

# MISSISSAUGA MUSTANGS U14A 2014/15

## Iceland Scoreboard Instructions



### NEW GAME SETUP

Action	Key	Display on Readout	Comments
Press	<b>NEW GAME</b>	New Game: Push CLEAR or + to change sport	
Press	<b>CLEAR</b>	Timer Direction? D Press 0=Up or 1=Down	
Press	<b>1</b> (for Down)		
Press	<b>ENTER</b>	Period #1 Correct and push ENTER	
Press	<b>1</b>	Period Mins	
<b>Type</b>	<b>15</b>	Period Mins 15:00	
Press	<b>ENTER</b>	Game Timer 15:00.00	
Press	<b>ENTER</b>		
Press	<b>TIMER RUN</b>	(Timer starts)	
Press	<b>TIMER HOLD</b>	(Timer Stops)	

### WARM-UP

Referees will sometimes ask the timekeeper to run time for the warm-up, but they are not as strict about it as they are in tournaments and will usually time it themselves. The normal warmup is 3 minutes. The scoreboard is configured to run a warm up from the **PERIOD** function, Period "0" is recognised as a warm up. First set up a new game as per instructions above.

When the referees are on the ice start the warm by as follows:

Action	Key	Display on Readout/Comments
Press	<b>PERIOD</b>	
Press	<b>0</b>	The controller switches to warmup entry and displays WARMUP MINS nn (where nn is the warmup period in minutes 1-99)
Press	<b>ENTER to accept</b>	Use the numeric keypad to change to 3 mins if necessary
Press	<b>ENTER</b>	The WARMUP countdown starts

## NEW PERIOD SETUP

Action	Key	Display on Readout	Comments
Press	<b>PERIOD</b>	Period #2 Correct and push ENTER	
Press	<b>2</b>	Period Mins	
<b>Type</b>	<b>15</b>	Period Mins 15:00	
Press	<b>ENTER</b>	Game Timer 15:00.00	
Press	<b>ENTER</b>		
Press	<b>TIMER RUN</b>	(Timer starts)	
Press	<b>TIMER HOLD</b>	(Timer Stops)	

## INTERMISSION

The intermission should be 1 minute. The referees usually do an approximate timing before whistling the teams back to play.

You can assist them by either timing the 1 minute with a watch/phone or using the **INTERMISSION** function key as follows:

Action	Key	Display on Readout/Comments
Press	<b>INTERMISSION</b>	The controller switches to Intermission entry and displays "INTERMISSION MIN mm" (where mm is the intermission period in minutes 1-99)
Press	<b>1</b>	Use the numeric keypad to change to 1 min if necessary
Press	<b>ENTER to accept</b>	
Press	<b>ENTER</b>	The INTERMISSION countdown starts

## TIME OUTS

The referees may be unaware that the board has an easy to use **TIME OUT** function and usually ask for the shot clock to run. This is the opportunity for you to step in and look like a rock star, as follows:

Action	Key	Display on Readout/Comments
Press	<b>TIME OUT (HOME or GUEST)</b>	This puts the game timer on hold and displays "H-Time Out 30" where H = Home and 30 is the time out period in secs. This value can be changed if necessary.
Press	<b>ENTER to accept</b>	
Press	<b>ENTER</b>	The TIME OUT countdown starts

## ADJUSTING GAME TIMER

If the game timer doesn't run as a result of an error or there is a delay in the referee stopping play, you may be asked to add or deduct time from the game timer. To do this use the **SET TIMER** function key.

Action	Key	Display on Readout/Comments
Press	<b>SET TIMER</b>	This puts the game timer on hold and displays "Game Timer nn" where nn = current game time in minutes. This value can be changed if necessary.
Press	<b>ENTER to accept</b>	This displays "Game Timer ss" where ss = current game time in seconds. This value can be changed if necessary.
Press	<b>ENTER</b>	Game Time is updated.

**Note:** The controller also displays 1/100s of a second which can also be changed. Note that the scoreboards do not display 1/100s of a second so be aware that your entered time may be rounded up on the scoreboard.

