

Clock Operator Instructions for PJH House Games Sherwood 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.

Sherwood Ice Arena

Setting the Clock for a 5 Minute Warm-Up

Press “Set Main Clock” (right of number pad)

Enter the time: 500

Then – “Enter * Yes

Press green “Start” to start the clock.



Setting the Clock for a Period

Press “Set Main Clock” (right of number pad)

Enter the time: 1700

Then – “Enter * Yes

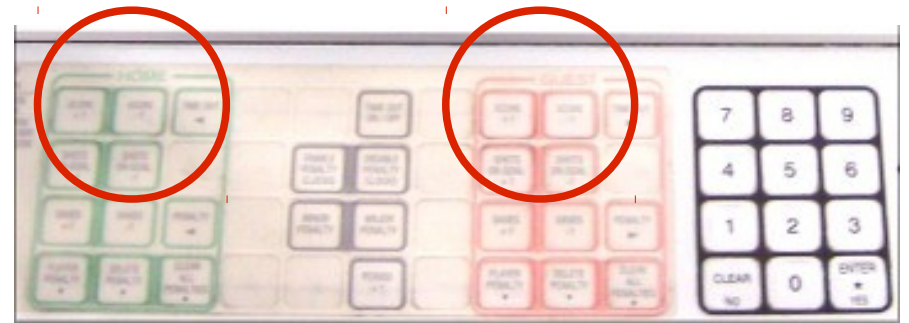
Press “Period +1” until board shows as desired

Press green “Start” to start the clock.

To Add a Goal

Press “Score +1” on either the Home or Guest side

(Enter Point: 1,2,3, etc.)



Entering Penalties (3 minute minor penalties)

Press "Player Penalty" on either Home or Guest side

Enter the player number, e.g. "1"

Press "Enter*Yes"

Control board should show 3:00 min

Press "Enter*Yes" again; time will start running now

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Clearing Penalties

Press "Delete Penalty"

Press "Enter*Yes"

