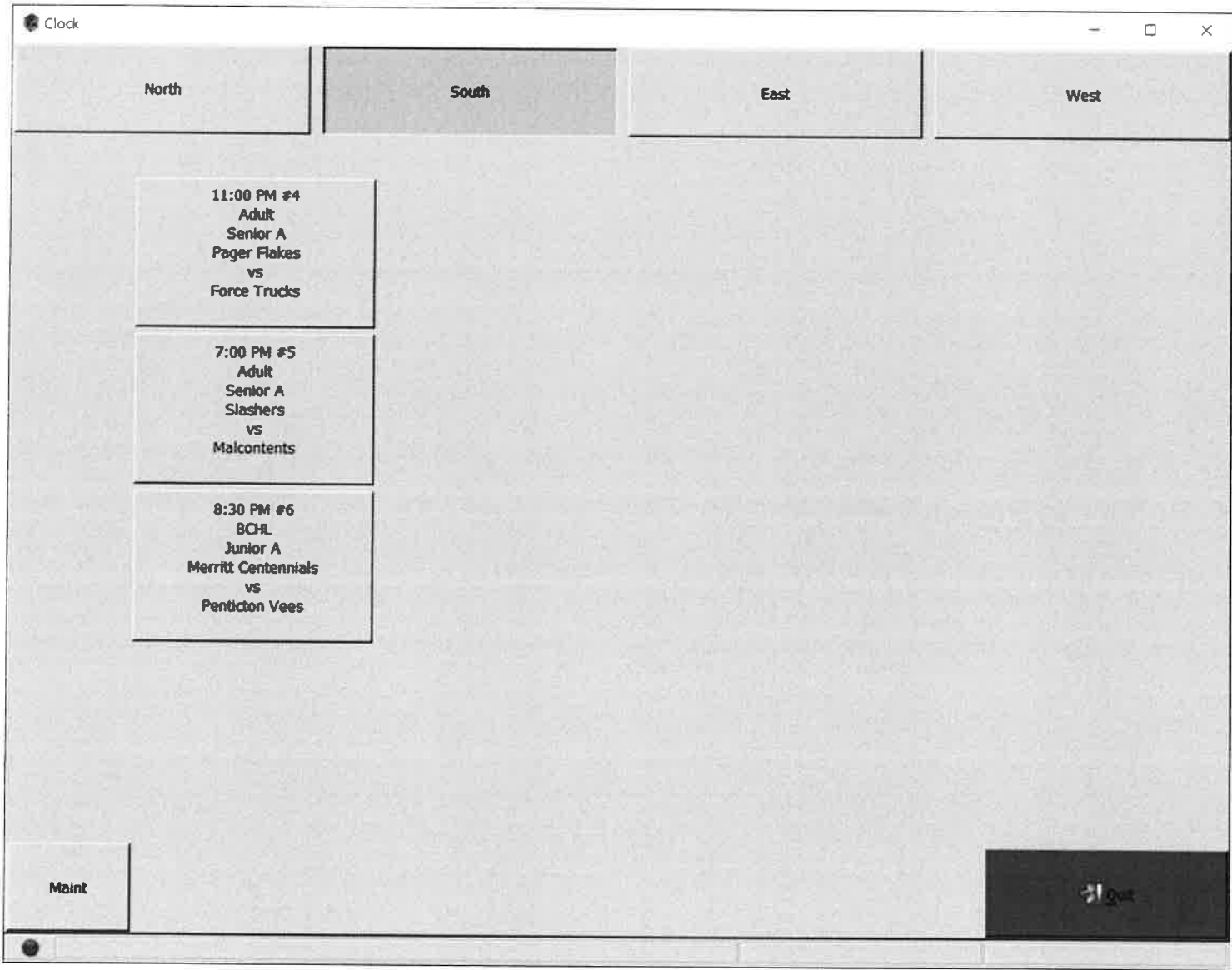
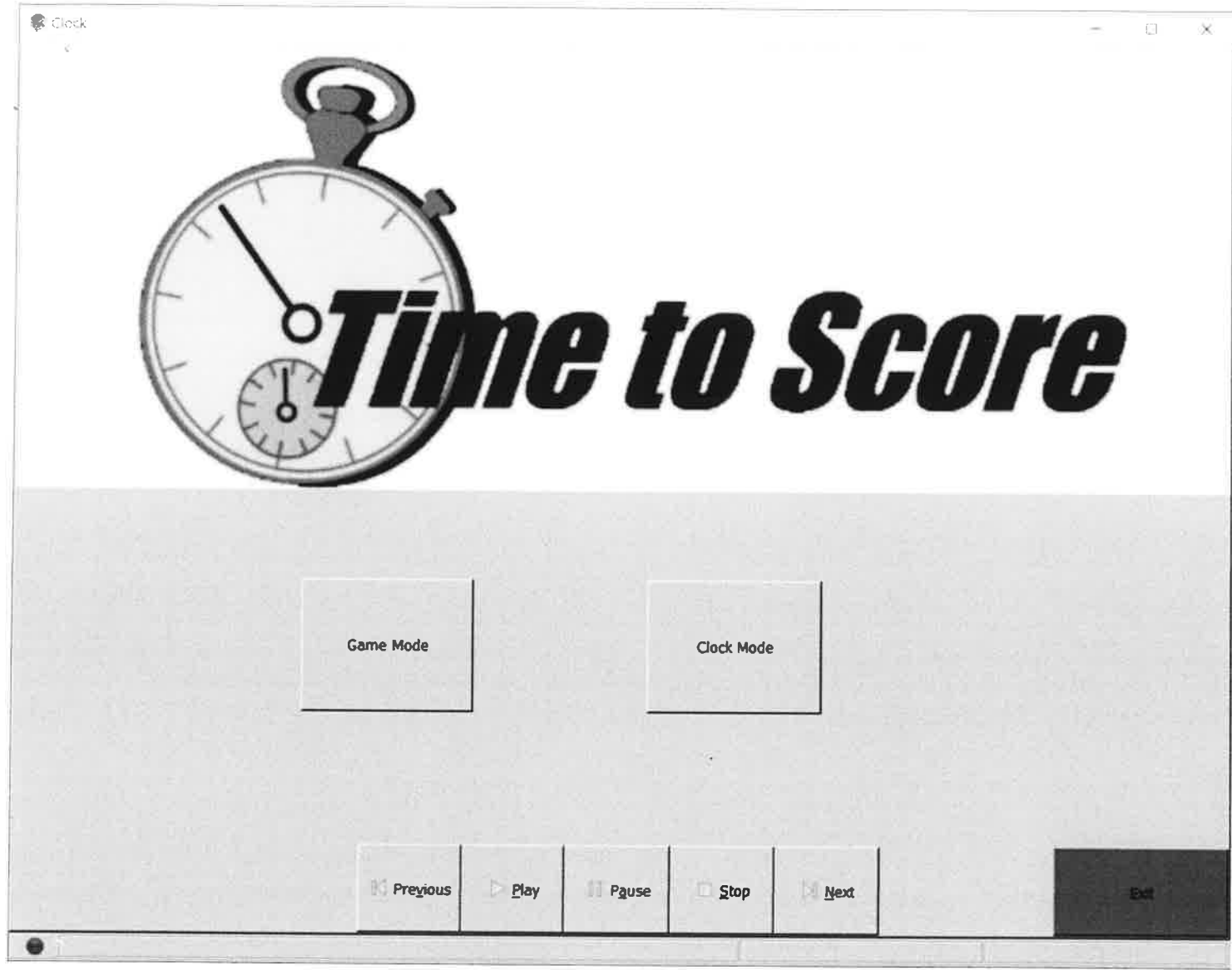


