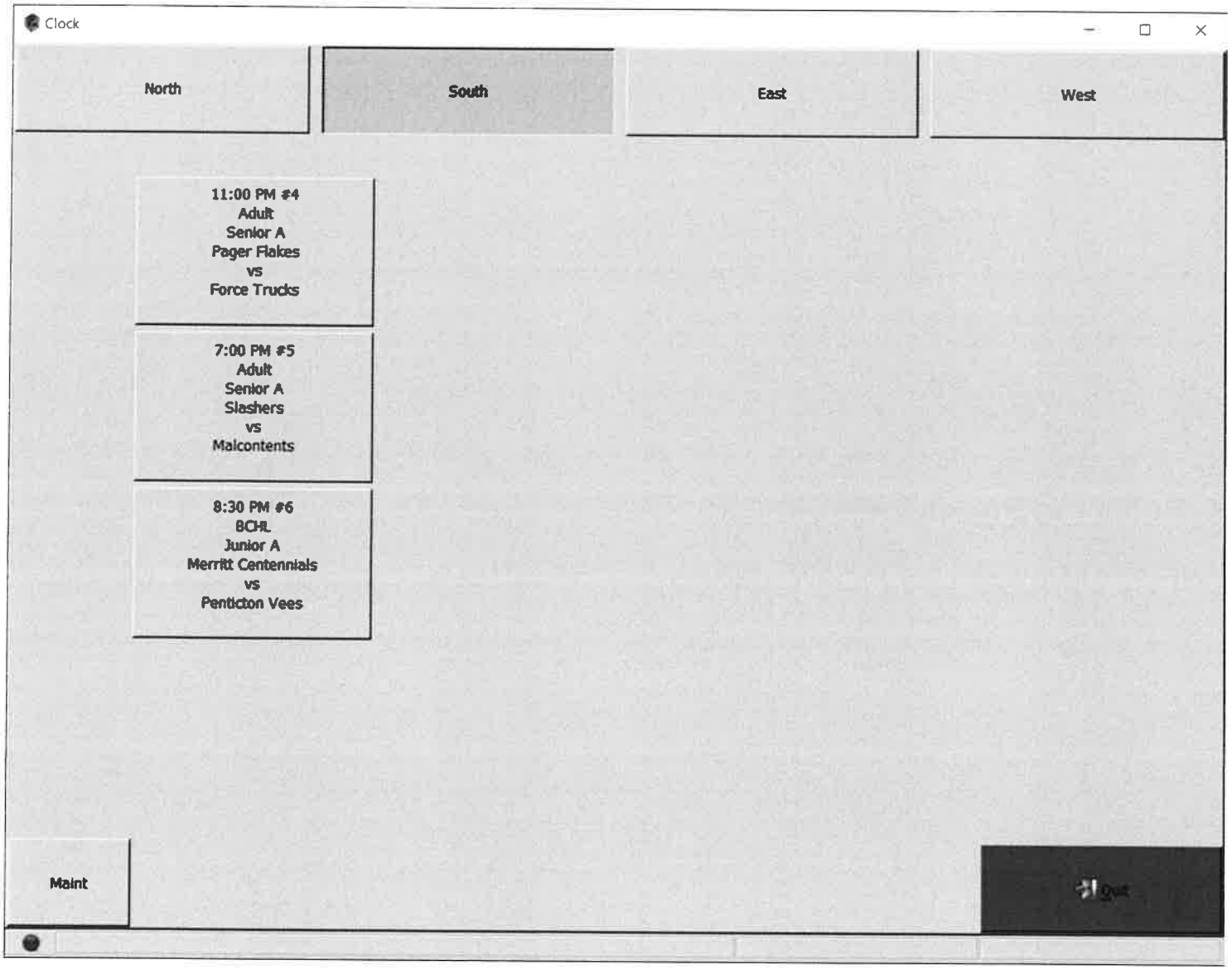
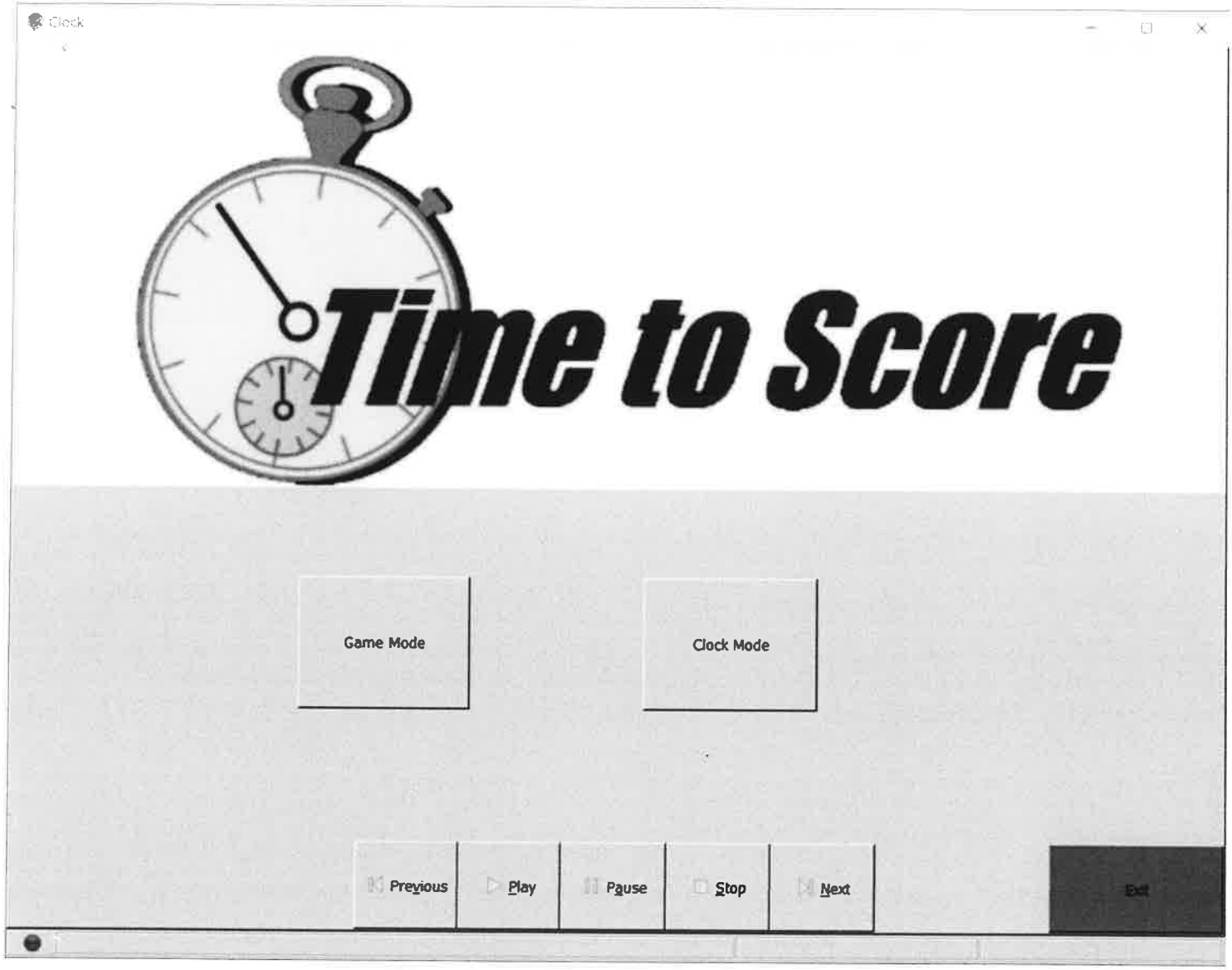
TIME TO SCORE - OPEN GAME

