

PLANET ICE SCORE CLOCK PROCEDURES

Pre-game/Warm up

1. Press[NEW GAME]
2. Press[CLEAR}
3. Press[INTERMISSION]
4. Indicate the desired minutes, and then press[ENTER]

Auto Horn (for Mini-Tyke and Tyke Leagues)

1. Press[AUTOHORN]
2. Indicate the[1][8][0] seconds for each intramural and press [ENTER]
3. *It is critical that this be removed at the end of the game. Press{AUTOHORN} and then press[CLEAR]
4. *Press[ENTER]

New Game

1. Press[NEW GAME]
2. Press[CLEAR]
3. Press[1]
4. Indicate Period#[1]and press[ENTER]
5. Indicate the desired minutes and press[ENTER]
6. Ensure that the seconds are at :[0][0] and press[ENTER]
7. To begin the game at the referee's discretion or whistle, press[TIMER RUN]
8. To stop time press [TIMER STOP] and to recommence clock at referee's discretion or whistle press [TIMER RUN}.This is critical in the last five minutes of the game as it is stop play.

Goal

1. Press the [SCORE] gently once for either [HOME] or [Guest] depending on who scored the goal.
2. *If it should occur where the scorekeeper should put the goal on the wrong team or accidentally indicated one too many goals on the team in question then press[RECALL]and then [SCORE] for either [HOME] or [GUEST] for the team in question.
3. *Then indicate the correct number of goals that the team should have accumulated to this point of the game and press [ENTER]

Assessing Single Penalties

1. Press the [PENALTY] on either [HOME] or [GUEST] for the team being assessed the penalty
2. Press [ENTER]
3. Indicate the player's # and press [ENTER]
4. Indicate the whole number of minutes assessed and press [ENTER]
5. Ensure that the seconds are at: [0][0]
6. At referee's discretion or whistle press [ENTER] and the penalty will commence

Removing A Penalty

1. Press [recall]
2. Press the [PENALTY] on either [HOME] or [GUEST] for the team whose penalty is being recalled
3. Press [CLEAR]
4. Press [ENTER]

Multiple/Coincidental Penalties (more than one penalty being assessed at once)

1. Press [PEN HOLD] not [TIMER HOLD] unless indicated by the referee.
2. Quickly follow the process for the SINGLE PENALTIES for each penalty assessed to each player with the exception you can press [ENTER] and continue entering each penalty assessed until finished.

EXAMPLE: If the referee assesses at once The Home Player#[0][3];2 min.

The Home Player#[2][1];5min.

The Guest Player#[0][4];2min.

The process would be followed until all these penalties are all frozen correctly

3. At referee's discretion or whistle press [PEN RUN] and the coincidental/multiple penalties (and existing penalties) will commence

Intermission

1. At 0:00 when the period concludes press [INTERMISSION]
2. Indicate the desired number of [] minutes
3. Press [ENTER]
4. At 0:00 Begin Next Period Procedure or if teams are ready press [TIMER HOLD] and begin Next Period Procedure.

Next Period

1. Press [PERIOD]
2. Indicate the period # and press [ENTER]

3. Indicate the desired minutes and press[ENTER]
4. Ensure that the seconds are at :[0][0] and press [ENTER]
5. To begin the game at the referee's discretion or whistle press [TIMER RUN]
6. * To stop time press [TIMER STOP] and to recommence clock at referee's discretion or whistle press [TIMER RUN]

***Time Out**

1. Press [TIMER HOLD]
2. Press the TIME OUT on either [HOME] or [Guest] for the team requesting the time out
3. Indicate the desired # of seconds for the time out
4. Press [ENTER]
5. *The clock will restore at the time of play remaining. To recommence the game at the referee's discretion or whistle press [TIMER RUN].

***LAMP TEST**

1. Press [NEW GAME]
2. Press [RECALL] to commence test
3. Press "ANY KEY" to abort the test