

## **SCOREBOARD INSTRUCTIONS**

Games consist of -

5 minute warm-up

(3) 15 minute periods (12 minutes for 10U/Squirt, 15 minutes for 12U/Peewee and 14U/Bantam)

1 minute breaks between periods

No overtime period for regular games

(each team is allowed a 1 minute timeout per game. Timeouts are not shown on the clock, but the horn should be sounded to end the timeout.)

**Stop the clock with each whistle and start the clock with each puck drop.** The clock can be stopped and started using the RUN and STOP buttons on the scoreboard or the toggle switch on the remote (O- stop, -- run). \*\*Make sure the remote is in stop position (O) when operating the scoreboard.

### **SHIFT TIMER**

To make sure the shift timer is off - Press SHIFT, when the shift time is highlighted, set it to zero and press ENTER.

### **WARM-UP**

Press INT MODE, then 5 0 0 for 5 minutes, then ENTER.

Press RUN to start the time.

When the time runs out and the horn sounds, press STOP

### **PERIOD**

To set the period - press PERIOD, press 1 (or 2 or 3), press ENTER

### **GAME TIME**

To set the time - press GAME TIME, press 1 2 0 0 for 12 minutes, press ENTER.

Signal to the Refs that you are ready.

### **INTERMISSION**

After the horn sounds at the end of the period, press STOP

Press INT MODE to switch to intermission mode

Press 1 0 0 for 1 minute then press ENTER.

Press RUN to start the clock. (When you are in intermission mode, penalties that carry over from the previous period will not run down as the clock runs for the intermission.)

When the horn sounds press STOP then set the clock for the next period (see above PERIOD and GAME TIME).

### **GAME PLAY**

**TIME** - During game play, stop the clock with each whistle and start it with each puck drop using the STOP and RUN buttons.

**SHOTS** - For each shot on goal (SOG), press HOME SHOTS +1 or GUEST SHOTS +1. SOG count as any shot that is saved by the goalie (ie would have gone in), or any shot that does go in. Shots deflected by defensive players or shots that hit the goal posts do not count. On the scoreboard, SOG are counted for the team that TAKES the shot. (Opposite of the scoresheet that counts shots on the goalie for his/her stats). If the SOG need to be adjusted, you can keep pressing the +1 keys, or you can press HOME SHOTS or GUEST SHOTS, then enter the total number of shots and press ENTER.

**SCORE** - When a goal is scored, press HOME SCORE +1 or GUEST SCORE +1 to add a goal to the scoreboard. If you need to adjust the score shown, press HOME SCORE or GUEST SCORE, enter the current score, and press ENTER.

**PENALTIES** - To enter a penalty, press HOME PEN or GUEST PEN, key the player's number and press ENTER, enter the penalty time and press ENTER. When you start the clock, the penalty time should count down as well.

To clear a penalty - press HOME PEN or GUEST PEN until the correct penalty is selected, and press CLEAR.

Penalty times:

10U/Squirt - 1:30 minor, 3:00 major, 6:00 misconduct

12U/Peewee - 2:00 minor, 5:00 major, 10:00 misconduct

14U/Bantam - 2:00 minor, 5:00 major, 10:00 misconduct

**RUN-TIME** - If the refs and coaches agree to a running clock, only stop the clock in the event of a goal or if a player is being assessed for injury. Let the clock run through all other whistles.

#### **OTHER TIPS**

- Always watch the display on the board in front of you and follow the instructions. This scoreboard should be easy to follow.
- Feel free to communicate to the refs if you need more time to operate the scoreboard. They should be checking in with you before dropping the puck, but be sure signal to them that you need more time.
- If the scoreboard is not allowing you to enter something, check that the clock has been stopped and the remote is in the off position.