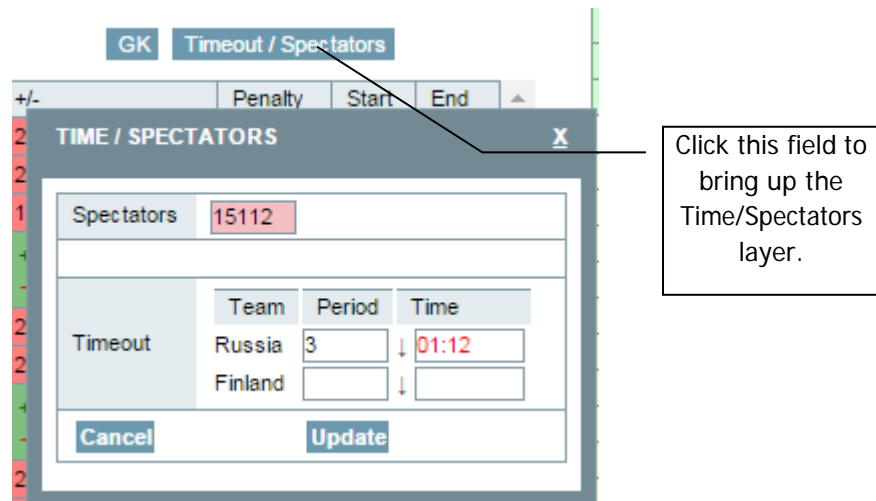
Period : Three GOAL No.: 6

Country	A	A					
Russia	<input type="text"/>	<input type="text"/>					
Time	↓ 18:12 ↑	↑ 01:48	GS	+	+	+	+
			-	-	-	-	-
							35
							PS

1. Once a Penalty Shot has been assessed by the referee, click on Penalty to bring up the penalty layer. (verify the team that is coming up, if incorrect, then click on Switch Team)
2. Enter the time of the game stoppage, the jersey number causing the penalty, the charge that caused the penalty shot call (P-SHOT is an option, but normally it should be based on the infraction that caused the call for penalty shot)
3. Click on the Penalty Shot check box. This will (a) change the penalty charge time to PS and remove the penalty start time and (b) it will bring up the goal layer with the time of game stoppage filled in, and PS highlighted as a game situation
4. Enter the number of the shooter in the GS (Goal Scorer) field, and the opposing Goalkeeper in the last "-" field
5. Upon conclusion of the Penalty Shot, click on the appropriate button: Scored (which will log the shot as a goal) or Missed (which logs it in the game actions as a missed PS).

* If Gemini is being used and the Penalty Shot is Scored, then the user must enter the shot as a goal as well.

3.17 Entering Timeouts and Number of Spectators



Usually during the 3rd period the number of spectators information should be available.

Click on the Time/Spec field to bring up the layer for entry.

Entering Spectators:

- Enter the number of spectators into the Spectator field using the keyboard/numeric keypad, then click Update.

Timeout:

- To enter a timeout, click on the appropriate period field, enter the period and time in which the timeout was called, then click Update.

3.18 Entering Best Players of the Game

For Tournaments where the Best Player of the Game is awarded, it's Orion's responsibility to mark the Best Players.

Once the information is available:

- 1) Select the desired Player
- 2) Click the Best Player button



The screenshot shows a web interface for a tournament. At the top, there is a header bar with 'Home', 'Red', and 'Best Player' buttons. Below this is a table listing players with columns for '#', 'Pos', and 'Name'. The players are grouped by position: Goalkeepers (GK), Defenders (D), and Forwards (F). A line from the 'Best Player' button points to the player list.

#	Pos	Name
25	GK	PRUSEK Martin
33	GK	STEPANEK Jakub
3	D	ZIDLICKY Marek
5	D	POLAK Roman
6	D	NEMEC Ondrej
11	D	BARINKA Michal
23	D	RACHUNEK Karel
36	D	CASLAVA Petr
44	D	BLATAK Miroslav
10	F	CERVENKA Roman
12	F	KOTALIK Ales
14	F	PLEKANEC Tomas
15	F	MAREK Jan
16	F	CAJANEK Petr
17	F	HLINKA Jaroslav
20	F	KLEPIS Jakub
24	F	IRGL Zbynek
60	F	ROLINEK Tomas
68	F	JAGR Jaromir
83	F	HEMSKY Ales
85	F	OLESZ Rostislav

3.19 Entering Best Players of the Game

Once the Game Status has been set to GWS, the green "GOAL" button changes to "GWS".

Click the green GWS button to open the Game Winning Shots window:

Game Setup

Date	Game #	Home	Guest	Time	Location	Group	Phase	Info
18.12.2009 Fri	15	Estonia	Lithuania	20:00	Kreenholm Ice Hall		Round Robin	

Estonia
Home Blue

#	Pos	Name
1	GK	KOITMAA Villem-Henrik
25	GK	KOLOSSOV Aleksandr
2	D	ABRAMOV Artjom
3	D	NAARITS Siim
4	D	KUUSK Ken
6	D	MININ Artjom
8	D	MEDJANOI Juri
7	F	URLIHH Maksim
9	F	KURGANOV German
10	F	ROOBA Robert
11	F	JAKOVLEV Anatoli (BP)
12	F	ALEKSANDROV Andrei
13	F	BOROVIKOV Maksim
14	F	GRISHENKO Konstantin
15	F	KARIK Kaspar
16	F	NARVET Pavel
18	F	ANDREJEV Roman
22	F	PONOMARJOV Ilja
23	F	VORANG Mihkel

