# RHRA – Timekeeper Instructions

**Harris Time Clock – Tom Graham, Ed Sackfield**

| DIVISION | | WARMUP | PERIODS | SHOT CLOCK | INTERMISSION |
|---|---|---|---|---|---|
| **FUN** | U10 | 3 minutes | 2 x 15 minutes with Stop Time | No | 1 minute |
| **A/B** | U12, U14, U16, U19, 18+ | 3 minutes | 2 x 15 minutes with Stop Time | Yes | 1 minute |
| **AA** | U16, U19, 18+ | 3 minutes | 4 x 11 minutes with Stop Time | Yes | 1 minute |

In the event the goal spread of a game reaches seven (7) or more the game clock will be set on running time during the second period. The clock will revert to stop time if the goal spread is reduced to six (6) or less. Similarly, running time will be invoked by tournament organizers if a seven (7) goal spread is reached.

The largest goal spread shown on the clock will be seven (7) goals. Seven (7) goals is the maximum that can be used for tie-breaking purposes and will be the spread recorded on results boards.

## GAME TIME

SET UP SPECIFIC NEW GAME TIME

**GAME TIME**   (*mins & secs*)   **ENTER**

*Game Time* button is ONLY to be used at the beginning to set up – (if the time requires to be adjusted during the game - use the *Time* button (see below)

## CHANGE / CORRECT GAME TIME

**TIME**   (*mins & secs*)   **ENTER**

## TIME OUT

**TIME**   **HOME SCORE**   or   **VISITOR SCORE**   (*30 secs*)   **ENTER**

## WARMUP / INTERMISSION (Tom Graham & Ed Sackfield)

**INTER MISSION**   (*mins & secs*)   **ENTER**

## WARMUP / INTERMISSION (Angus Glen)

**INTERM-WarmUP**   (*mins & secs*)   **ENTER**

## SCORE

ADD A NEW SCORE

**HOME SCORE** or **VISITOR SCORE**

### CHANGE / CORRECT SCORE

**HOME SCORE** or **VISITOR SCORE** (#) **ENTER**

## PENALTY

Penalties will flash and disappear after a score is entered

ADD – 2 Minute Penalty

**HOME PENALTY** or **VISITOR PENALTY** **ENTER** **ENTER**

ADD – 4 Minute Penalty

**HOME PENALTY** or **VISITOR PENALTY** **TIME** **ENTER** **ENTER**

Repeat Time
If necessary

**May** store up to 5 penalties for each team

### CHANGE / CORRECT PENALTY

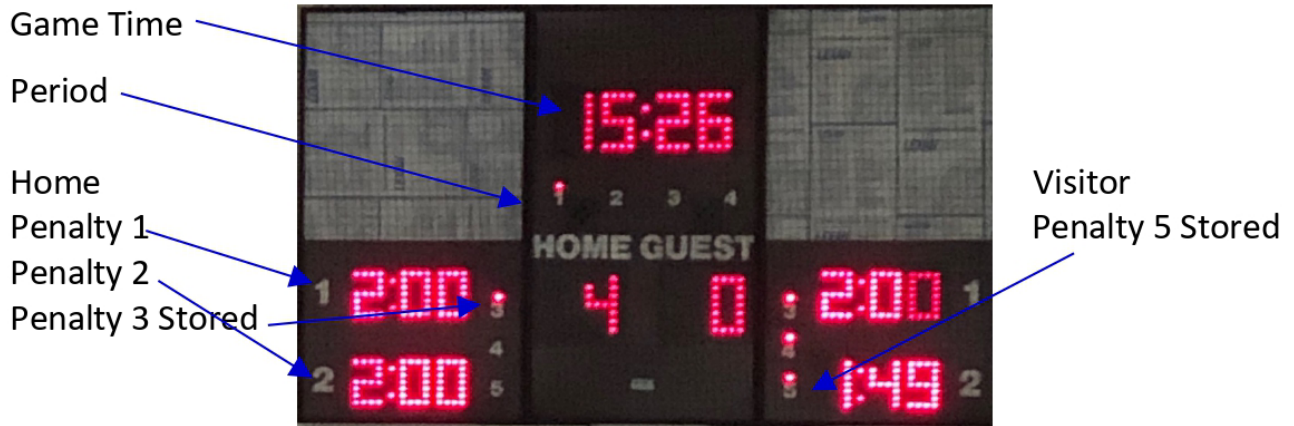**HOME PENALTY** or **VISITOR PENALTY** (*1or2*) **TIME** (*mins & secs*) **ENTER** **ENTER**

## KEEPING A FULLY SERVED PENALTY

**ENTER** While penalty is **flashing** (right after you add score)

Game Time

Period

Home
Penalty 1
Penalty 2
Penalty 3 Stored

Visitor
Penalty 5 Stored

HOME GUEST

**TOM GRAHAM, ED SACKFIED**

**ANGUS GLEN**

Scoreboard control panel buttons:

| HOME SCORE | HORN | 0 | ENTER | VISITOR SCORE | GAME TIME |
| HOME PENALTY | 1 | 2 | 3 | VISITOR PENALTY | TIME |
| HOME SHOTS | 4 | 5 | 6 | VISITOR SHOTS | TIME OF |
| PENALTY STOP/GO | 7 | 8 | 9 | INTER-MISSION | STOP/GO |

Angus Glen panel (variant): 9/PERIOD, INTERM-WarmUP

**PRESS ANY KEY TO TURN ON SCOREBOARD OPERATION**

Start a new game - [GAME TIME] - repeat until your start time appears
Set up a different game time - [GAME TIME] 1 to 99 minutes [ENTER]
Change period time - [TIME] minutes:seconds or 0 [ENTER]
Start and stop time - [STOP/GO] – also curfew time-out
Add to scores or shots - [HSC] or [VSC] - [HSH] or [VSH]
Correct scores or shots - [HSC] or [VSC] 0 to (1)99 [ENTER]
Start a time-out (time stopped) - [TIME] then [HSC] or [VSC] 1 to 59 seconds [ENTER]
Set up 2 minute penalty - [HOME PENALTY] or [VISITOR PENALTY] [ENTER] [ENTER]
Set up 4 or 5 minutes - [HPEN] or [VPEN] then [TIME](repeat) [ENTER] [ENTER]
Add player number - 1 to 99 before the second [ENTER] above
THE SHORTEST PENALTY IS AUTO-CANCELLED WHEN AN OPPOSING SCORE IS POSTED
To keep the penalty press [ENTER] while it is still flashing
Correct or zero penalty - [HPEN] or [VPEN] then [1] or [2] followed by [TIME]
minutes:seconds or 0 [ENTER] [ENTER]
Hold penalties in run time - [PENALTY STOP/GO] to stop and start penalty timing
Show time of goal or penalty (time stopped) - [TIME OF] (shows on main time for 5 sec)
At the end of period - Period indicator adds one, Game Time returns to start time
Start or end intermission [INTERMISSION] minutes or 0 [ENTER] - Horn sounds at end
Set interval horn [TIME] [HORN] 1 to 9 MINUTES or 10 to 1:59 SECONDS [ENTER]
Cancel interval horn - [TIME] [HORN] [0] [ENTER]
To go to or from time of day [TIME] [ENTER] at any time even with game time running

HarrisTimeInc
SCOREBOARDS