9 Hockey/Lacrosse/Handball Operation

Sport Inserts: **LL-2436 – Hockey/Lacrosse/Handball**
0G-1084219 – Custom Lacrosse

The Sport and Team Name Insert drawings are located in **Appendix B**. The Block Diagram drawings are located in **Appendix A**. The Quick Reference is located in **Appendix D**.

Reference Drawings:

Insert; LL-2436, Hockey/Handball/Lacrosse **DWG-124218**
Block Diagram, A/S 3000 or 5000 Hockey **DWG-124689**
Insert; LL-2441 A/S 5000, Team Name **DWG-125290**
Insert; Custom Lacrosse **DWG-1084219**

Refer to the information in **Section 2: Basic Operation (p. 5)** to start up the console and how to use the sport insert.

If an insert is lost/damaged, use a copy of the insert drawing until a replacement arrives.

Use the label sheet provided with the console (Daktronics part # LL-2458) to attach the correct code number label to the sport insert in the designated location. Write the code number in the space below. If viewing a digital copy of this manual, print this page and fill in the code number.

Write the correct code number here: 4 4 0 2

If the code number for a scoreboard is unknown, refer to **Appendix C**. If the scoreboard model number is unknown, refer to the documentation provided with the scoreboard.

Shots on Goal Console Operation

Enter code 4000 to use the console as a shots-on-goal console. All keys other than **<SHOTS ON GOAL +1>** and **<SHOTS ON GOAL -1>** will be disabled.

Hockey/Lacrosse/Handball Keys

Time Out On/Off

<TIME OUT ON/OFF> stops and starts the time out clock. The length of both the full and partial time outs can also be changed when the time out clock is stopped.

> **Note:** Only the time outs configured in the **EDIT SETTINGS** menu are displayed on the LCD and available for selection.

Display	Action
TIME OUTS-SELECT FULL MM:SS MM:SS = minutes, seconds	Press **<TIME OUT ON/OFF>** to display the configured time for full time out length. To start the full time out, press **<ENTER>**. To cancel the full time out, press **<CLEAR>**.
TIME OUTS-SELECT PARTIAL MM:SS MM:SS = minutes, seconds	Press **<TIME OUT ON/OFF>** two times to display the configured time for partial time out length. To start the partial time out, press **<ENTER>**. To cancel the partial time out, press **<CLEAR>**.

Display	Action
TIME OUTS-HOME OFF	To exit the running time out clock, press **<TIME OUT>**. This will turn the time out OFF.
TIME OUTS-HOME NO TIME OUTS	This message appears when there are no full time outs or partial time outs remaining.

Player Penalty

Display	Action
HOME PLYR/PEN 1 PNN PN MM:SS NN = player number MM:SS = minutes, seconds	Press **<PLAYER PENALTY •>** to add a new penalty or edit an existing penalty for the home or guest team. To edit an existing penalty, use the up and down arrow keys to select the desired penalty, and then press **<ENTER>**. Enter the jersey number of the player with the penalty using the number pad, and then press **<ENTER>**. Press **<CLEAR>** twice to cancel and return to the game.
	The default penalty time initially displayed is the minor penalty value as defined in the **Settings**. Enter the penalty time by pressing the **<MINOR PENALTY>** or **<MAJOR PENALTY>** keys, or use the number pad to enter the correct penalty time, and then press **<ENTER>**. Pressing **<MINOR PENALTY>** or **<MAJOR PENALTY>** additional times will add the configured time for that penalty with each press. **Note:** Press **<CLEAR>** if **<MINOR PENALTY>** or **<MAJOR PENALTY>** have been pressed too many times.

Set Main Clock

Display	Action
MAIN CLOCK -SET CURR MM:SS:T * MM:SS.T = minutes, seconds, tenths of a second	After the main clock has been stopped, press **<SET MAIN CLOCK>** to display the current time of the main clock. To change the time, enter the desired time using the number pad, and then press **<ENTER>**. Press **<CLEAR>** twice to cancel and return to the game.
ADJUST PENALTY TIMERS Y/N?	This message appears if there are penalty times and **<START>** has been pressed at least once after setting the period time. Press **<YES>** to adjust all penalty timers to the correct time based on the time entered for the main clock, or press **<NO>** to not change the penalty timers.

Auto Horn Interval Timer

The Auto Horn Interval Timer function can be used to automatically sound the horn at regular intervals, for instance, to indicate player substitutions.

Display	Action
AUTO HORN- ON 1-ON, 2-OFF	Press **<AUTO HORN •>** followed by **<1>** to ensure the auto horn is enabled. With the auto horn disabled, it will not be possible to enable the interval timer.
HORN-INTERVAL 1-ON, 2-OFF OFF HORN-INTERVAL TIME =M M = minutes	Press **<1>** again to enable the interval timer. Enter a number **<1>** through **<5>** to set the time in minutes that the horn will sound. When the interval timer is active, a lowercase "i" will appear on the main LCD display next to the clock direction arrow.

Score, Shots on Goal, Saves, Ground Balls, Face Offs

The home and guest +/1 **<SCORE>**, **<SHOTS ON GOAL>**, **<SAVES>**, **<GROUND BALLS>***, and **<FACE OFFS DRAW CTRL>*** keys are all used to increment and decrement their respective totals. **<SCORE +1>** is used as an example.

