

INSTRUCTIONS FOR THE LYNNWOOD TIME CLOCK

- 1. To turn on:**
 - a. Turn on the time clock (switch located on rear of unit, to the left).
 - b. It will ask, "Resume Game?"
 - c. Press (Y) <ENTER>

- 2. To set clock:**
 - a. Press <SET MAIN CLOCK>
 - b. Enter the time for the period:
example <1><2><0><0> for a 12 min, 00 second period.
 - c. Press <ENTER>

- 3. To start the clock running:**
 - a. Press green <START> button.

- 4. To stop the clock:**
 - a. Press red <STOP> button.

- 5. To set the period number:**
 - a. Press <PERIOD . >.
 - b. Enter the period number.
 - c. Press <ENTER>

- 6. To increase the period number by one:**
 - a. Press <PERIOD +1 >.

- 7. To set the score:**
 - a. Press <SCORE . >. (on the GUEST side or HOME side as appropriate)
 - b. Enter the score.
 - c. Press <ENTER>.

- 8. To increase the score by one:**
 - a. Press <SCORE +1 >. (on the GUEST side or HOME side as appropriate)

- 9. To set up a penalty:**
 - a. Press <PLAYER . PENALTY . >. (on the GUEST side or HOME side as appropriate)
 - b. Press <ENTER>
 - c. Enter player number
 - d. Press <ENTER>
 - e. Penalty time comes up as 2:00. Enter your own time for anything other than 2:00 min.
 - f. Press <ENTER>

10. To edit a penalty:

- a. Press < PLAYER . PENALTY . >. (on the GUEST side or HOME side as appropriate)
- b. Press <up-arrow> to find the one you want to edit.
- c. Enter the new player number.
- d. Press <ENTER>.
- e. Enter the new time.
- f. Press <ENTER>.

11. To clear a penalty:

- a. Press < PLAYER . PENALTY . >. (on the GUEST side or HOME side as appropriate)
- b. Press <up-arrow> to find the one you want to clear.
- c. Press <CLEAR>.

Instructions for typical SJHA games:

Warm-up time is 5 minutes. First period is 15:00 minutes – running time. Second period is 15:00 minutes – running time. Third period is 12:00 minutes – Stop time. If game is running late, shorten the third period accordingly (coordinate with referee before start of third period).

Minor penalties are 3:00 minutes during running time, or 2:00 minutes during stop time. If a penalty is in progress when time changes from running time to stop time (i.e. from end of second period to beginning of third period), cut the remaining penalty time in half.

When using running time, if a penalty ends while play is stopped, hold the player in the penalty box until play resumes. This rule ONLY applies to running time.