

New Hope Ice Arena: Timekeeper/Scoreboard Operations

Off-Ice Official:

- Timekeepers are considered an off-ice official. As part of this role, you are asked to refrain from cheering for your team.

Hour Clock:

- Zamboni driver is responsible for starting the hour clock (black box near Zamboni garage door). It should register 60 minutes at the start of game.
- If the hour clock is not on, simply note the start time on your watch in real time, for example: 6:32 pm. Game is over when either the hour clock runs out or the game clock ends play.

Game Schedule: *(Confirm with Referees the number of minutes per period)*

5 minutes	Warm-up	
## minutes	1st period	Stop clock at ref whistle/Start clock at puck drop
1 minute	Rest between periods	
## minutes	2nd period	Stop clock at ref whistle/Start clock at puck drop
1 minute	Rest between periods	
## minutes	3rd period	Stop clock at ref whistle UNLESS one team has 6 or more points than their opponent (Running Time)
Overtime	There is no overtime in regular season play. Ties are allowed.	

1. Enter Code: 62 "Enter"

2. GAME CLOCK: 5-Minute Warm-up

Before the players and referees come onto the ice, set the clock for 5:000 minutes using steps a, b & c below.

When both teams and referees step onto the ice, the ref should tell you to start the clock.

Once the clock times out, follow steps a, b, and c to reset the clock for the first period.

- Press "Set Time"
- Press the amount of time you want on the clock, including zeros for the seconds and a zero for tenths of a second (5 minutes = 5.000)
- Press "Enter"
- To run the clock, use the "Start" and "Stop" key pads
- When the clock times out, the horn will sound for approximately two seconds and then turn off automatically.
- Once the clock times out, follow steps a, b, and c to set the clock for the first period.

3. GAME CLOCK: 12-minute Period (Confirm # minutes per period with Referees)

- Press "Set Time"
- Press the amount of time you want on the clock, including zeros for the seconds and a zero for tenths of a second (12 minutes = 12.000)
- Press "Enter"
- To run the clock, use the "Start" and "Stop" key pads
- When the clock times out, the horn will sound for approximately two seconds and then turn off automatically.

4. GAME CLOCK: 1-Minute Rest Between Periods

- **If you have any penalties on the scoreboard, press "Disable Penalty Timers". If not, proceed to step b.**

- Press "Set Time"
- Press "1.000"
- Press "Enter"
- Press "Start"

- **After the clock has timed out, if you had pressed "Disable Penalty Timers" at the start of this section, now press "Enable Penalty Timers". If not, proceed to step g.**

- When the clock times out, follow steps a, b, and c in Section 2 and set the timer for the next period.

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5. PERIOD: Setting the Period

- a. Press "Period"
- b. Press: 1, 2, 3, or 4 (for overtime), depending on what period it is
- c. Press "Enter"
- d. You may do this while the game clock is running.

6. SCORE: Entering and Changing

- a. Press "Score+1" under either Home or Guest
- b. Press the number you want on the scoreboard
- c. Press "Enter"
- d. You may add one to the score by pressing the "Score +1" button

7. PENALTIES: Entering and Removing

- a. 1:30-minute Penalty
 - i. Press "Player Penalty" under either Home or Guest
 - ii. Press "Enter"
 - iii. Press the number of the player (**Optional**)
 - iv. Press "Enter"
 - v. Press "Enter" again as the system automatically assumes a 1:30-minute penalty
 - vi. Penalty comes off when a team scores
- b. 5-minute Penalty
 - i. Press "Player Penalty" under either Home or Guest
 - ii. Press "Enter"
 - iii. Press the number of the player
 - iv. Press "Enter"
 - v. Press "5:00" (do not enter the 0 for tenths of a second)
 - vi. Press "Enter"
 - vii. A 5-minute penalty does not come off when a team scores
- c. When coincidental penalties occur (penalties to two players, one from each team, that are for the same amount of time) are called do not enter them on the scoreboard
- d. When you have two or more penalties entered, only two will show on the scoreboard. As penalties that are showing time-out, penalties that are not showing will automatically roll onto the scoreboard
- e. Remove a Penalty
 - i. Press "Player Penalty" under either Home or Guest
 - ii. Use the "↑" and "↓" and find (by looking on the readout on the control panel) the penalty you want removed. Make sure the penalty is visible on the control panel readout
 - iii. Press "Clear"
 - iv. Press "Enter"
- f. If you are in "**Running Time**" (where the clock does not stop for whistles), when you enter a penalty, do not press the last "Enter" until the referee starts the play (otherwise the penalty will start timing down before play starts)

8. TROUBLESHOOTING:

- Q: Keypad won't allow you to enter .000 seconds
- A: Unplug the scoreboard from the power outlet and plug it in again. This reset should allow you to enter .000 seconds.



If a penalty carries over from one period to the next, see above.



IF YOU HAVE ANY PROBLEMS, DO NOT LET THE REFEREE START PLAY UNTIL YOU ARE READY

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New Hope Ice Arena												
Scoreboard Keyboard Diagram												
						Time: 04:45.3						
Home				Guest								
Score +1	Score *			Score +1	Score *							
Penalty <	Player * Penalty *	↑	Penalty <	Player * Penalty *	Hockey			7	8	9		
Shots on Goal +1	Shots on Goal *	↓	Shots on Goal +1	Shots on Goal *	Use Code 62			4	5	6		
Enable Penalty Timers	Disable Penalty Timers			Enable Penalty Timers	Disable Penalty Timers	Auto Horn	Count Up/Down			1	2	3
				Man. Horn	Start	Stop	Set Time *	Period *	Clear	0	Enter *	
CLOCK												