

Scorekeepers Cheat Sheet

Operation of Scoreboard Console:

A. Setting Clock

1. Plus in (wait for prompt to enter code) On/Off Switch
 2. Enter Code 62, Press **Enter**.
 3. Prompt will ask 1/10 sec?. Press **Enter**
 4. Clock will automatically set for 20 min. periods. To change the period time, press **Set Time**, enter desired time, then press **Enter**.
 5. To start time, press **Start**
 6. To stop time, press **Stop**
- *To reset time during game, press **Stop**, press **Set Time**, punch in correct time, Press **Enter**

B. Periods

1. To set period press **Period**, enter number of period and press **Enter**

C. Goal Scoring

1. To score goal, press **Score +1**
2. To change score, press **Score.**, Enter the proper number, press **Enter**

D. Penalties

1. To start penalty. Press **Player.Penalty**.
2. Press **Enter** twice. The clock will now display 2:00min, to accept this time, press **Enter** again, to change, punch in the desired time, then press **Enter**.
3. To cancel penalties, press **Player.Penalty**, use up-down arrow keys to select player penalty to cancel. Press **Clear**, then press **Enter** to clear penalty.
4. To change penalty time, press **Player.Penalty**, use up-down arrow keys to select player penalty to change, press **Enter** twice, change time and press **Enter** once more.

Ice slots and Referees:

- **All Ice slots include an automatic 10 minute ice resurface.** Below is a breakdown of ice slotting times.
 - 1hour 10 min slot= 1hour on ice
 - 1hour 20 min slot=1hour 10 min on ice
 - 1hour 30min slot=1hour 20 min on ice
 - 1hour 40min slot=1hour 30min on ice
 - 2hour slot = 1hour 50 min on ice
 - 2hour 10min slot= 2 hours on ice
- **Before the start of the 3rd period the referees need to check with scorekeepers to see how much time is left in the ice slot.**
- In the event of extraordinary circumstances that prevent having three full stop-time periods, two full stop-time periods will be played.
 - Prior to the start of the third period, take the remaining time for the game slot, divide in half and put that time on the clock for the third period. Do not exceed the published time period for the third period. (Example: 20 minutes left in game slot = 10 minute stop-clock period.)
 - At no time will a running clock be used.
 - A game is not an official game until two (2) full periods have been completed. If two full periods are not played, no recognition of the game being played will occur, except in cases of serious misbehavior, such as fighting, misconduct, or match penalties, (which may have been the cause of the game incompletion).

The Zamboni will come out at the ice slots scheduled end time to resurface the ice weather the game is complete or not