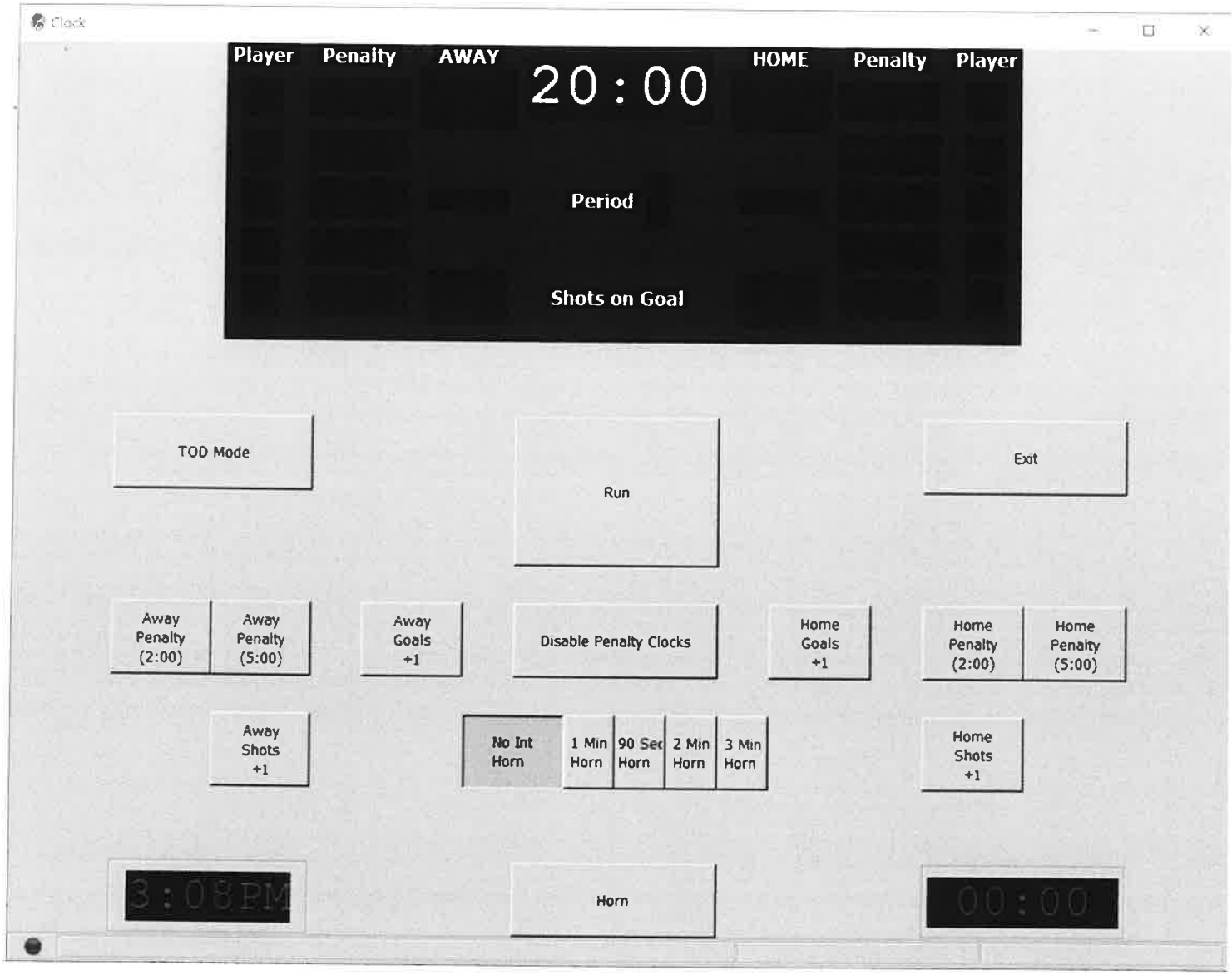
- If you see **CLOCK MODE**, touch the EXIT button.
- If you see the **MAIN SCREEN**, touch the **GAME MODE** button.
- If you see the **GAME MODE SELECTOR** screen, touch the game you are scoring.



