

100 Mile House Minor Hockey - Timekeeper Instructions (U11 and up)

Timekeeper rules







- You are an off-ice official and must remain neutral just as the officials on the ice
- You are under the supervision of the Referee who has full authority and the final decision in all matters
- In any dispute regarding time, refer the matter to the Referee for a final decision





Note:



- Most games are first 1 ½ periods as run time and last 1 ½ periods as stop time, unless the Referee says otherwise
 - Penalties are typically 3 min. during run time and 2 min. during stop time, unless the Referee says otherwise
 - Definitions:
 - Run time - run clock continuously unless an injury occurs or the Referee directs you to stop the clock
 - Stop time - stop the clock every time game play stops
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Using the time clock



Start new game: Ensure device is plugged in, and follow prompts on screen - select "New game" option








Set warmup time: Press ; enter 5 minutes; press ; enter 0 seconds; press ; enter 0 tenths of seconds; press ; Press ; enter 0; press 

Set period time: Press ; enter 20 minutes; press ; enter 0 seconds; press ; enter 0 tenths of seconds; press 




- Note: Period should default to 1, if not, press ; enter 1; press 






Start game: Press  when ready to start game



- Note: Usually the first 1 ½ periods is run time, so you should only need to stop the clock if there is an injury, if you need to enter a penalty, or the Referee directs you to do so. If you need to stop the clock, press  at any time, then  to start clock again


Entering penalty: Press ; press  or , depending on which team received the penalty; enter jersey #; press ; enter minutes (3 min during run time, 2 min during stop time, or other amount if Referee specifies); press ; enter 0 seconds; press . If game is in run time, immediately hit  to start clock again.

Entering goal: If a goal is scored, press  or , depending on the team that scored

- Note: If you made an error on the # of goals, hit  or , depending on the team you need to adjust, enter the correct score # and press 

Canceling penalty: If goal is scored and penalty needs to be cancelled, press ; depending on the penalty you need to cancel, press  or  continuously until the cursor is over the penalty you need to cancel; press  and it will remove from scoreboard. If game is in run time, immediately hit  to start clock again.

Starting next period: Once period ends, press . Period should automatically change to next one, and period time amount should remain the same. If not, follow instructions above to set period time. Press  when ready to start next period. Repeat this step for last period

End of game: Once game is completed, hold the  for a few seconds until the screen resets. It will take 10 seconds or so before the time of day reappears up on the scoreboard

Other resources:

- [OES Scoreboards - one-page instructions](#)
- [OES Scoreboards - ISC9000 full user manual](#)