Lacrosse Procedures for
Nevco Model 871Time Clock

To set time for first period - press **SET** / **TIME** / **20** / **00** - period - **1**

as the referee blows the whistle to begin the period, turn the **panel switch on.**

To enter goals - press HOME SCORE or VISITOR SCORE / 1

To enter a penalty - press SET / GUEST PENALTY / 02 / 00 / YES player number - 01

To clear a penalty - press HOME PENALTY / PENALTY CLEAR / YES

To edit a penalty - press **HOME PENALTY** / **PENALTY EDIT** / enter edited time, press **YES**

To edit the time (with clock running) press **SET** / **TIME** enter edited time, press **YES**

To edit the score - press SET / HOME SCORE / then enter edited score

At the end of the first period **-** turn the **panel switch off** after the horn has sounded.

To save existing penalties between periods - press PENALTY OFF before you

re-start the clock for the three minute break.

To set the break time between periods - press SET / TIME / 03 / 00 / YES

To stop the shot-clock between periods - press **SET** / **MISC. SHOT TIME** / **BLANK** /**YES**

When horn sounds at the end of the break - **turn panel switch off**

Press **PENALTY ON** (shot-clock will re-engage automatically)

While the referee is setting up the face-off for the second period, set the time for period two as you did for period one. The clock will ask for the period number - enter **2**

As the referee blows the whistle to start the period, turn the panel switch on.

Detailed Operating Procedures (Lacrosse)
for *NEVCO Model 871* Time Clock

1) Turn the **clock power** on. (toggle switch **on the side of the clock**)

2) Turn the **panel switch** off. (this on/off plunger switch is on a cord coming from the left side of the clock and allows the count-down function of the clock to be stopped and started without interrupting the power supply.

3) The clock will now ask if you want to start where turned off - **press no**

4) The panel will now read 'Hi, I'm your Nevco MPC - 4. I can operate over 500 Nevco Models, please enter your model code'. Now **enter 8-7-1** .

5) The clock will ask if you want to use shot clocks - **press yes** . The panel will now ask for the 'shot time' - **enter 3-0** - **press yes. * the shot clock will always be operated by a junior referee or some other volunteer, not by the time-keeper.**

6) The clock will ask if you want to use penalty time-out - press yes. The panel will now read 0 : 00 . 03

7) Now set up the time for the first period **- press set, press time, press 2-0 press 0-0, press yes.** The clock will now read 'period' - **press 1**

8) Turning the **panel switch on** as the referee blows the whistle at the opening face-off will start the clock counting down the first period.

9) Throughout the period, enter goals and penalties as follows:

- To enter a goal, **press home score or guest score,** (as appropriate) **press 1** . enter additional goals for each team by pressing 1 as well. The clock will add one goal to their score each time you do so.

- To edit the score, **press set, press home score or guest score** , then enter the edited score.

- To enter a penalty, **press set** , **press home penalty** or **guest penalty** , enter the penalty time - (to enter a two minute penalty) - **press 0-2 press 0-0 press yes**

As the final step when entering a penalty, the clock will ask you to enter the player number. Remember that the player number must be entered as two digits. **When the second digit of the player number is entered, the clock begins counting down the penalty** , so don't enter the second digit of the player number until the referee blows the whistle to resume play following the penalty call.

- To save time and avoid confusion, don't bother trying to enter the actual jersey number of the offending player (the score-keeper will record it on the sheet) Just enter the first penalty of the game as 01, the second one as 02, and so on. Note these numbers on a sheet of paper as you use them so you don't enter the same number twice in a row. Although the clock will post and count down two separate penalties for the same team at the same time, if you enter the same player number two times consecutively, the clock will not recognize the second penalty.

- To enter two penalties at the same time (offsetting penalties), with the clock running, **press penalty off** , then enter both penalties as above. Then, as the referee blows the whistle to re-start the play following the penalty call, press **penalty on.** This will start both penalties counting down at the same time.

- A two-minute penalty must be discontinued (cleared) if a power play goal is scored against the penalized (short-handed) team. A five-minute penalty must be cleared if **two** power-play goals are scored against the short-handed team. To clear a penalty, **press home penalty** or **visitor penalty,** (as appropriate) -press **penalty clear** - **press yes.**

- If there are two penalties posted for the same team at the same time, this procedure will clear the penalty with the least amount of time remaining.

- When clearing a penalty, do not **press yes** until the referee blows the whistle at the face-off following the power-play goal.

- To edit the time remaining on a penalty, **press home penalty** or **guest penalty** , **press penalty edit,** enter the edited time **, press yes.**

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Stop Time

> * *** NOTE ** Stop time applies only to pee-wee and older divisions.**

- Unless the referee signals you to manually " **stop the clock** " (by crossing his arms above his head and calling MY TIME!), lacrosse games are running time, (the clock counts down uninterrupted) except for **the last five minutes of the third period.**

During these five minutes, the clock is stopped and started with the panel switch (stop-time), as indicated by the referee's whistle.

> *** BCLA rules declare that stop-time is not used when one team is leading the other by five goals or more.**

- When the time counts down to zero, the horn will sound to signal the end of the first period. The horn will continue to sound until it is turned off manually, so let it sound for two or three seconds, then toggle the panel switch off.

- If there is penalty time remaining at the end of the period, press penalty off before you re-start the clock for the break between periods. The clock will then 'save' the penalty time until the next period.

- To set the break time between periods (three minutes, unless otherwise instructed by the referee) . **press set** - **press time** , then **enter 3, enter 0-0** - press **yes** . This will start the break time running.

- To stop the shot clock buzzer from sounding every thirty seconds between periods, **press set** - **press** misc. shot time - **press blank** - **press yes** . The shot clock will re-engage itself automatically at the beginning of the next period.

- When the horn sounds to signal the end of the three-minute break, toggle the **panel switch off** , then **press penalty on** (the same button as penalty off).

- While the referee is setting up the opening face-off for period two, enter the period time as defined on page 1 (20 minutes unless otherwise instructed). The clock will then ask you to enter the period number. **press 2** , or 3, as appropriate. As the referee blows the whistle at the opening face off of the second period, toggle the **panel switch on** . The time remaining on the penalties from period 1`will now resume counting down where they left off.

- The first couple of times you run the clock during a game, try to sit in with a score-keeper who has experience running the clock, or if you need to, ask the referee to help you before the game and during the break between periods, (try to avoid be influenced by helpful coaches or fans). Even during play though, if you feel you may be losing control of the situation, toggle the **panel switch off** and manually sound the horn **(press the HORN button** on the panel). This will signal the referee that you need a time-out.

The referee, as well as the players, the coaches, and the fans, would rather take this short time-out to help you catch up, than compromise the accuracy of the timekeeping. The referees are proficient in the operation of the clock, and will help you set things straight.

When is a player released from the Penalty box?

the general rule is that the goal shall count toward the first penalty to make a team short handed at the time of the goal. If it was 4 on 4 at the time of the goal regardless of when the penalties occurred then neither team was shorthanded and thus the goal does not count toward the penalty. In other words, a team must

be short handed in order for a goal to count against their penalty, if they have equal numbers of players on the floor then they are not "short handed".

See rule 76(c)

You might find the CLA situation handbook to be of some use with these types of issues. It explains many of the multiple penalty/coincident penalty situations in some detail. These handbooks can be obtained from the BCLA Office.