## ENTERING AND CHANGING SCORES

Action	Key	Comments
Press	<b>SCORE (HOME or GUEST)</b>	Scoreboard adds 1
<b>To cancel or correct a score entry (posted to wrong team)</b>		
Press	<b>RECALL</b>	
Press	<b>SCORE HOME or GUEST</b>	
Type	(enter corrected score #)	
Press	<b>ENTER</b>	

## ENTERING PENALTIES

Action	Key	Display on Readout/Comments
Press	<b>PENALTY (HOME or GUEST)</b>	H-Penalty at (Time) ENTER for Norm Run
Press	<b>HOLD PEN MEM</b>	Use this key if you want to hold a delayed penalty (already 2 penalties being served) or misconduct (SEE BELOW) <b>otherwise ENTER for normal run</b>
Press	ENTER	
Type	<b>(player number)</b>	H=Player Number 00
Type	<b>2 (for 2 mins or appropriate #)</b>	H-Penalty Time 2:00
Press	<b>ENTER</b>	

## CANCELLING PENALTIES

Action	Key	Display on Readout/Comments
Press	<b>RECALL</b>	
Press	<b>PENALTY (HOME or GUEST)</b>	H-Penalty Line 1 PN=25 Normal Run m:ss
Press	<b>+ or -</b>	To select penalty to cancel
Press	<b>CLEAR</b>	m:ss go to 0
Press	<b>ENTER</b>	

## DELAYED (HELD) PENALTIES

In the event that you have a situation where there are more than two penalized players in the box the third and subsequent penalties must be held until one or more of the first two penalties have been served or cancelled by goal. **Rule 20** requires that a maximum of two players per team can serve penalties at a time (*Extracts from Rule 20 are attached at the end of this section*).

Action	Key	Display on Readout/Comments
Press	<b>PENALTY (HOME or GUEST)</b>	H-Penalty at (Time) ENTER for Norm Run
Press	<b>HOLD PEN MEM</b>	Use this key to select NORMAL HLD if you want to hold a delayed penalty (already 2 penalties being served) or misconduct <b>otherwise ENTER for normal run</b>
Press	ENTER	
Type	<b>(player number)</b>	H=Player Number 00
Type	<b>2 (for 2 mins or appropriate #)</b>	H-Penalty Time 2:00
Press	<b>ENTER</b>	

## RELEASING DELAYED (HELD) PENALTIES

Action	Key	Display on Readout/Comments
Press	RECALL	
Press	PENALTY (HOME or GUEST)	H-Penalty Line 1 PN=25 Normal Run m:ss
Press	+ or -	To select penalty to cancel
Press	HOLD PEN MEM	Use this key to select NORMAL RUN
Press	RECALL	Timer
Press	ENTER	

### **IMPORTANT NOTE**

There is a software error of the HDD controller which results in NORMAL HLD penalties not being released as they should be. For example, when two NORMAL RUN penalties are queued before a NORMAL HLD penalty the held penalty does not release until both normal run penalties have cleared. The rules require that the held penalty should be assessed after the first of the NORMAL RUN penalties has been served, not both.

Similarly when two NORMAL RUN penalties are queued before a NORMAL HLD penalty and one of the NORMAL RUN penalties is cleared by goal the held penalty does not release and run as it should.

As a result, when entering more than two penalties the timekeeper can enter the held penalty(s) as NORMAL HLD so that it does run, however, the held penalty must be cancelled and replaced with a NORMAL RUN penalty when it is to be assessed. This can be done using the regular instructions for entering and clearing penalties.

As a result, because none of the correct release sequences work on the boards at Iceland, if you choose to enter delayed penalties in the above manner, please be aware that you may have to release the delayed penalty while the clock is running.

An extract from Rule 20 follows for your information.

### **Section 20 – Team Penalty Regulations**

**20.10** A maximum of two players per team can serve penalties simultaneously. Additional penalized players must proceed to the penalty bench and remain there until their penalties are served.

**20.11** When a team has two players serving penalties and additional penalized players in the penalty bench:

20.11.a the additional penalized players will serve their penalties only after a teammate's penalties have expired.

20.11.b the additional penalized players will serve their penalties in turn, in the order that their penalties were assessed.

20.11.c players who have finished serving their penalties must remain in the penalty bench until play is stopped.

**Case 1:** A1, A2, and A3 are assessed penalties, in that order.

**Ruling 1:** All three players must proceed to the penalty bench. When play resumes, A1 and A2 will serve their penalties (the penalties to A1 and A2 will be timed). A3's penalty will not begin to be served (the penalty will not be timed) until either A1's or A2's penalties expire or are cancelled.

**Case 2:** A1, A2, and A3 are assessed penalties, in that order, at different times. All three players are in the penalty bench and Team A has a goalkeeper and three skaters on the ice.

- a. A1 and A2 are serving their penalties.
- b. A1's penalty expires.

**Ruling 2:** a. A3 waits to serve their penalty.

b. A3 begins to serve their penalty. A1 may not return to the ice until play is stopped, as Team A is serving two penalties (A2's and A3's). If A1 returned to the ice then Team A would have too many players on the ice.