Game Mode Selector

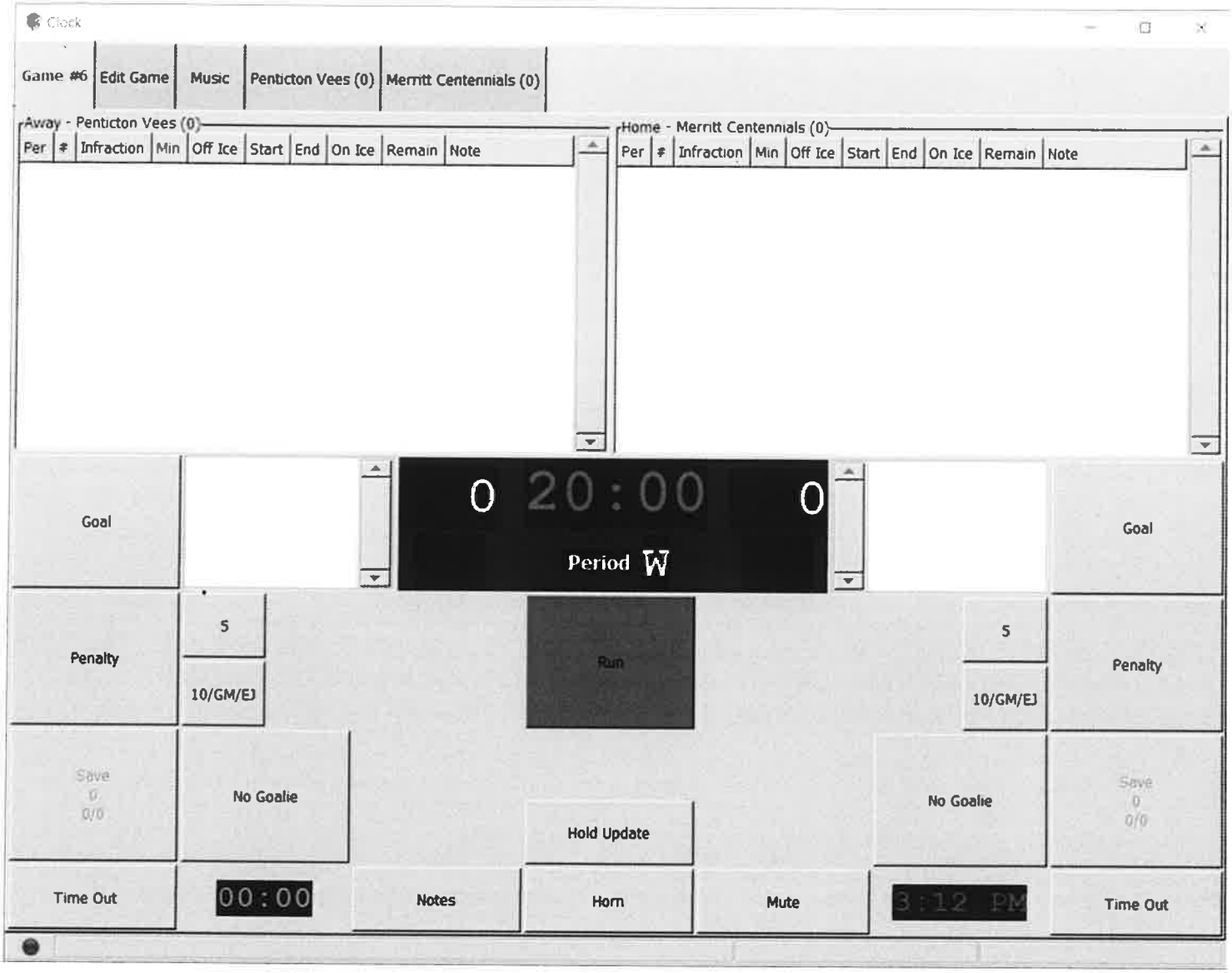

Clock
Time to Score
Game Mode
Clock Mode
Previous
Play
Pause
Stop
Next
Exit

Main Screen



Clock Mode

On selecting your game, you will see the following screen:



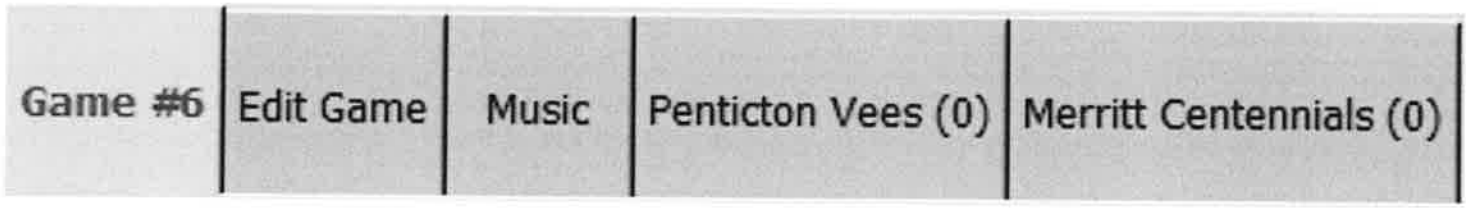
Game Mode Main Screen

HELPFUL HINT: You can Start/Stop the clock while doing other tasks by pressing the Space Bar on your keyboard!

