

# Rink Clock Cheat Sheet

DAVIS COUNTY YOUTH HOCKEY ASSOCIATION

## To Use the Game Clock

**Before Players hit the ice**

**Set Clock for 5-Minute warm-up (If behind schedule, shorten warm up to 3 minutes, inform the Refs)**

- Press "Set", on left keypad
- Press "Time" on left keypad
- Press "0-5-0-0" to set warm-up time (right keypad)
- Press "Yes" (right keyboard)
- For Period, Press "Blank" (right keypad)

When the ref signals players to take the ice flip the handheld switch to begin running the clock. The clock will signal when time expires. Let horn sound for 2 to 3 seconds before switching the handheld to the off position.



### Set the Game Time

- Press "Set", on left keypad
- Press "Time" on left keypad
- Press "1-2-0-0" on right keypad (for 12 minutes for squirt thru Bantam divisions)
- Press "Yes" on right keypad
- Press 1 or 2 or 3 for the period using right keypad
- Press "Yes" – Clock should read 12 minutes and period #1 or whatever period you entered
- Check the clock to see that it all looks correct

### For Goals Scored

- Stop Clock** with handheld switch – Immediately look at the time and say it aloud for the scorer to record.
- Press "Set", using left keypad
- Press "Home Score" or "Visitor Score" as appropriate using right keypad
- Press "1"
- Press "Yes" – score should appear on the scoreboard – If it is wrong, start over from "Set" and make sure to place the correct goal score.

### Penalties

- Stop Clock** with handheld switch – Immediately look at the time and say it aloud for the scorer to record.
- Press "Set" using left keypad
- Press "Home Penalty" or "Guest Penalty" using left keypad
- Press 0 – 1- 3 – 0 (amount of time for the penalty – all youth penalties should be 1:30 minutes exception may be tournament rules – always check with the on-ice head official) Right keypad
- Enter the player's jersey number using two digits - remember to put a **zero before a single digit jersey number**. For example, if it is player number 7, enter "0" then enter "7" – using right keypad
- Press "Yes" using right keypad
- The penalty will count down when the clock is starts and will stop when the clock stops. The clock will take up to 5 player penalties per team at one time. Enter each penalty, penalty time and player number. The first two will go on the board and the next three will store in the scoreboard memory. Penalties will automatically appear as the previous penalties time out.

**Exception Note: Misconduct Penalties do not get displayed on the Scoreboard. Often a player will serve a 2-minute penalty and an additional 10-minute penalty. A second teammate will**

**serve the 2-minutes alongside the player who received the Misconduct call. The original offending player must remain in the penalty box until the penalty time expires AND the ref blows the whistle signaling stoppage of play.**

#### **To Clear A Penalty**

Press "Home/Guest Penalty" until you reach the correct player's penalty using left keypad

Press "Penalty Clear" using left keypad

Press "Yes"

#### **To Correct Score after a mistake**

Make sure clock is stopped

Press "Set" using right keypad

Press "Home or Guest Score" using right keypad

Enter correct score

Press "yes" – the score should appear on the scoreboard

#### **Between Periods Time**

Set clock for **one minute** between periods. Unless the head official or tournament rules say otherwise

Press "Set" using the left keyboard

Press "Time," using the left keyboard

Press "0, 1, 0, 0" using the right keyboard

Press "Yes" using the right keyboard

Flip switch to begin counting down. The horn will signal at the end of one minute. Let the horn blast for 2 to 3 seconds before switching off

In some tournaments, an ice make will occur after every two periods. In this event, place 15 minutes on the clock to allow the Zamboni time to zam the ice.

#### **Overtime Play**

Huddle with the head ref to determine the length of overtime play. Check on whether or not the time is to be "stop-time" or "run-time"

#### **Third period time when running behind schedule.**

If running behind time before the start of the game, check with the head ref about shortening each period. The ref will discuss with the bench coaches to come to an agreement on the amount of time for each period. Always double-check with the head on-ice official at the start of the third period to determine if the clock-time needs to be shortened further. Remember that the person running the clock is an extension of the officiating team. Always be aware of the time.

If the team preceding your game appears to be running behind schedule, it is okay to approach the time/clock keeper and politely ask if they will truncate their time to allow your team ample playing time. They may not be aware that there are behind time.

Should a team habitually run over time and late, please inform the coaching director so that he or she can address the coaches and sensitize them to the importance of timely game play.