

Clock Operator Instructions for PJH House Games Mt. View Ice Arena

HOUSE GAME OPERATIONS, 60-minute time block:

- Three minute warm-up begins as soon as the kids hit the ice.
- Three 17-minute running time periods, stop time in last two minutes of third period if within a goal or tied.
- Penalty time starts when the puck hits the ice
- Clock does NOT stop for injury or other on-ice issues unless the ref says so....don't respond to the shouts from the stands of "stop the clock"....an hour is an hour.
- One minute break between periods.
- No time outs.
- No overtime or shootout during the regular season.
- This gives 55 minutes of planned time with a couple of "fudge" minutes. It is up to the timekeeper to work with the ref to manage time appropriately. If the game is running long, the 3rd period should be shortened at the START of the period.

Mt. View Ice Arena

Setting the Clock for a 5 Minute Warm-Up

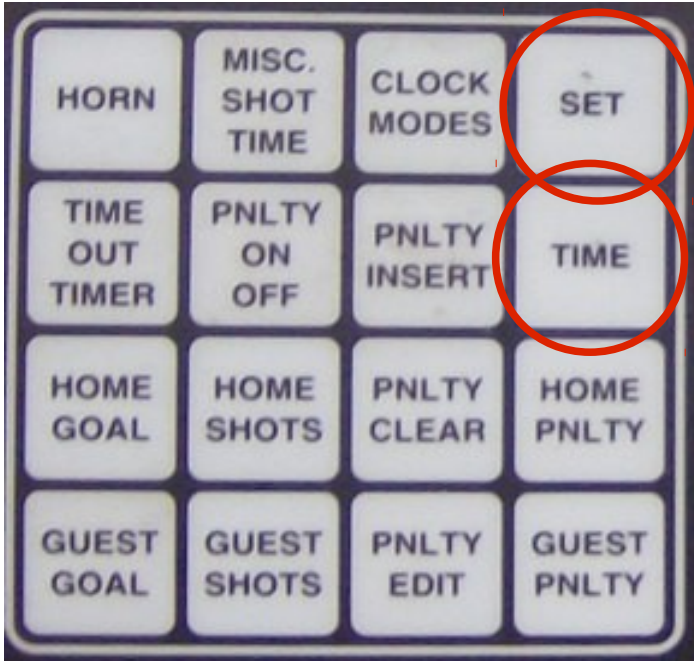
Push – Set
Then – Time
Then – 5:00
Then – Yes
Switch to “ON” position to start the clock.

Setting the Clock for a Period

Push – Set
Then – Time
Then – 17:00
Then – Yes
Then - 1,2,3 Period
Switch to “ON” position to start the clock.

To Set the Score

Push – Set
Home Score or Visitor Score
(Enter Point: 1,2,3, etc.)



Entering Penalties (3 minute minor penalties)

Push – Set

Push – Home Penalty/Guest Penalty

Enter with the keypad 3:00

Then – Player # (Two digits required)

Timer will start when the second digit is entered

Clearing Penalties

Push – Home Penalty/Guest Penalty

Then – Clear Penalty

It will ask (y-n: Push Yes)

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