Next: Pre-Game

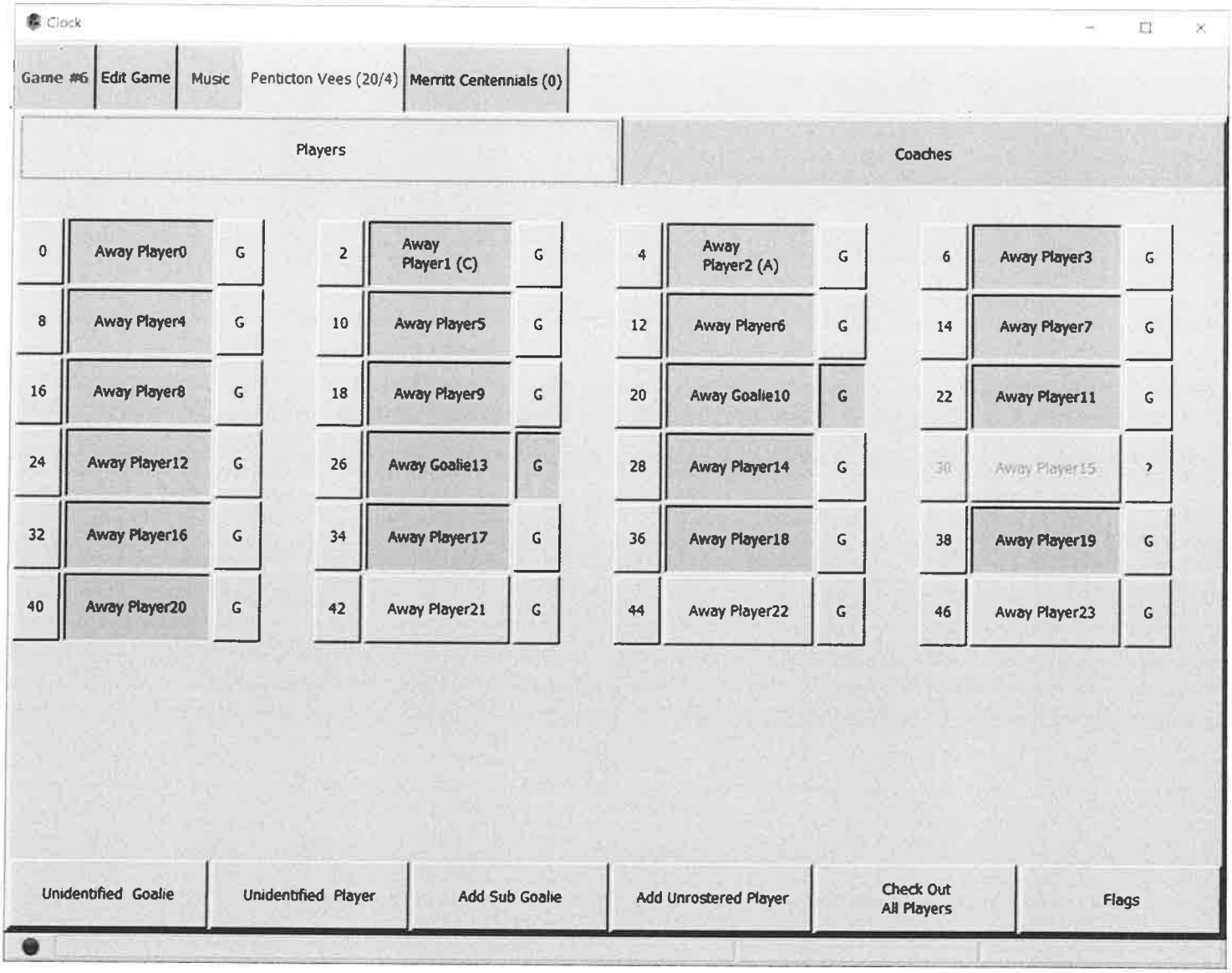
PRE-GAME PRODECUDRES

At the top of the page you have five tabs: Game #, Edit Game, Music and the two teams playing.



Game Mode Tabs

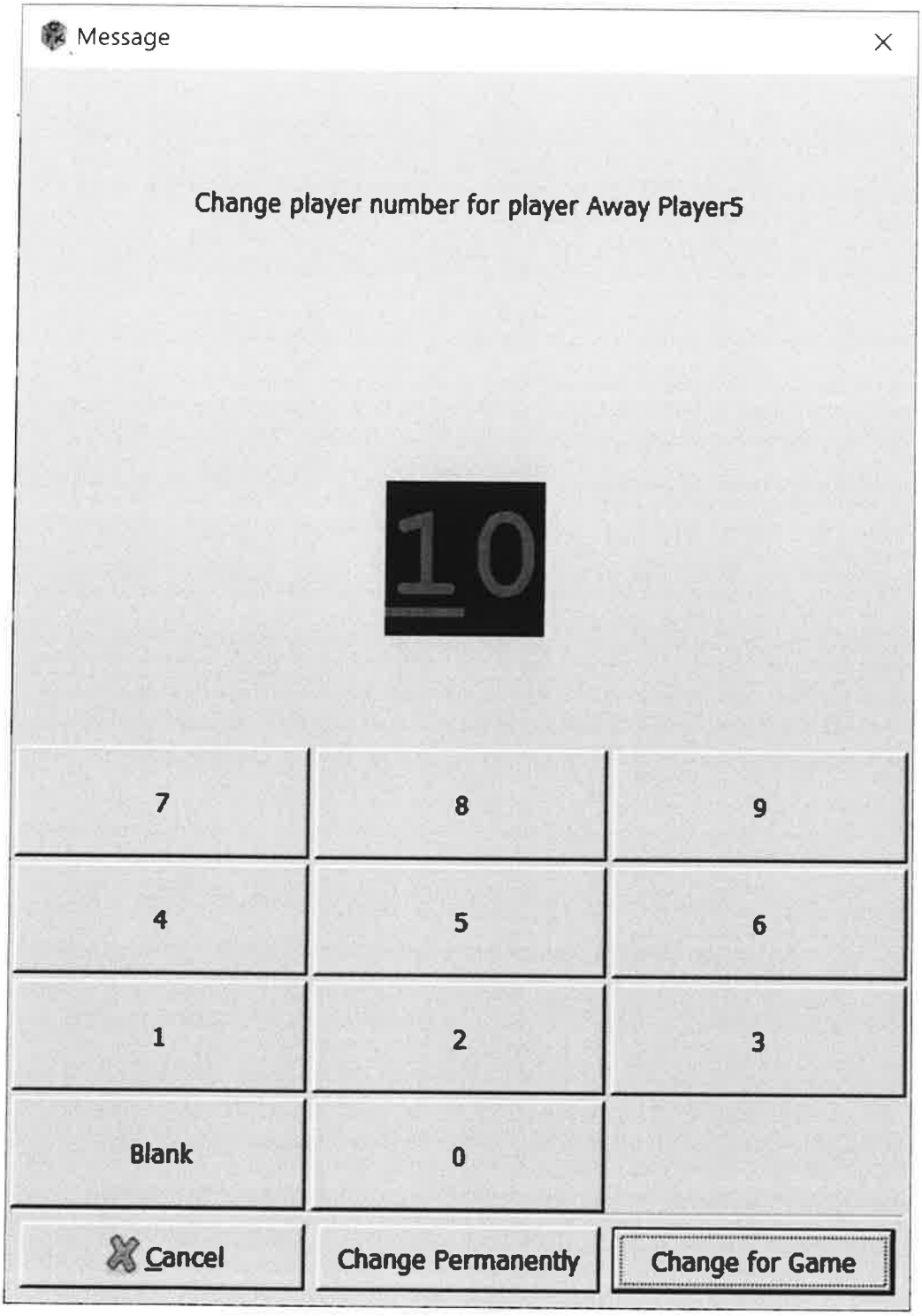
Select one of the team tabs to check in players.



Game Mode Roster

Touch the player's name to check in a player. Players with a darker button are checked in. Lighter button indicates the player is scratched (not playing). Only players on the roster should be checked in. The tab at the top will indicate the number of players (and coaches, if available) that are checked in.

- Match the player's name – not the number.
- If the player's number does not match the roster, touch the number next to that player's name.
  Enter the correct number and press **CHANGE PERMANENTLY** or **CHANGE FOR GAME**.
- Goalies are marked by the G button to the right of the player. Goalies must be indicated to assign that player as the goalie on the Main Screen. If a goalie isn't checked into the game and assigned at the start, you will not be able to record Shots/Saves.
  - Goalies can be inserted into the game using the EDIT tab. If you forget to add the goalie at the start of the game, simply go to EDIT, INSERT GOALIE CHANGE add the Goalie. Set the Period to "Period 1" and then time to the appropriate time for the game indicating the start of the game.
- If the player on your scoresheet is not listed on this screen, you can use the Add Unrostered Player and search by last name or simply use the Unidentified Player/Unidentified Goalie button and assign a jersey number to that player.
  - Any player on the bench must be checked in and verified as on the roster.
  - **If a player is not on the roster and playing in the game, notify the referee of the discrepancy.**
- ***You will not be permitted to enter more players over the permitted limit for your league.***
- Repeat for the second team.



