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

Timekeeper rules

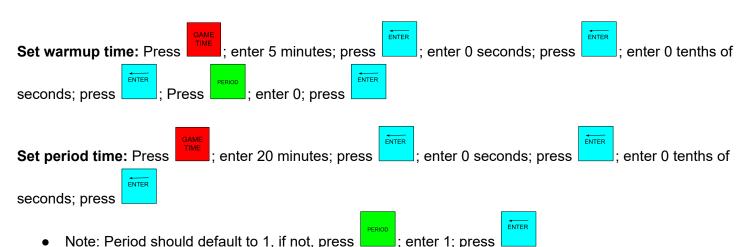
- You are an off-ice official and must remain neutral just as the officials on the ice
- You are under the supervision of the Referee who has full authority and the final decision in all matters
- In any dispute regarding time, refer the matter to the Referee for a final decision

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

Using the time clock

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



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,





Other resources:

- OES Scoreboards one-page instructions
- OES Scoreboards ISC9000 full user manual