



GAME CLOCK INSTRUCTIONS - SOUTH SUBURBAN

NOTE: Don't panic, take your time and don't be afraid to speak-up if the refs are not allowing you enough time to enter information on the clock.

****All games are subject to curfew, except U14 AA, U16 AA and U18 AA****

GAME TIMES:

WARM-UPS: 5 Minutes for all levels

SQUIRT AA, A, & B: 12-Stop, 12-Stop, 12-Stop

PEE WEE AA: 14-Stop, 14-Stop, 14-Stop

PEEWEE A & B: 14-Stop, 14-Stop, 14-Stop

BANTAM AA: 16-Stop, 16-Stop, 16-Stop – home team has option for ice make between 2nd & 3rd

BANTAM A & B: 14-Stop, 14-Stop, 14-Stop

MIDGET AA: 16-Stop, 16-Stop, 16-Stop – ice make after 2nd period

MIDGET A: 16-Stop, 16-Stop, 16 Stop

REC ALL LEVELS: 15 – Run, 15 – Run, 12 – Stop

If a game reaches 16 total penalty infractions at any level, the game goes to run clock.

There is no overtime.

SCORE CLOCK OPERATION

START UP / SETTING GAME TIME (TIME CLOCK CODE IS 0-6-2)

1. Reset the Time Clock by turning the power button off, then back on again (The Switch is on the back, left side). Once the clock is on, you should see a display on the LCD screen.
2. Do NOT continue the "previous game", press the CLEAR button.
3. RESUME GAME? No
4. Enter code # 0-6-2, press ENTER
5. 1/10 SECONDS? Yes
6. Press the SET MAIN CLOCK button
7. Type in the time you need and press ENTER button. (i.e. 5 minute warm-up, type in 5000 then ENTER). Check the LCD display for correctness.
8. To run the clock, press START
9. To Stop the clock, press STOP
10. The start up should put the Period at #1. To update the Period press PERIOD+
11. To correct a Period (i.e. from #3 back to #2) press the "PERIOD●" button, then enter the correct period number, then press ENTER.
12. To reset the clock after a Period ends press the SET MAIN CLOCK button and then press ENTER. The previous Period time should automatically come back up. If you need to enter a different time length repeat steps # 6 & 7 with your new time.
13. Remember to advance your Period Counter by pushing the Period+ button.

ENTERING PENALTIES

(this is where people panic, take a deep breath and relax)

For a Standard 2 minute penalty

1. Press the PLAYER/PENALTY button for the Home or Away team
2. Press the ENTER button three (3) times. The 2 minutes should appear on the scoreboard.
3. If you are using a Running Clock, wait until the puck is dropped on the ensuing play before you press the ENTER button the 3rd time. This will start the penalty at the start of play.

Penalties with 4, 5, or 10 minute assessments

1. Press the PLAYER/PENALTY button
2. Press the ENTER button TWICE
3. The LCD display will say 2:00, type in the correct amount of time assessed (i.e. 4:00), check the LCD display, if correct press ENTER
4. Check Scoreboard to make sure everything is ok.

TO REMOVE PENALTIES

1. Press PLAYER/PENALTY
2. Scroll UP the correct player number or correct penalty
3. Press the CLEAR button
4. Press the ENTER button

PENALTY NOTES:

The time clock will automatically rollover the penalties. You do not need to worry about that.

EVEN strength ice situations where a player is in the penalty box requires that the player in the box wait until the first whistle AFTER the penalty has expired. Document on the score sheet the time the player came back on the ice. It could be 30-60 seconds after the 2 minutes is completed, but this is the first stoppage in play.

Delayed penalties are penalties that are assessed but cannot start on the clock as they already have two persons in the box (a team cannot have less than three skaters on the ice in penalty situations). The 3rd or 4th or however many "delayed" penalties are started as the previous penalties expire. Please refer to the Off-Ice Officiating manual for instructions.

TO ADD OR CHANGE SCORES

1. Press the SCORE+ button
2. To change a score, press the SCORE● button, type in the correct score, press ENTER

END OF GAME

1. You can turn off the scoreboard or set the clock to the actual time. To set the clock: Press MENU, scroll down to NEW CODE Y/N? press Yes
2. RESUME GAME? No
3. Enter code of 0-9-9, press ENTER
4. Press SET MAIN CLOCK
5. Enter current time, press ENTER
6. You are all done