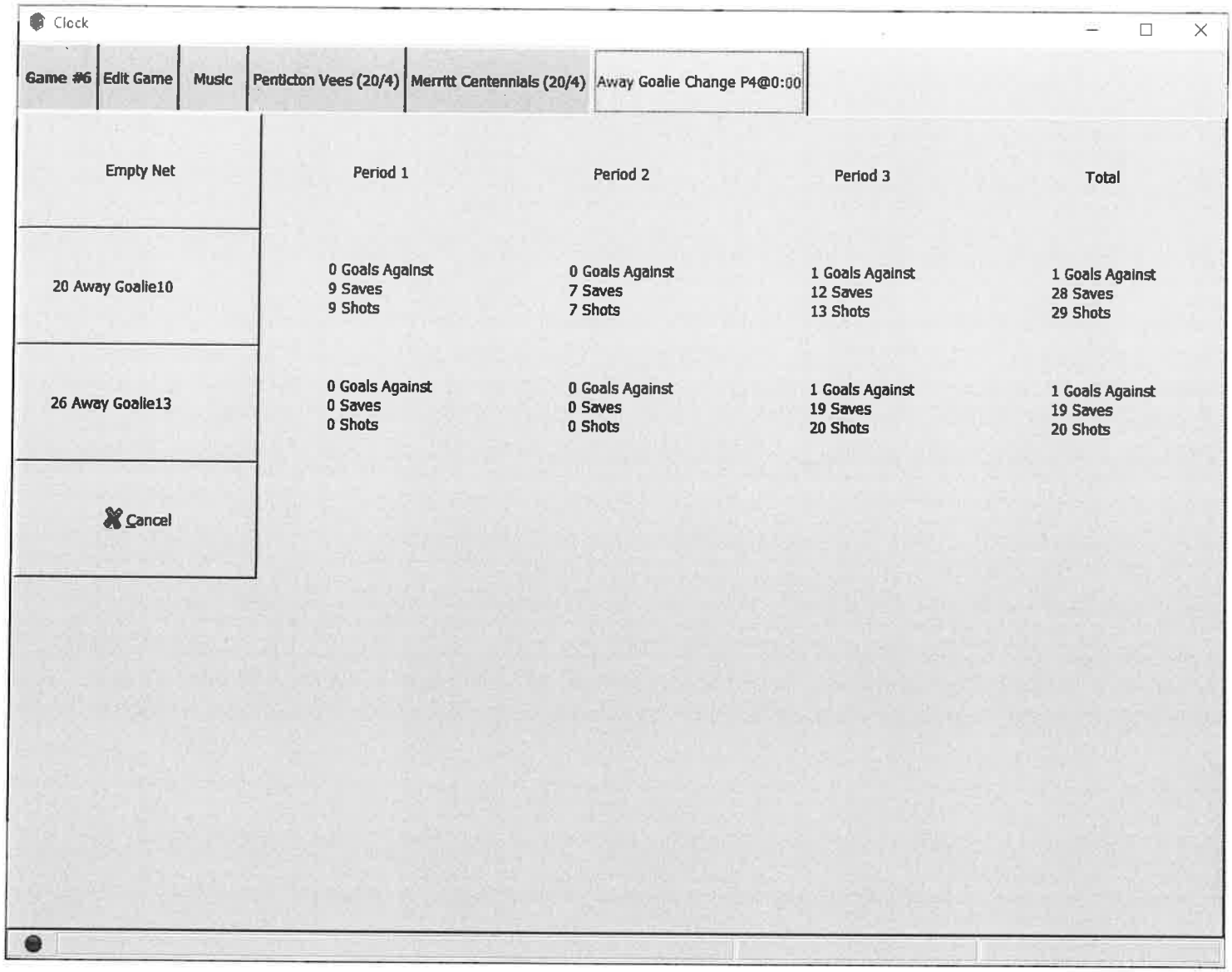
Roster Change Number

Assign Starting Goaltenders

After entering the rosters, go back to the GAME tab. Touch the Goalie button for each team to select the starting goalie.

- Push the button for the correct goalie.
- If the goalie is pulled at any time, select EMPTY NET.

Helpful hint! If you need to record saves/shots on a paper scoresheet after the game, you can use this screen to view those statistics and then hit CANCEL to go back to the Game tab.



Goalie Change and Goalie Statistics

Next: Scoring the Game

SCORING THE GAME

Goals

- Clock must be stopped.
- Press **GOAL** for the appropriate team.
- Press the player who scored the goal
- Press the player credited with the first assist. If unassisted, press NONE or OK.
- **PENALTY SHOT GOALS**: If a goal is scored as the result of a penalty (such as a Penalty Shot or Awarded for Thrown Stick), use the procedure for **PENALTIES.**

