CLOCK AT NOCO

To start a new game

- On/off button is located in the back of the console
- Do not plug in anything else in the keeper's box other than the scoreboard console, heater, and NGIN Tablet – the plug WILL trip the breaker if any more is added.
- Assist the scorekeeper if needed to confirm player numbers of goals scored, time and type of penalties, or shots on goal

Ensure Interval Time is off

- Hold the Shift and Interval Times button at the same time
- The window will ask if you want it off/on
- Hold Shift and the Yes or No buttons at same time for your response

To clear a game that might still be populated on the Scoreboard or just reset all values for your game

- Hold Shift and Period/New Game buttons at same time
- The window will ask if you want to start a new game
- Hold Shift and Yes or No buttons at same time

To set minutes for pregame warm-up:

Default on clock is 15 minutes, **warm-up is 5 minutes**, to change the time:

- Click on Clock Set
- Click on number of minutes (ie, 0500) on keypad
- Click on Enter
- Start time when referee blows whistle for team to come out on the ice.

To set minutes for intermission or time outs:

- Timekeeper is not responsible for these
- The Head Referee will keep time on these.

To set minutes for period:

Default is 15 minutes, to change the time:

- Click on Clock Set
- o Click on number of minutes (ie, 1700) on keypad
- Click on Enter
- o For teams

To set period:

HPHL JV and Girls – 15 minutes stop for all 3 periods. No ice make during game.

HPHL Varisty – 17 minute stop for all 3 periods. Ice make between 2^{nd} and 3^{rd} period.

- •• PLEASE NOTE: HPHL There is a mercy rule in the 3rd period anytime there is a 6 goal differential go to run clock. If goal differential drops below 6 revert back to stop time.
 - · Click on Period
 - Enter period # on keypad
 - Click on Enter

To run clock:

- Clock is to be running while the puck is in play
- Flick the Time In switch at the drop of the puck (Not at the whistle)
- Only turn off the switch at a referees whistle

To enter goals:

- · Click on Home/Visitor Goal Score
- Click on "+1" button
- NOTE: You can also use the "-1" button if need to go back a goal

Alternate way to enter goals:

- Click on Home/Visitor Score
- Click on goal total on the keypad
- Click on Enter

To enter penalty:

- Click on Home/Visitor Penalty
- Click on 2:00 white button
- Click player number on keypad
- Click on Enter
- If the penalty time is 4:00...
 - Click on Home/Visitor Penalty
 - o Click CLR
 - Window will ask for player number again, click player number on keypad
 Window will ask for new time, click 0400 to enter new penalty time
- SPECIAL NOTE:
- If its coincidental no time on clock
- o If game is at run clock due to mercy rule, do not hit enter on the penalty until the puck has dropped
- Matching penalties are not posted on the score clock and the players can't come out until the next whistle after the penalty expires
- $\circ~10$ minute penalties are not posted on the score clock $\circ~2~\&~10$ minute penalties, 2 is posted but not the 10
- $\circ~4~\&~10$ minute penalties, 4 is posted but not the 10

To clear penalty if team scores:

- Click on Home/Visitor Penalty
- Click on clear button
- Click player number on keypad that needs to be cleared
- Click Enter twice

- If doesn't work repeat but add
 - \circ Click 00:00 on keypad to clear time \circ Click on Enter

To end a game

- Turn off console
- Unplug from the console and pull 3 prong cord from wall
- Wrap in blanket and leave in the blue bin
 - $\circ\;$ We do this to prevent the ceiling drips from ruining the clock
- NOTE: Look at the ice schedule because if there is another game after yours, there is no need to pack up the console.