

Hockey Clock

Thursday, November 9, 2017

8:05 AM

Running a Game:

1. **Set Hour Clock (see right)**
2. **Prep Time Clock (see right)**
3. **Set Home and Guest scores to 0 (see right)**
4. Set Time Clock for 5 minute warmups and start when both teams are on the ice or when you set the hour clock (whichever comes first)
 - a. **Buzz Horn with 1 minute left to signal kids to gather pucks**
5. **Set Time Clock for 12 minute Periods (15 for PWA)**
6. **Stop Clock with every whistle. Start it when the ref drops the puck (when it leaves their hand)**
 - a. If a team has a 6 goal lead or more in the 3rd period, confirm with referee and go to Run Time. Go back to Stop Time if the goal differential returns to 5 or less.
 - i. If there is a penalty during Run Time, let the ref know that you won't hit "Enter" on the penalty until they drop the puck
7. **Intermissions:**
 - a. Turn Penalty Off if applicable ("Penalty Off") - Prevents remaining penalty from running down during intermission
 - b. Set Time for 1 minute and start immediately
 - c. After intermission, turn Penalty On if applicable (Press "Penalty On")
 - d. Set Time for 12 minute next Period (15 for PWA)
8. **Penalties - 1:30 min for minor (2 min for PWA)**

Scrimmages:

- Confirm with coaches on period lengths and penalty lengths as well as stop time vs run time.

Mites:

- 5 min warmup at beginning and 1 min intermission
 - o Buzz horn with 1 min left of the 5 min warmup
- 24 min halves, running time
 - o D3: Three 16:30 min periods
- Buzz every 1:30

MASH (all run time):

Mite:

- 5 min warm up and 1 min intermissions
- 16 min periods (3rd period is remaining time)
- Buzz horn every 2 min.
 - o If period is an odd min period, buzz every 2 min until only 3 min left then buzz at 1:30.

Squirt:

- 5 min warm up and 1 min intermissions
- 16 min periods (3rd period is remaining time)
- 2 min penalties
 - o Let ref know that you won't hit "Enter" on the

Clock Instructions:

1. **Set Hour Clock**
 - a. Hold Mode until normal time shows, then press mode again. This resets it. Then press key to left for min, to the right for seconds and set it to 60 min (75 min for PWA). Press mode to start it when main clock matches game start time.
2. **Prep Time Clock**
 - a. Power On
 - b. Don't start where you left off
 - c. Don't use wireless mode (Pond only)
 - d. Enter Model Code (e.g. "871")
 - e. Penalty Time Out --> "Yes" (Enables "Penalty On/Off" button so penalties don't count down with intermission timer)
3. **Set Time**
 - a. "Set"-->"Time"-->"00:00:0"-->"Yes"-->Period
4. **Enter Penalty**
 - a. "Set"-->"Home Penalty"-->"01:30"-->"Yes"-->Player #: "02"
5. **Clear Penalty**
 - a. "Home Penalty"-->"Penalty Clear"-->"Yes"
 - b. Keep pressing "Home Penalty" to cycle through multiple penalties to find the correct one if necessary.
6. **Scoring (Same for Shots on Goal)**
 - a. Method 1 (Increment):
 - i. "Home Score"-->"1"-->"Yes"
 - b. Method 2 (Enter new Total Score):
 - i. "Set"-->"Home Score"-->"NEW TOTAL SCORE"-->"Yes"
7. **Timeouts - Press timeout button then "0" for a 30 sec timeout (tournaments only)**