

TIME CLOCK OPERATION

- Use of remote Pro /Cons

- Keeps your hands warm
- Helps when in running time
- Your choice on which method to use

- Keyboard

- Pre Game checklist
 - Locked? Alternative entry
 - Check plugs and breakers
 - Entry code
 - Usually enter “yes”
 - Use the code with shots
 - Other arenas
 - Our clock is a high end model

- Memorize Key Sequences

- Setting Time
- Penalties
- Clearing Penalties
- Periods
- Scores
- Shots
- Time Outs

SETTING TIME

SET TIME - TIME - ENTER

- Watch time on clock console when setting time

- Mites

- 4 Minute warm up
- 2 minute shifts Stop time
- Can also do 3 minute running time

- Squirts / Pee Wees / C, B2 Bantams

- 4 Minute warm up
- Periods 1 and 2 are 12 minute stop time
- Period 3 – Referee will give you the time
 - Rule of thumb is time left in the hour less 3 minutes
 - Running time
 - Do not stop clock for injuries during running time unless referee directs

- Bantam A

- 10 minute warm up
- 17 minute stop time for all periods
- One resurface between second and third periods

-Bantam B1

- 5 minute warm up
- 15 minute stop time for all periods
- One resurface between second and third periods

-Notes

- Time on clock cannot be changed while the clock is running

PENALTIES - MINOR

PLAYER PENALTY - ENTER - PLAYER # - ENTER - PENALTY TIME ENTER

- MINOR PENALTIES

- Know which team is being penalized before you put up the penalty
 - Put your finger by the correct button before the referee comes over
- Put up the penalty only after the referee tells you
 - Make sure it is not a coincidental penalty
- Do not put up coincidental penalties
 - Coincidental penalties are over after “first whistle” after the penalty time is up. Let them go if clock is stopped exactly at the end of the penalty. Consult with referee on this before the game.
- Double Minor penalties
 - Player Penalty – Enter – Player # - Enter – Penalty Time – Enter
- Double Minor with single coincidental
 - Put up penalty time on the player with the double minor only
 - Referee will put another player in box to serve the penalty time
 - If the team with the man advantage scores – let the extra player out
 - If no score during two minutes the extra player is out with the expiration of the penalty.
 - The player with the penalty time is out first whistle after his penalty is up
 - The player with the penalty time is out first whistle after his penalty is up
 - Both players must serve their full penalties.
- Multiple Penalties
 - Keep loading penalties into the clock even if there are already 2 penalties on the board
 - As a penalty expires the loaded penalty will automatically come up.
 - When a penalty expires in a multiple penalty situation, the player whose penalty expired first cannot go out onto the ice...he must wait for a whistle to get out. If play continues and a second players penalty expires the first player can go out onto the ice if only one penalty remains. Player whose second penalty expired must continue to wait for a whistle. If play still continues then the second player can go onto the ice when all the penalties have expired while the third player must wait for a whistle.

PENALTIES - MAJOR

- MAJOR PENALTIES

PLAYER PENALTY – ENTER – PLAYER # - ENTER - 5 MINUTES - ENTER

- Know which team is being penalized before you put up the penalty
 - Put your finger by the correct button before the referee comes over
- If there is a misconduct too, then it does not start until the 5 minute penalty is up.

- MISCONDUCTS

- Usually two minutes **AND** a ten minute penalty.
- An extra player serves the two minutes.
- If a goal is scored, the extra player is out and the ten minute misconduct penalty begins at the time of the goal.
- If no goal is scored, the extra player is out when the 2 minute penalty is up and the misconduct penalty begins. The misconduct player will be in the box for a minimum of 12 minutes. Player is out first whistle after his penalty expires.
- Misconduct only
- A player can get a misconduct only...he serves ten minutes only...no extra player in the box...both teams at full strength.
- Player is out first whistle after his ten minute penalty expires.

- DISQUALIFICATION “DQ” (only in Junior Gold and 16U)

- Player must leave the ice. Another player serves his penalty(ies)
- Player can play in the next game.

- GAME PENALTY

- Player must leave the ice. Another player serves his penalty(ies)
- Player must miss the next game.

- MATCH PENALTY

- Player must leave the ice. Another player serves his penalty(ies)
- Player will be suspended from his team...no practices or games...until he goes before a district board to be reinstated.

- Referee will need top copy of the scoresheet for all of these situations.

DISABLE / ENABLE PENALTY CLOCK

- When penalty time remains after a period ends and you must run one or two minutes between periods....

- Push Disable Penalty Clock button
- Set the time you must run between periods and run
- Set the time for the new period
- Push the Enable Penalty Clock button before you run the clock

- You can also use this feature when doing spring/fall games when you are running 25 minute halves.

- While the clock is running, push the disable penalty clock button.
- Put the penalty up on the clock...it will not run
- Push the enable penalty clock button when the referee drops the puck.
- Do not use this if there is already a penalty up or you need to add another penalty while the first penalty is still up.
 - Put the penalty into the clock but do not hit the last enter button until the referee drops the puck

CALCULATING PENALTY TIMES

- Misconducts
 - Leave off seconds temporarily
 - Count forward ten minutes
 - Allow for time if into the next period
 - Add seconds back on
 - Write this time down
 - Inform player(s) and penalty box attendants
- Coincidental penalties
 - Look at the number of seconds on the clock
 - If there are 30 seconds or more...subtract the 1:30 from the time.
 - If there are less than 30 seconds...subtract 2 minutes and add 30 seconds
 - Allow for time if into the next period
 - Inform players and penalty box attendants

CLEARING PENALTIES

- If only one penalty to be cleared
 - Clear all penalties – Enter
 - Make sure you do the correct team
- If multiple penalties
 - Use ...Delete penalty – use arrows to find correct penalty in console Window – Clear – Enter

PENALTIES DURING RUNNING TIME

- Stop the clock when the referee comes to the half circle in front of your desk
 - Clock starts at the drop of the puck
- If a penalty ends in running time during a stoppage of play, the player is out of the box at the drop of the puck.
- Players in box for coincidental penalties do not get out until the first whistle after their penalties expire.
 - Their penalties begin at the drop of the puck...record in scorebook
 - Tell the players and the penalty box attendants right away.

SETTING PERIODS

- Do not forget to do.
- Period – period # - Enter
- Also use Period +1

TIME OUTS

- Hit the “time out” button on the clock for the team taking the time out
 - a sixty second countdown will start for the team you enter it for
 - a short buzzer will sound when completed
 - This will only work once for each team per game.
 - If time does not work keep track of time yourself
 - Be sure to record in scorebook the time each team takes a time out

COUNTING SHOTS

- Work together on counting shots
- Be sure scorebook agrees with clock at end of each period and game
- Be consistent in how you count shots.
- Use judgement on shots coming from outside the zone.