



Kerry Park Arena- Time Clock

Turn on with toggle on right side of console.

GENERAL:

- Check ice slot for length of time and use the appropriate timing per rules (90 min or 110 min)
- All information will be loaded onto the electronic tablet prior to commencing the game
- A paper copy of a game sheet or game sheet scratch pad is handy for keeping track
- Stop clock whenever the whistle is blown
- Stop clock 2 min. before the end of the ice slot for handshake
- Game numbers are required for Atom, Peewee, Bantam, and Midget games (rep & house)
- At end of game the score keeper, time keeper & officials sign electronic game sheet
- If more than a 5 goal difference, add goals to electronic game sheet, but not to score board
- If there is time left on the clock at the end of the game ensure that is recorded on the e- game sheet
- Leave time clock on for a few minutes after game before turning off

START:

The model # of the KP time clock is 871

Press “no” to question about shot clock; press “no” to question about penalty clock/OT

TO SET PERIOD # AND TIME:

Press SET

Press TIME

Enter length of time you wish eg. 05:00 or 20:00

Press YES

Press 1 or 2 to choose the period you want (if warm up – leave as “0” period)

Press YES

TO ENTER A GOAL:

Press SET

Press HOME SCORE or GUEST SCORE

Press 1, or 2, or whatever goal has been scored

Press YES

TO ENTER A PENALTY:

Press SET

Press HOME PENALTY or GUEST PENALTY

Enter the length of the time the penalty is for eg. 02:00 or 05:00

Press YES

Enter player’s # for eg. **08 (need to enter ‘zero’)**

Press YES

TO CLEAR A PENALTY:

Press HOME PENALTY or GUEST PENALTY

Press PENALTY CLEAR (if more than one penalty – answer console with the player’s #)

Press YES

