

Vernon Minor Hockey Scoreboard & Score Sheet Guide



**... for those times when you'd love to help out but have no
idea what you're supposed to do!**

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Scoreboard Operation (Kal Tire Place)

To Start the Scoreboard Clock:

1. Switch unit on
2. When asked "Start where turned off last?" enter **No**
3. When asked "Go to a Bookmark?" enter **No**
4. Enter model code **871**
5. When asked "Do you want to use penalty time out?" enter **No**

To Set Period Time:

1. Press **Set**, then **Time**
 2. Enter the period time minutes and seconds (i.e., **2000**, no colon)
 3. Press **Yes**
 4. Enter period of play - **1, 2 or 3**
 5. Start/stop time as per referee's whistle/puck drop. Confirm with referee whether run time or stop time and operate accordingly
- NOTE: Need to reset period time and number after each period

To Record Score:

1. Press **Home Score** or **Guest Score**
 2. Enter score value (i.e. **1**)
- NOTE: The score value entered ADDS that value to the current score

To Clear/Change Score:

1. Press **Set**, then **Home Score** or **Guest Score**
2. Enter **0** or **Blank** (or corrected score)

To Enter a Penalty:

1. Press **Set**, then **Home Penalty** or **Guest Penalty**
 2. Enter the penalty time **minutes** and **seconds** (i.e., **0200, 0500**, no colon) as directed by referee
 3. Press **Yes**
 4. Enter player number (2 digits) and press **Yes**
- NOTE: Number is not displayed so entering 00, 11, 22, etc., is quick
5. Repeat steps 1 to 4 for each additional penalty (use different player number)
- NOTE: Do not enter offsetting penalties (1 for each team) on score clock. Tell players when they can go back on, but only after referee whistle (stop in play)

To Clear Penalty:

1. Press **Home Penalty** or **Guest Penalty**
 2. When prompted to "Clear (Y-N), press Yes.
- Note: Clears oldest penalty first

Score Board Operation (Civic)

To Start the Scoreboard Clock:

1. Switch unit on
2. Enter model code 871

To Set Period Time:

1. Press **Set**, then **Time**
2. Enter the period time minutes and seconds (i.e., **2000**, no colon)
3. Press **Yes**
4. Enter period of play - **1, 2 or 3**
5. Start/stop time as per referee's whistle/puck drop. Confirm with referee whether run time or stop time and operate accordingly

NOTE: Need to reset period time and number after each period

To Record Score:

1. Press **Home Score** or **Guest Score**
2. Enter score value (i.e. 1)

NOTE: The score value entered ADDS that value to the current score

To Clear/Change Score:

1. Press **Set**, then **Home Score** or **Guest Score**
2. Enter **0** or **Blank** (or corrected score)

To Enter a Penalty:

1. Press **Set**, then **Home Penalty** or **Guest Penalty**
2. Enter the penalty time **minutes** and **seconds** (i.e., **0200**, **0500**, no colon) as directed by referee
3. Press **Yes**
4. Enter player number (2 digits) and press **Yes**

NOTE: Number is not displayed so entering 00, 11, 22, etc., is quick

5. Repeat steps 1 to 4 for each additional penalty (use different player number)
- NOTE: Do not enter offsetting penalties (1 for each team) on score clock. Tell players when they can go back on, but only after referee whistle (stop in play)

To Clear Penalty:

1. Press **Home Penalty** or **Guest Penalty**
2. When prompted to "Clear (Y-N), press Yes.

Note: Clears oldest penalty first

Scoreboard Operation (Priest Valley)

To Start the Scoreboard Clock:

1. Switch unit on
2. When asked "Start where turned off last?" enter **No**
3. When asked "Go to a Bookmark?" enter **No**
4. Enter model code **871**
5. When asked "Do you want to use penalty time out?" enter **No**

To Set Period Time:

1. Press **Set**, then **Time**
 2. Enter the period time minutes and seconds (i.e., **2000**, no colon)
 3. Press **Yes**
 4. Enter period of play - **1, 2 or 3**
 5. Start/stop time as per referee's whistle/puck drop. Confirm with referee whether run time or stop time and operate accordingly
- NOTE: Need to reset period time and number after each period

To Record Score:

1. Press **Home Score** or **Guest Score**
 2. Enter score value (i.e. **1**)
- NOTE: The score value entered ADDS that value to the current score

To Clear/Change Score:

1. Press **Set**, then **Home Score** or **Guest Score**
2. Enter **0** or **Blank** (or corrected score)

To Enter a Penalty:

1. Press **Set**, then **Home Penalty** or **Guest Penalty**
 2. Enter the penalty time **minutes** and **seconds** (i.e., **0200, 0500**, no colon) as directed by referee
 3. Press **Yes**
 4. Enter player number (2 digits) and press **Yes**
- NOTE: Number is not displayed so entering 00, 11, 22, etc., is quick
5. Repeat steps 1 to 4 for each additional penalty (use different player number)
- NOTE: Do not enter offsetting penalties (1 for each team) on score clock. Tell players when they can go back on, but only after referee whistle (stop in play)

To Clear Penalty:

1. Press **Home Penalty** or **Guest Penalty**
 2. When prompted to "Clear (Y-N), press Yes.
- Note: Clears oldest penalty first

Score Sheet Completion**Pre-Game:**

1. Have Coach/Manager fill out roster on score sheet, complete with name and jersey number, as well as sign at bottom of roster list.
2. Fill in the following fields: Played At, Arena, Date, Start Time, End Time, Home Team, Visiting Team, Rec or Rep/Dev, Division, Level/Tier.

