

TOURNAMENT DIBS DUTY DESCRIPTION

Announcer

Coordinate with tournament director for any announcement requirements (starting line-ups, sponsorships etc). During the game you will Announce Goals, Assists, Penalties, 1 minute remaining in period, Full Strength etc. If you don't have your own music to play, an Ipad and app to play songs will be provided for you. There will be roster sheets at the score table for your reference and a notebook for any notes. Music should be in play for pre-game warm-ups, between whistles, between periods etc. Please make sure the volume is not blasting. It is always louder in the crowd than what you are hearing. **Music played in-between periods, make sure it is a little lower as coaches are talking to their teams.**

Clock

If you have never run the clock before...please come a little early and play around with the buttons to make sure you are ready. One of the most important things people miss is remembering to **DISABLE** penalties if there is penalty time on the board at the end of the 1st or 2nd period. You need to **DISABLE** penalty times, set your in between period time, **ENABLE** the timers after the buzzer and then set your period time. This is outlined on the clock instruction card. Also...work with the scorer to put shots up on the scoreboard and make sure to change the period. You should really arrive early and run through the instruction card once to make sure you have everything covered.

We will be running a 4 minute warm-up (Wait to start the clock until both teams are on the ice). 14 Minute Stop time periods. 1 Minute between periods, 1:30 minute penalties. Instructions will be taped down near the clock for reference including Overtime rules.

Scorekeeper

Games are scored on the locked down IPAD at the score table. We use the Gamesheet App for scoring and all games will be preloaded. There will be some FLAGS for items you need to address before the game starts. If there are 2 goalies on the team you will need to coordinate with the coach on what goalie is starting. Coaches need to sign, so call them over during warm-ups. The Ref also will sign the IPAD after the game. Once this is done, you should be able to COMPLETE THE GAME and mark it Final on the IPAD unless you still have some FLAGS to clear. During the game, make sure to Log Goals, Assists and Penalties on the IPAD. Teams will change ends after each period, but don't on the IPAD, so keep that in mind as you can get cross-eyed when trying to find a player. **ALSO MAKE SURE TO LOG SHOTS ALONG WITH THE CLOCK PERSON.** Goalies and their parents will get on us if their stats are not being kept accurate, so do your best. If you have never worked Game Sheets before, RAHA has some **Help Material on our website under the RESOURCES TAB >> MANAGERS >> GAME SHEET HELP**

Penalty Box and Warm-Up Puck Attendant

Pretty easy process of opening and closing the door. Make sure you don't get caught up in the game and pay attention to the penalty clock. For Pregame...you will be in charge of putting pucks out for both teams for warm-ups and collecting them when the 4 minute pregame is counting down. RAHA will have a puck bag or bucket available, so if you don't see one down there....find the tournament staff member as the bag may still be in Zamboni garage or the PDA room. There is Please stack 12-15 pucks on the boards of each teams bench before they come out for warm-ups. Work together to get them cleaned up so the game can start promptly.

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