SCOREBOARD INSTRUCTIONS

Games consist of -
5 minute warm-up
3 periods (12 minutes for 10U/Squirt, 15 minutes for 12U/Peewee and 14U/Bantam)
1 minute breaks between periods
No overtime period for regular games
(each team is allowed a 1 minute timeout per game)

Stop the clock with each whistle and start the clock with each puck drop. The clock can be stopped and started using the RUN and STOP buttons on the scoreboard or the toggle switch on the remote (O- stop, -- run). **Make sure the remote is in stop position (O) when operating the scoreboard.

SHIFT TIMER
To make sure the shift timer is off - Press SHIFT, when the shift time is highlighted, set it to zero and press ENTER.

WARM-UP
Press INT MODE, then 5 0 0 for 5 minutes, then ENTER.
Press RUN or switch the toggle on the remote to start the time.

PERIOD
To set the period - press PERIOD, press 1 (or 2 or 3), press ENTER

GAME TIME
To set the time - press GAME TIME, press 1 2 0 0 for 12 minutes, press ENTER.
Signal to the Refs that you are ready.

INTERMISSION
After the horn sounds at the end of the period, press STOP or switch the toggle on the remote
Press INT MODE to switch to intermission mode
Press 1 0 0 for 1 minute then press ENTER.
Press RUN or switch the toggle on the remote to start the clock. (When you are in intermission mode, penalties that carry over from the previous period will not run down as the clock runs for the intermission.)
When the horn sounds press STOP or switch the toggle on the remote then set the clock for the next period (see above PERIOD and GAME TIME).

GAME PLAY
TIME - During game play, stop the clock with each whistle and start it with each puck drop using the STOP and RUN buttons or with the toggle switch on the remote. If the refs and coaches

agree to/request a running clock (usually with a 6+ point lead), only stop the clock in the event of a goal or if a player is being assessed for injury. Let the clock run through all other whistles.

SHOTS - For each shot on goal (SOG), press HOME SHOTS +1 or GUEST SHOTS +1. SOG count as any shot that is saved by the goalie (ie would have gone in), or any shot that does go in. Shots deflected by defensive players or shots that hit the goal posts do not count. On the scoreboard, SOG are counted for the team that TAKES the shot. (Opposite of the scoresheet that counts shots on the goalie for his/her stats). If the SOG need to be adjusted, you can keep pressing the +1 keys, or you can press HOME SHOTS or GUEST SHOTS, then enter the total number of shots and press ENTER.

SCORE - When a goal is scored, press HOME SCORE +1 or GUEST SCORE +1 to add a goal to the scoreboard. If you need to adjust the score shown, press HOME SCORE or GUEST SCORE, enter the current score, and press ENTER. If the goal differential is greater than 8, do not add additional goals to the board. For example, if a game score is 10-0, only 8-0 will be shown. If the score changes to 10-1, the board would then show 9-1, still showing only an 8 point lead. The official score sheet will show all points, even those not on the board.

PENALTIES - To enter a penalty, press HOME PEN or GUEST PEN, key the player's number and press ENTER, enter the penalty time and press ENTER. When you start the clock, the penalty time should count down as well.
To clear a penalty - press HOME PEN or GUEST PEN until the correct penalty is selected, and press CLEAR.
Penalty times:
10U/Squirt - 1:00 minor, 3:00 major, 6:00 misconduct
12U/Peewee - 1:30 minor, 4:00 major, 8:00 misconduct
14U/Bantam - 1:30 minor, 4:00 major, 8:00 misconduct

OTHER TIPS
- Always watch the display on the board in front of you and follow the instructions. This scoreboard should be easy to follow.
- Feel free to communicate to the refs if you need more time to operate the scoreboard. They should be checking in with you before dropping the puck, but be sure to signal to them if you need more time.
- If the scoreboard is not allowing you to enter something, check that the clock has been stopped and the remote is in the off position.