During Game:**1. Goals**

Record the period, the time of goal, the number of the player who scored, and the number of the player who assisted. If unassisted, put a stroke through the box. Always use information provided from referee.

No.	Per	Time	Sc	Asst
1	1	10:57	17	14
2	1	14:24	20	-

2. Penalties

Record the period, the number of the player penalized, the number of the player serving (if different than penalized player), type of offence, number of minutes, start time, time when player comes back onto the ice.

Per	#	Serv	Offence	Min	Start	On
1	14	14	High-Sticking	2	4:54	2:54
2	30	8	Tripping	2	13:42	11:42

3. Home/Away Shots on Goal (N/A for all levels)

On a scratch pad, keep track of number of shots on each goalie for each period and transfer to score sheet.

#	P1	P2	P3	OT	Total
30	-	8	10	-	18
35	11	7	-	-	18

4. Time-Outs (N/A for all levels)

Record how many time-outs each team takes.

Post-Game:

1. Score Keeper and Time Keeper print name and sign in appropriate box.
2. Have Referee and Linesmen sign in appropriate box.

Additional Information

- Once the ice surface has been cleaned, you can tap the buzzer a few times to notify the referee/linesmen that the ice is ready to go.
- Once referee and linesmen are on the ice, press the buzzer again to notify the teams that they can come out for warm-up.
- Upon direction of the referee, set a warm-up time on the clock (typically 5 minutes) and start when both teams are on the ice.
- Use buzzer to get referee's attention if clarification required for scoreboard/score sheet
- Press down hard on score sheet so that all carbon copies are readable.
- If this is your first time operating the scoreboard or filling in the score sheet, don't be afraid to ask an experienced parent to sit with you and assist, if required.

Penalty Abbreviations

Penalty	ABR.	Penalty	ABR.
Aggressor	AG	Gross Misconduct	GRM
Body Checking	BC	Hooking	HK
Boarding	BDG	Holding	HO
Bench Minor	BM	Handling Puck	HP
Broken Stick	BRS	High Sticking	HS
Butt Ending	BUTT	Instigator	INS
Cross Checking	CC	Interference	INT
Checking from behind	CFB	Interference/Protection of Goalie	INTGT
Charging	CHG	Kneeing	KNE
Checking to the head	CTH	Leaving Players Bench	LPB
Dangerous/ Illegal Equipment	DE/EI	Match Penalty	MP
Delay of Game	DG	Roughing After the Whistle	RAW
Elbowing	ELB	Roughing	RO
Fighting	FT	Slashing	SL
Face Masking	FMSK	Spearing	SP
Falling on Puck	FOP	Too Many Players	TMM
Game Ejection	GE	Tripping	TR
Game Misconduct	GM	Throwing Stick	TS
Goalie Leaving Crease	GLC	Unsportsmanlike Conduct	USC

Referee Signals



DELAYED PENALTY

Delayed calling of penalty or other violation. Arm extended fully above head (hand without whistle).



CHECKING FROM BEHIND

A forward motion of both arms, with the palms of the hands open and facing away from the body, fully extended from the chest at shoulder level.



MATCH

Flat part of hand patted on head.



HIGH STICKING

Holdings both fists clenched, one immediately above the other at the height of the shoulders.



GOAL

Referee points into the net.



POSSIBLE ICING

Pass out of defensive zone.



PENALTY SHOT

Arms crossed above head, giving signal of stoppage in play.



HAND PASS

Open part of hand displayed in a pushing motion.



HOLDING

Clasping either wrist with the other hand in front of the chest.



ICING THE PUCK

The back referee or linesman signals a possible icing by fully extending his arm without the whistle over his head. The front referee or linesman indicates the icing is completed by extending his arm over his head. The back referee or linesman will then blow his whistle and skate to the face the spot. When he is standing on the face-off spot, he extends his arms to indicate the icing.



SLASHING

A chopping motion with the edge of one hand across the opposite forearm.



HOOKING

A tugging motion with both arms, as if pulling something from in front of the stomach.



ROUGHING

Fist clenched and arm extended out of the side of the body.



BUTT ENDING

A cross motion of the forearms, one passing under the other.



CROSS CHECKING

A forward motion with both fists clenched extending from the chest.



BOARDING

A cross motion of the forearms, one passing under the other.



CHARGING

Rotating clenched fists around one another in front of the chest.



TRIPPING

With both skates on the ice striking right leg with the right hand below the knee.



SPEARING

A jabbing motion with both hands thrust out directly in front of the body.



KNEEING

Slapping either knee with the palm of the hand whilst keeping both skates on the ice.



INTERFERENCE

Crossed arms with closed fists stationary in front of the chest.



ELBOWING

Tapping either elbow with the other hand.



WASHOUT

No goal or no icing.