

EBLE Scoreboard

STARTUP PROCEDURE

1. Turn the power switch to “**ON**”.
(Right side bottom back edge of the box)
2. The display will prompt for the model number. Enter “**2682904**”.
3. The display will ask if *you want to use the shot clock*. Press “**NO**”.
4. The display will ask if *you want to use the penalty time outs*. Press “**YES**”.
(This will allow you to turn the penalty clock on and off between periods)
5. To set the main time clock. Press the “**SET**” key, followed by the “**TIME**” key. Enter the time (including the colon) and then press “**YES**”.

Example: **SET** / **TIME** / **5** / **:** / **00** / **YES**

6. The display now shows “*Period 0*”. Enter the period by pressing “**1**”.
(Pressing the “**TIME**” key after this will once again display the time)
7. To set the home and guest score at “0”. Press the “**SET**” key, then “**HOME SCORE**” and then press “**0**”. Press the “**SET**” key, then “**GUEST SCORE**” and then press “**0**”.

Example: **SET** / **HOME SCORE** / **0**

8. Use the hand control switch to start and stop time throughout the period. Any penalties will automatically count down as time is counting down. When the time runs out at the end of the period the buzzer will automatically sound. Count to *three* and turn the hand control switch to off.

ADDITIONAL PROCEDURES

TO ADD SCORE: **HOME SCORE** or **GUEST SCORE** / **1**

*The scoreboard always adds the current score with the score you are entering. When someone scores *always* press “**HOME SCORE**” or “**GUEST SCORE**”, then “**1**”. If the team currently has 3 goals and scores another DO NOT press “**HOME SCORE**” or “**GUEST SCORE**” and “**4**”. Rather press “**HOME SCORE**” or “**GUEST SCORE**”, then “**1**”.

TO CORRECT THE SCORE: **SET** / **HOME SCORE** or **GUEST SCORE** / (the **number** it should be)

TO SET A PENALTY: **SET** / **HOME PNLTY** or **GUEST PNLTY** / **2** / **:** / **00** / **YES** / (**Players #**)

*The player’s number must be **TWO DIGITS**. Example: Player 9 **MUST BE** entered as **09**.

TO CLEAR A PENALTY: **HOME PNLTY** or **GUEST PNLTY** / **PNLTY CLEAR** / **YES**

*If you need to clear a penalty in any other position other than the 1st position, press “**HOME PNLTY**” or “**GUEST PNLTY**” until the correct penalty is displayed, then press “**PNLTY CLEAR**” followed by “**YES**”.

TO TURN THE PENALTY CLOCK ON OR OFF: **PNLTY ON OFF**

*To run the Main Clock but stop the Penalty Clock between periods press the “**PNLTY ON OFF**” key.

TO SOUND THE HORN: **HORN**

TO SET THE MAIN CLOCK TIME: **SET** / **TIME** / **15** / **:** / **00** / **YES**

3RD PENALTY PROCEDURE

TO SET A 3RD PENALTY: SET / HOME PNLTY or GUEST PNLTY / 2 / : / 00 / YES / (Players #)

*The player's number must be **TWO DIGITS**. Example: Player 9 **MUST BE** entered as 09.

When the 1st penalty is entered it is displayed at the top or in the first position on the score board. When the 2nd penalty is entered it is displayed in the second position on the score board. The 3rd penalty is entered as normal; however, it will not appear on the score board. The 3rd penalty is in the "memory" of the clock, counting down as normal. Once the 1st penalty expires or is cleared the 3rd penalty takes the empty position on the score board where the 1st penalty was displayed. The 2nd penalty remains in the same position on the board.

Be careful in this situation on when the penalty box personal opens the door. If the team with the penalty is at full strength on the ice, the player in the box must remain in the penalty box until play is stopped.

You may also encounter the necessity to remove a penalty in any other position other than the first position on the score board. Press "HOME PNLTY" or "GUEST PNLTY" until the correct penalty is displayed, then press "PNLTY CLEAR" followed by "YES".

COINCIDENTAL MINOR PENALTY PROCEDURE

When coincidental minor penalties are imposed against players of both teams, the penalized players shall take their respective place on the penalty bench, the penalty time will NOT be display on the scoreboard, and the penalized players shall not leave the penalty bench until the first stoppage of play following the expiration of their respective penalties.

WARM UP & INTERMISSION TIMES

| | |
|------------------|--------|
| Pre-Game Warm Up | 5 : 00 |
| Intermission | 1 : 00 |

PERIOD & PENALTY TIMES

| Class | 1 st 2 nd & 3 rd Period | Penalties | | |
|---------|--|-----------|--------|---------|
| | | Minor | Major | Misc. |
| *Mite | 15 : 00 | N/A | N/A | N/A |
| Squirt | 12 : 00 | 1 : 30 | 3 : 00 | 6 : 00 |
| Pee Wee | 15 : 00 | 2 : 00 | 5 : 00 | 10 : 00 |
| Bantam | 15 : 00 | 2 : 00 | 5 : 00 | 10 : 00 |

*Mites will utilize a running clock for all three periods. Each shift will be 1 : 30. The horn will notify players when to change lines. Face offs will not occur between line changes.