

BAYSVILLE HGHA TOURNAMENT RULES AND TIME CLOCK

- All HGHA TOURNAMENT games will consist of three periods (10-10-12 minute), stop time.
- There will be a three minute warm up prior to each game. All games begin immediately upon completion of the 3 minute warm up. The clock will not stop at the 10 minute mark but will continue until the first stoppage of the game (Put 13 minutes on the clock for 1st period to include 3min warmup).
- If the goal spread at any time in the third period reaches 5 goals, the clock will run until the spread is reduced to 3 goals, then stop time will resume.

PRESS ANY KEY TO TURN ON SCOREBOARD OPERATION

To set up a new game press	GAME TIME	until your start time appears
To set up a different time	GAME TIME <i>minutes</i>	ENTER
To start and stop time press	STOP/GO	
To correct or zero time press	TIME <i>minutes:seconds or 0</i>	ENTER
To add to scores/shots press	HSC or VSC or HSH or VSH	
To correct scores/shots press	HSC or VSC <i>score NUMBERS or 0</i>	ENTER
To start a time-out press (when time is stopped)	TIME and HSC or VSC <i>1 to 59 sec</i>	ENTER
To set up penalties press	HPEN or VPEN ENTER ENTER	
To add player number press	<i>1 to 99</i> before the second ENTER above	
To set up 4 or 5 minutes	HPEN or VPEN TIME (repeat) ENTER ENTER	
To correct or zero penalties	HPEN or VPEN 1 or 2 TIME <i>min:sec or 0</i> ENT ENT	
Note: The shortest penalty is automatically cancelled when an opposing score is added.		
To keep the penalty, press ENTER while it is still flashing.		
To hold penalties in run time	PENALTY STOP/GO	to stop and start penalty timing
To display time of goal press	TIME OF	(displays on main time for 5 seconds)
At end of period Period indicator adds one, Game Time returns to set up time		
To start or end intermission	INTERMISSION <i>intermission minutes or 0</i>	ENTER
To set interval horn	TIME HORN <i>1 to 9 MINUTES or 10 to 1:59 SECONDS</i>	ENTER
To cancel horn	TIME HORN 0	ENTER
To go to or from time of day	TIME ENTER	at any time

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