

RINGETTE - SHOTCLOCK SETUP

REV. 1



CONTROLLER OPERATION INSTRUCTIONS

RINGETTE - SHOTCLOCK SETUP

LACROSSE J12 ver1.0_2019-04-02 LB021K	OFF	GAME TIME	PLAY TIMER SET	PERIOD	HOME SCORE	HOME PEN	GUEST SCORE	GUEST PEN	
	SETUP	INT MODE	PLAY TIMER SELECT		HOME SCORE +1	HOME TOL	GUEST SCORE +1	GUEST TOL	
	TEAM NAME	SAVED TIME	PLAY TIMER RESET		HOME SAVES	HOME SHOTS	GUEST SAVES	GUEST SHOTS	
	STATUS	SHIFT	PENALTY STOP/RUN	PENALTY HOLD	HOME SAVES +1	HOME SHOTS +1	GUEST SAVES +1	GUEST SHOTS +1	

GAME TIME

Time on the scoreboard display will show mm:ss (minutes and seconds).

When game time is less than one minute the display will show ss.tt (seconds and tenths of a second).

- **All timers must be stopped**
- Press GAME TIME
- Enter minutes on keypad, press ENTER
- Enter seconds on keypad, press ENTER
- Enter tenths on keypad, press ENTER

The last game time entered will automatically appear for the next period, if the timer was allowed to reach zero.

INTERMISSION / BREAK / TIME-OUT TIMER

This timer can be used for intermissions, time outs, and any kind of break timer.

While in this mode, the controller screen will show the timer value in the upper left corner of the display and the scoreboard game time display will show this value.

Maximum value is 99 minutes and 59 seconds.

To set Int. Mode time:

- **All timers must be stopped**
- Press INT MODE
- The last set time will appear
 - To accept the current time setting, press ENTER twice. If not:
 - Enter minutes on keypad, press ENTER
 - Enter seconds on keypad, press ENTER
- Use the RUN and STOP to count down the intermission mode timer
- Press INT MODE to exit back to regular game mode

The horn will sound when the intermission timer reaches zero.

SCORES

To set a team's score:

- Press HOME SCORE or GUEST SCORE
- Enter number on keypad, press ENTER

To increase a team's score:

- Press desired teams increment score button. For example, HOME SCORE +1 will increase home score by 1.

PLAY TIMER

SHOT CLOCK SETUP

Play Timer run, stop and reset functions can be controlled by a hand-held remote connected to REMOTE 2 port on the back of the ISC9000 controller, or from the keypad of the ISC9000 controller, depending on your setup. (Remote 2 port is configured in the input settings). This must be done by accessing a hidden menu with a password. This information is in the full controller manual. To set shot clock time:

- **All timers must be stopped**
- Press PLAY TIMER SET multiple times to select the field you wish to modify
 - Set A is the primary reset value
 - Set B is the secondary reset value
 - Set C is the tertiary reset value.
 - The time in the box is the current time on the shot clock and can be set to a temporary value until the next reset, in the same manner as described above.
- Enter seconds on keypad, press ENTER

PLAY TIMER SELECT will change the function of the reset button on the remote and the ISC9000.

- A – will only reset to the A value
- B – will only reset to the B value
- C – will only reset to the C value
- Toggle – will toggle between set A, set B and set C when the clock is stopped
- LAST – will reset the time to last value before it was reset

NOTE: "PLAY TIMER RESET" CAN BE USED IF THE REMOTE IS NOT WORKING

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	SETUP	INT MODE	PLAY TIMER SELECT		HOME SCORE +1	HOME TOL	GUEST SCORE +1	GUEST TOL	
	TEAM NAME	SAVED TIME	PLAY TIMER RESET		HOME SAVES	HOME SHOTS	GUEST SAVES	GUEST SHOTS	
	STATUS	SHIFT	PENALTY STOP/RUN	PENALTY HOLD	HOME SAVES +1	HOME SHOTS +1	GUEST SAVES +1	GUEST SHOTS +1	

CONTROLLER OPERATION INSTRUCTIONS

PERIOD

To set period:

- Press PERIOD
- Enter number on keypad, press ENTER

Alternatively, if the GAME TIME button is pressed after time reaches zero. The last game time is automatically displayed and the period increments by 1.

