



## RHRA – Timekeeper Instructions

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

DIVISION	WARMUP	PERIODS	SHOT CLOCK	INTERMISSION
U10, U12, U14	3 minutes	2 x 15 minutes with Stop Time	U12 and up	1 minute
A & B U16, U19, 18+	3 minutes	2 x 20 minutes with Stop Time	Yes	1 minute
AA U16, U19, 18+	3 minutes	4 x 10 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)



TOM GRAHAM, ED SACKFIED



ANGUS GLEN

**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