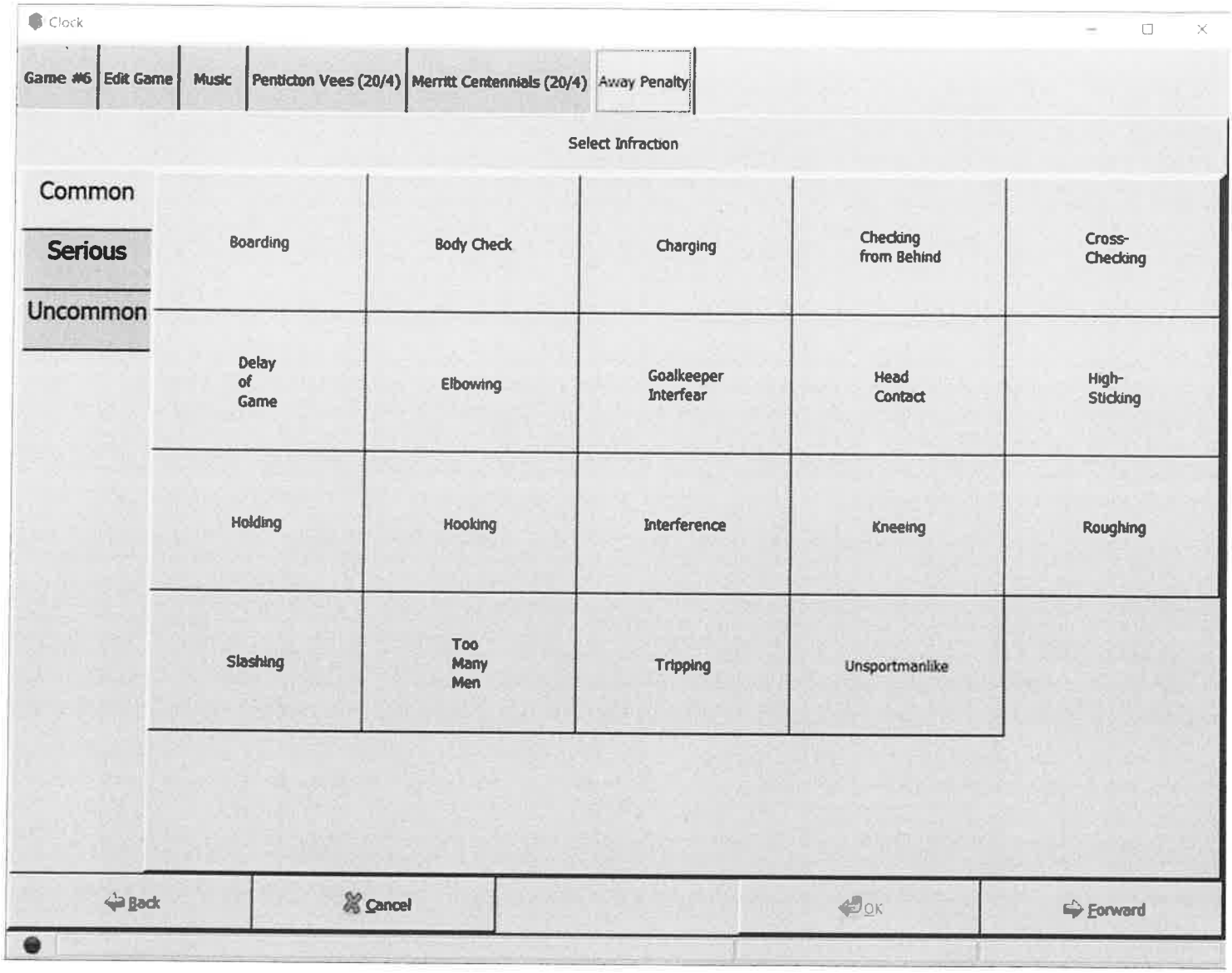
Penalties

All penalties must be entered into the computer regardless of whether or not they will "go on the board". If it would be written on a scoresheet, it must be recorded in the computer.

All offsetting penalties, game misconducts, disqualifications and ejections must be entered.

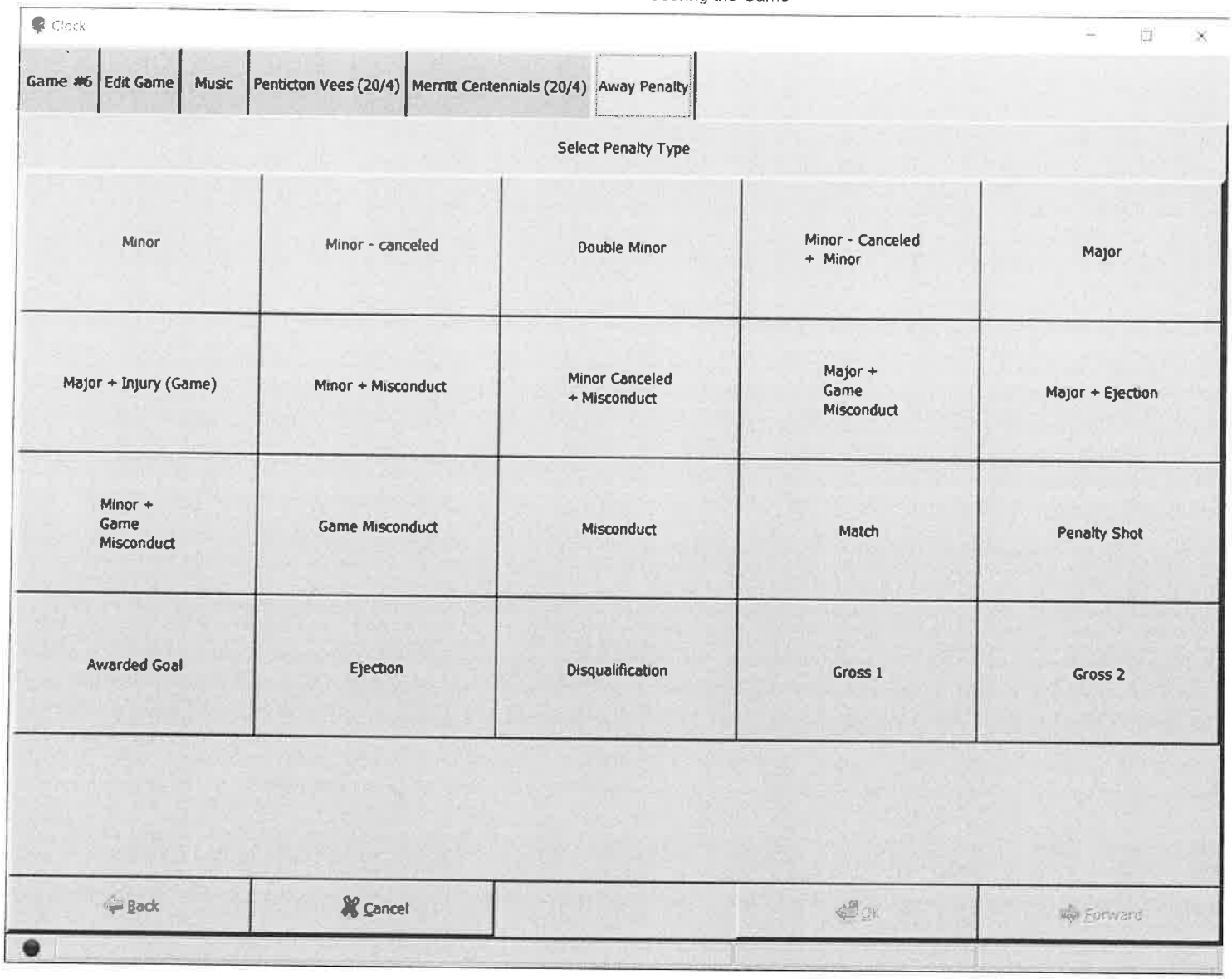
The scoreboard will only display penalties required by the rules for this game.

- Clock must be stopped.
- Press **PENALTY** for the appropriate team.
- Press the player who received the penalty. If the penalty is assigned to **BENCH**, push the **BENCH** button at the bottom of the roster. (For example: Too Many Men is a bench minor.) **Do not assign the penalty to the player serving the penalty.** This player wasn't assessed the penalty and is only serving the penalty. On a scoresheet you would write "B" or "Bench" to indicate the bench minor.
- Press the infraction. If the infraction is not on the first screen, use the tabs on the left side to find Serious or Uncommon infractions.



Infraction screen

- Press the type of penalty (minor, double minor, major, etc.)