PENALTIES

The controller allows input of four penalty times per team. Only the penalty times 1&2 are active when the game time is running. Penalty times 3&4 will become active and shift up into penalties 1&2 when the active penalties expire.

- The maximum player number is 99
- The maximum minutes is 99, but the message protocol only sends out the last digit of minutes. So if the penalty time entered is 12:00, only 2:00 will display

The maximum penalty seconds is 59, to enter a penalty:

- Press either HOME PENALTY or GUEST PENALTY. The first key pressed will put the cursor on the first empty penalty location
- When the same button is pressed repeatedly, the controller advances between the 4 penalties
- For each penalty enter values of the player number, penalty minutes and seconds on the numeric keypad and then press ENTER after each

NOTE: ENSURE CURSOR IS OFF BEFORE STARTING GAME TIME OR PENALTY WILL NOT OPERATE PROPERLY

To clear a penalty:

- While on any value of the penalty to be deleted, press the CLEAR button. This will clear the entire penalty and shift any lower penalties upward

Hold penalty feature:

- Needs to be enabled in sport configuration (see full manual)
- If this is activated from the keypad during normal operation, any penalties entered in penalty 3&4 will not shift upward when either or both penalties 1&2 expire
- To toggle on/off, press HOLD PENALTY. A small hold box appears beside both team's penalties 3&4 when penalty hold is enabled

Penalty stop/run feature:

- Need to be enabled in sport configuration (see full manual)
- Penalty time stop/run is controlled with the keypad. Game time must be running for penalty time to run
- To toggle stop/run, press PENALTY STOP/RUN. A small STP box will appear beside both team's penalty 1&2 when penalty is stopped

SHOTS ON GOAL (SOG)

To set a team's SOG:

- Press either HOME SHOTS or GUEST SHOTS
- Enter a numeric value on the keypad, press ENTER

To increment a team's SOG

- Press either HOME SHOTS or GUEST SHOTS twice

OR

- Press either HOME SHOTS +1 or GUEST SHOTS +1

TOL

Maximum value of TOL is 9; to set a team's TOL value:

- Press either HOME TOL or GUEST TOL, enter a numeric value of the keypad, press ENTER
- To decrement a team's TOL, press either HOME TOL or GUEST TOL twice.

If automatic auto timeout timer is selected in *Configuration Option #0 – Time Outs* the time out time will begin to run as soon as the TOL is decremented.

SAVED TIME

This function is used to recall times from the last game time stoppage. Game time and if applicable, shot clock and penalties times are recalled.

To recall saved times:

- Press and hold SAVED TIME until saved times appear

SHIFT

Maximum value is: 9 minutes and 59 seconds.