* Only available with codes shown on insert 0G-1084219

Display	Action
TEAM SCORE- +1 HOME NNN NNN = current setting	Press the appropriate key to increment or decrement the total for the home or guest team. Enter the correct value using the number pad, and then press **<ENTER>**. The LCD shows which key was pressed and the new value for the corresponding team.

Clear All Penalties

Press **<CLEAR ALL PENALTIES •>** to delete all of the penalties for the home or guest team.

Display	Action
HOME PLYR/PEN CLEAR ALL Y/N?	Press **<YES>** to clear the penalties for all players in the roster. Press **<NO>** to cancel and return to the game.

Delete Penalty

Press **<DELETE PENALTY •>** to delete a single penalty for the home or guest team.

Display	Action
HOME DEL PEN? 1 PNN PN MM:SS NN = current setting MM:SS = minutes, seconds	Use the up and down arrow keys to select the correct penalty, and then press **<ENTER>**. Press **<CLEAR>** to cancel and return to the game.

Enable Penalty Clocks

Press **<ENABLE PENALTY CLOCKS>** to allow the penalty clocks to count when the main clock is on.

Disable Penalty Clocks

Press **<DISABLE PENALTY CLOCKS>** to disable the penalty clocks from counting when the main clock is on.

Minor Penalty, Major Penalty

The **<MINOR PENALTY>** and **<MAJOR PENALTY>** keys are used to enter the penalty time when **<PLAYER PENALTY>** is selected. Refer to **Player Penalty (p. 74)**.

Period +1

Display	Action
 N = current setting	Press **<PERIOD +1>** to increment the period number. The current period number displays briefly.

Penalty

Display	Action
	Press the home or guest **<PENALTY>** key to turn on the penalty indicator for that team.
	To turn off the penalty indicator, press the same **<PENALTY>** key a second time.

Time Out

The home and guest **<TIME OUT>** keys are used to decrement the number of time outs remaining and start the time out clock. The scoreboard indicator is turned on when the type of time out is selected (full or partial). The scoreboard indicator is turned off when the time out clock expires or is stopped.

> **Note:** Only the time outs configured in the **EDIT SETTINGS** menu are displayed on the LCD and available for selection.

Display	Action
 N = current setting	Press **<TIME OUT>** to display the number of full time outs remaining. To accept the full time out and start the time out clock, press **<ENTER>**. To cancel the full time out, press **<CLEAR>**.
 N = current setting	Press **<TIME OUT>** two times to display the number of partial time outs remaining. To start the partial time out, press **<ENTER>**. To cancel the partial time out, press **<CLEAR>**.

How do I enter team names into the All Sport 5000 console?

Question

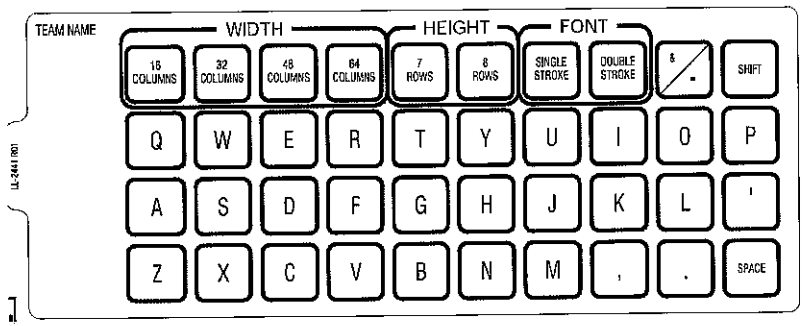
- Team name message center (TNMC) showing Home and Guest, how do I change it to display school names?
- How do I set the TNMC to display school names?
- How to enter team names into the All Sport 5000 console.

Environment

- **Product Family:** Sports Product
- **Product:** TNMC, Scoreboard
- **Component:**
- **Control System:** All Sport 5000

Answer/Steps

1. Press <Menu>.
2. Press the <Down Arrow> key until LCD shows "Menu - Roster - Select Home".
3. Press <Enter>.
4. LCD will show "Home - Team Name", under that will be the previous name with the first letter underlined and a start at the end of the row.
5. Press <Columns> and <Rows> buttons at the top of the keyboard that match/equal the size of your TNMC's. The default is 48 columns and 8 rows.
6. Select <Single> or <Double> stroke font at the top of the keyboard. The default font is single stroke.
7. Now enter the Team Name using the keyboard under the insert or the TNMC insert.
   - Letters are capitol by default. To access Alternate Narrow fonts, press the <Shift> key before pressing a letter key. A lowercase letter is shown on the LCD to represent the Alternate Narrow characters.
   - If a bold font is required the <Double Stroke> key can be pressed.
8. Once home team name is entered, press <Enter>.
9. LCD will show "Home - Team ABBR".
0. Enter either the team name again or a short abbreviation of the team name.
1. Press <Enter>.
2. Press <Menu> to return to game information. Home team name is now saved.
3. Repeat steps 1-12 for Guest Team Name. LCD will show "Menu - Roster - Select Guest".
4. Team names will be saved in the console until a new game or new code is entered.



Related Article

- Team name is shifted or cuts off team name on Team Name Message Center, Incorrect All Sport column settings, DD2232683.

KB ID: DD2628515