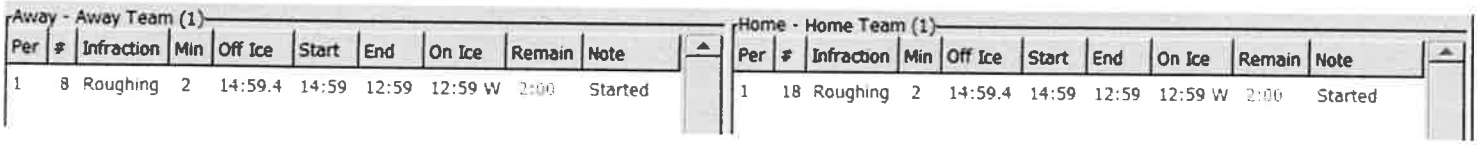


Penalty Type

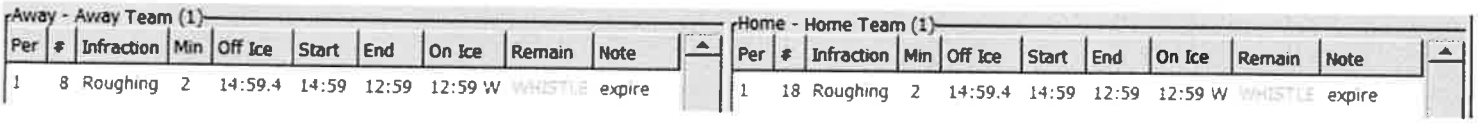
Simultaneous Penalties

Simultaneous penalties must be entered.

If your league has no change of strength due to offsetting penalties (stays 5 on 5, for example), you will see them listed as follows on your screen:



The "W" next to the time in the ON ICE column indicates that the players return to the ice after the penalties expire PLUS a **WHISTLE**. If the time expires and the play continues, you will see an indicator to remind you to wait for the whistle before the players are allowed out of the box.



If your league reduces strength (4 on 4, for example), the penalties will show on the scoreboard.

4 on 4 Example

Upon expiration and the players are permitted to exit the box, you will see RELEASE in the Remain column.

Away - Penticton Vees (1)

Per	#	Infraction	Min	Off Ice	Start	End	On Ice	Remain	Note
1	6	Roughing	2	19:55.8	19:55	17:55	17:55	RELEASE	expire

Home - Merritt Centennials (1)

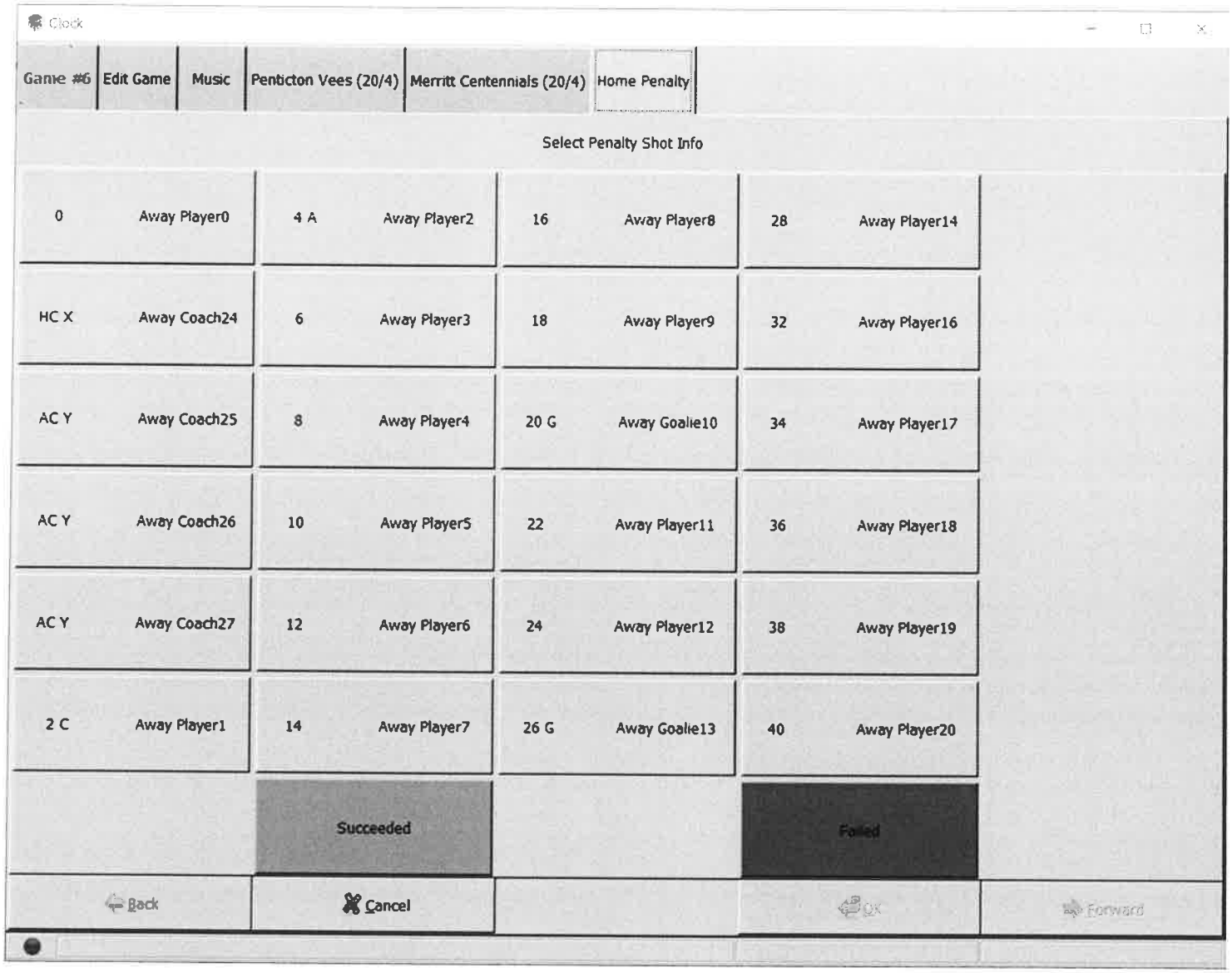
Per	#	Infraction	Min	Off Ice	Start	End	On Ice	Remain	Note
1	36	Roughing	2	19:55.8	19:55	17:55	17:55	RELEASE	expire

Penalty Expired - Players Released

Penalty Shots

If the penalty results in a Penalty Shot, begin by entering a penalty. On the Type screen, push PENALTY SHOT. This will automatically advance to Penalty Shot Info screen.

Press the player taking the Penalty Shot then SUCCEEDED or FAILED.