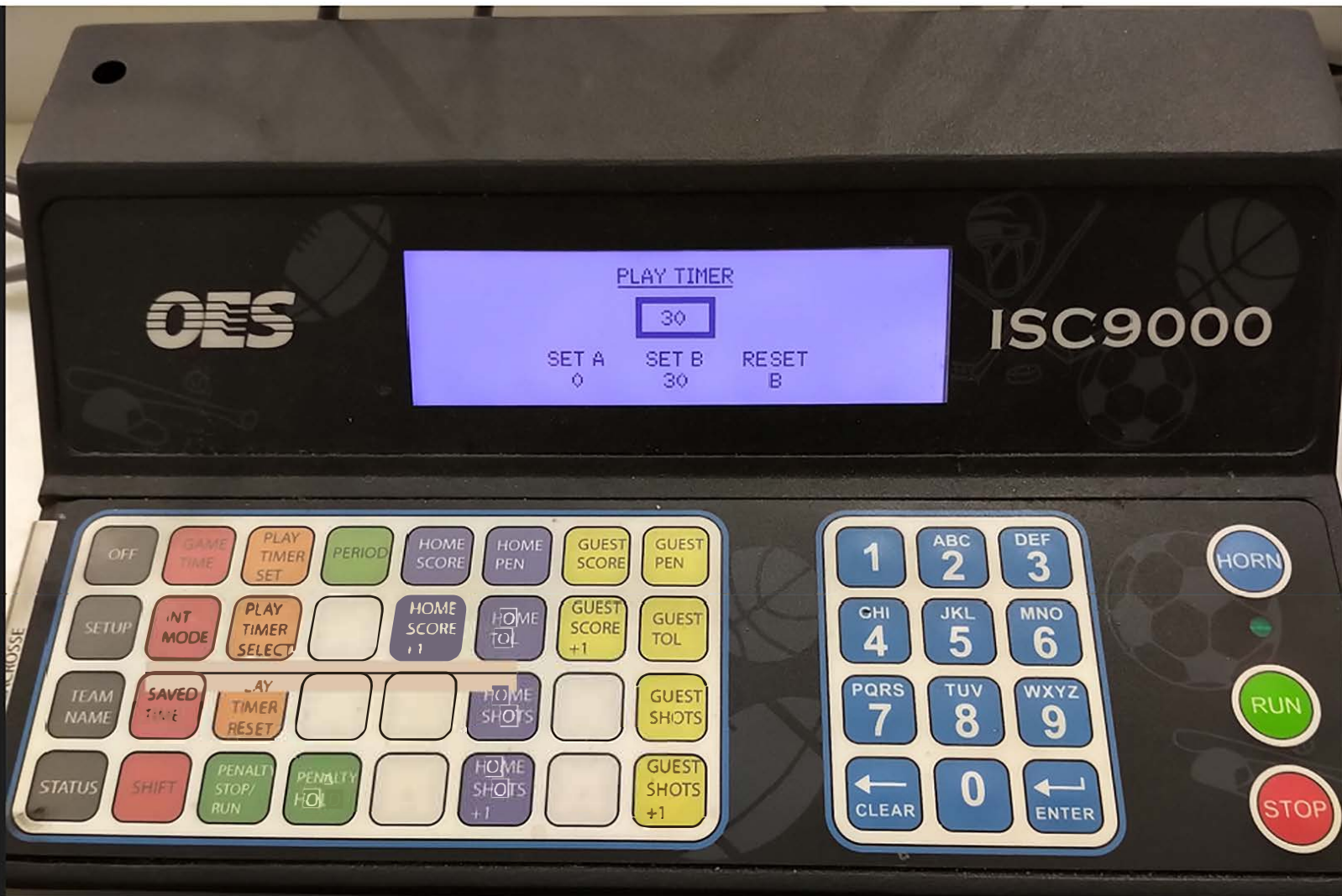
The Shift Set value is the value the shift time is reset to once it expires.

To set either Shift Set or Shift value:

- Press SHIFT until cursor appears on desired value.
- Enter Minute value on numeric keypad, press ENTER.
- Enter Seconds value on numeric keypad, press ENTER
- To modify current shift time, press SHIFT twice and modify time.
- Shift timer will operate when game time is running.
- To disable Shift Time, set Shift Set to 0:00.

NOTES: Reference controller manual for password.

PLAY TIMER = SHOT CLOCK
NOT SET WHEN IT SHOWS "0"



**PLAY TIMER = SHOT CLOCK
GET "30" TO SHOW UP IN BOX AS
SHOWN IN PHOTO ABOVE
SET A = 0
SET B = 30
RESET = B
PRESS RED "GAME TIME" TO GET
BACK TO MAIN CLOCK**