Lithuania
Guest White

#	Pos	Name
1	GK	KUZMICIUS Arturas
20	GK	KIELIUS Ernestas (BP)
4	D	BURAKOV Andrej
5	D	RYBAKOV Artur
9	D	CUGAJUS Jevgenijus
10	F	STEPONAITIS Justas
11	F	SUCHOMLINAS Sarunas
13	F	KOLEVICIUS Pijus
14	F	RIMKUS Laisvydas
15	F	VERENIS Povilas
16	F	BOGDZIUL Daniel
17	F	KUMELIAUSKAS Tadas
18	F	ZIDKOVAS Andrejus
19	F	BOSAS Arnoldas
22	F	BENDZIUS Aivaras
23	F	RYBAKOV Edgar
24	F	STRECKIS Dovydas

Starting Team

Estonia Lithuania

GK:

Buttons: Store and start Add more shots

1) Select the Starting Team

2) Enter the GKs of both teams

3) Click the "Store and start" button

In the Game Winning Shots window:

1. Select the Starting Team
2. Enter the GKs of both teams (the ones which were on the ice and that will supposedly play the GWS)
3. Click the "Store and start" button

You are now ready to proceed entering the shots details:

1) Enter the shooter Jersey Number
 2) If needed, change the Goalkeeper
 3) Select the outcome of the shot
 4) Click the Ok button

Score	Russia (Starting Team)			Actions	Finland			Actions
	#	GK #	Action Description		#	GK #	Action Description	
1	<input type="text"/>	31	<input type="text"/>	Ok	<input type="text"/>	35	<input type="text"/>	Ok
2	<input type="text"/>	31	<input type="text"/>	Ok	<input type="text"/>	35	<input type="text"/>	Ok
3	<input type="text"/>	31	<input type="text"/>	Ok	<input type="text"/>	35	<input type="text"/>	Ok
4	<input type="text"/>	31	<input type="text"/>	Ok	<input type="text"/>	35	<input type="text"/>	Ok
5	<input type="text"/>	31	<input type="text"/>	Ok	<input type="text"/>	35	<input type="text"/>	Ok

After a shot happens:

1. Enter the shooter Jersey Number
2. If needed, change the Goalkeeper of the opposing Team
3. Select from the list the outcome of the shot
4. Click the Ok button next to the shot

The GWS shot is saved and you can now proceed to record next coming shot (other Team)

Some hints:

- The shot to record next is always highlighted in grey (remember that after the first three "duels" the order of shooting is inverted)
- If the five duels shown on the screen are not enough, just click the "Add more shots" button

Once the sequence is over, it's time to select the Game Winning Goal:

Starting Team	Russia <input type="radio"/>	Finland <input checked="" type="radio"/>
GK	<input type="text" value="35"/>	<input type="text" value="31"/>
<input type="button" value="Store and start"/>		<input type="button" value="Add more shots"/>

	Score	Russia (Starting Team)			Actions	Finland			Actions		
		#	GK #	Action Description		#	GK #	Action Description			
1	1:0	<input type="text" value="3"/>	<input type="text" value="31"/>	Scored ▾	<input type="button" value="Ok"/>	<input type="button" value="GWG"/>	<input type="text" value="10"/>	<input type="text" value="35"/>	Missed (left) ▾	<input type="button" value="Ok"/>	<input type="button" value="GWG"/>
2	1:0	<input type="text" value="11"/>	<input type="text" value="31"/>	Saved by GK ▾	<input type="button" value="Ok"/>	<input type="button" value="GWG"/>	<input type="text" value="27"/>	<input type="text" value="35"/>	Saved by GK ▾	<input type="button" value="Ok"/>	<input type="button" value="GWG"/>
3	1:1	<input type="text" value="16"/>	<input type="text" value="31"/>	Missed (left) ▾	<input type="button" value="Ok"/>	<input type="button" value="GWG"/>	<input type="text" value="22"/>	<input type="text" value="35"/>	Scored ▾	<input type="button" value="Ok"/>	<input type="button" value="GWG"/>
4	2:1	<input type="text" value="8"/>	<input type="text" value="31"/>	Scored ▾	<input type="button" value="Ok"/>	<input type="button" value="GWG"/>	<input type="text" value="27"/>	<input type="text" value="35"/>	Missed (height) ▾	<input type="button" value="Ok"/>	<input type="button" value="GWG"/>
5		<input type="text"/>	<input type="text" value="31"/>	▾	<input type="button" value="Ok"/>		<input type="text"/>	<input type="text" value="35"/>	▾	<input type="button" value="Ok"/>	

Simply click on the small "GWG" button next to Scored shot which has to be declared the Game Winning Goal (in this sample it will be the Russia shot by Number 8, which gave Russia one point more than Finland).

The Game Winning Goal is automatically inserted in Orion as a Goal.

You can now close the GWS window and proceed with you end of game procedure.

3.20 Request Support Call

A button called 'Request Support Call' has been implemented on the top in Orion, where the Orion Operator can ask for support from the Hydra Support Team. A new window opens, where the Orion Operator can enter the phone number (with a country code) to call to and a short description from the issue.

A member of the Hydra Support Team will then call the Orion Operator him/her fixing the issue or problem.