Penalty Shot

Shootouts

Shootouts operate in four modes:

- Old Style - Only records winning team
- Home First - Home Team shoots first
- Away First - Away Team shoot first
- Captain's Choice - Captain/Coach of the Home Team chooses whether to shoot first or second.

You will only be presented with one option which is based on rules of the league. To begin the shootout, simply press the red "Start Shootout" button.

If the game is Old Style, simply record the winning team only.

If the games is Home/Away First or Captain's Choice, you will be presented with the same option shown in the Penalty Shot screen (Shooting Team's Roster and the Succeeded or Failed buttons). Select the player attempting the shot and whether it was successful or failed.

The shootout ends when:

- All shooters have been exhausted and one team is ahead.
- All shooters have been exhausted and the rules only allow for a limited shootout. (Example: Shootout is 3 on 3 but ends regardless of winner.)
- One team can no longer score enough shootout goals to tie or overtake the other team. (Example: 3 on 3 Shootout, first two shooters for Home Team score, Away team fails on both shots. Shootout ends 2-0.)

After selecting the FAILED button, you may be presented with an OK button. Simply press OK to advance.

When the shootout is over, you should then be returned to the main window and the yellow End Game will appear.

Timeouts

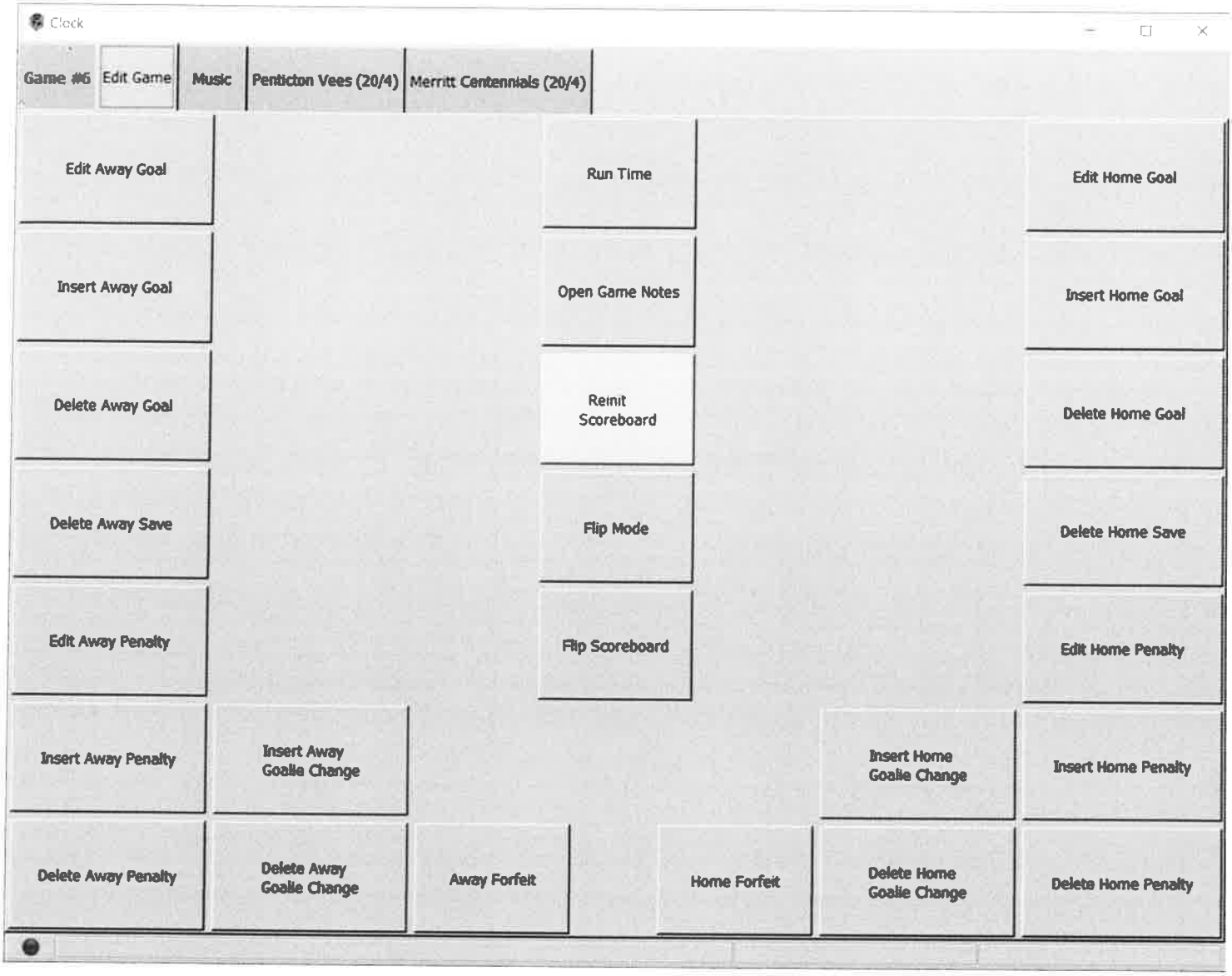
All timeouts should be entered into the computer. The clock will run for the appropriate time based on your league. Enter the time on your scoresheet (if needed).

Fixing Errors

FIXING ERRORS

If you need to go back and correct errors to the game, use the **EDIT GAME** tab. This includes

- Changing/deleting goals/assists
- Inserting Goalies or Replacing Goalies
- Changing/deleting penalties
- Deleting Saves/Shots
- Forfeit



Edit Game

Changes can be made during the game, during intermissions or upon completion before ending the game.

Next: Ending the Game

Sign In

ENDING THE GAME

If your game has Overtime or Shootouts, it will automatically appear. Overtime is run like the rest of the game.

Shootouts

If your league has shootouts, the Start/Stop Clock button will change to Start Shootout.

To start the shootout, push the button.

- If your league only wants to know who won, you will see a screen to indicate the winner.
- If your league allows for the captain to shoot first or second, you will select the appropriate choice.
- If your league decides who starts, the screen will indicate which team starts.
- The screen will present the roster of eligible shooters. Select the player attempting the shot and whether it succeeded or failed.
- The screen will alternate between HOME/AWAY rosters until the shootout is over.
- At the end of the shootout, press OK.

End Game

Upon completion of the game, simply push the yellow **END GAME** button. It will replace the Start/Stop button.

If you have any "Open Tabs" (plays that have not been fully entered), you will receive a warning:

Close all events before ending game.

Press OK and look at the top of your screen for any penalties or goals that must be completely entered. Once all the open events are completed, press END GAME and you will be able to finalize your game.