TIME TO SCORE - OPEN GAME

- 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



Main Screen

Clack

Player

Penalty

AWAY

20:00

HOME

Penalty

Player

Period

Shots on Goal

TOD Mode

Run

Ext

Away Penalty (2:00)

Away Penalty (5:00)

Away Goals +1

Disable Penalty Clocks

Home Goals +1

Home Penalty (2:00)

Home Penalty (5:00)

Away Shots +1

No Int Horn

1 Min Horn

90 Sec Horn

2 Min Horn

3 Min Horn

Home Shots +1

3:08PM

Horn

00:00

Clock Mode

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

Clock

Game #6

Edit Game

Music

Penticton Vees (0)

Merritt Centennials (0)

Away - Penticton Vees (0)

Home - Merritt Centennials (0)

Per	#	Infraction	Min	Off Ice	Start	End	On Ice	Remain	Note
-----	---	------------	-----	---------	-------	-----	--------	--------	------

Per	#	Infraction	Min	Off Ice	Start	End	On Ice	Remain	Note
-----	---	------------	-----	---------	-------	-----	--------	--------	------

Goal

0

20:00

0

Goal

Penalty

5

10/GM/EJ

Run

Penalty

5

10/GM/EJ

Save

0

0/0

No Goalie

Hold Update

No Goalie

Save

0

0/0

Time Out

00:00

Notes

Horn

Mute

3:12 PM

Time Out

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 #6	Edit Game	Music	Penticton Vees (0)	Merritt Centennials (0)
---------	-----------	-------	--------------------	-------------------------

Game Mode Tabs

Select one of the team tabs to check in players.

Game #6			Edit Game			Music			Penticton Vees (20/4)			Merritt Centennials (0)		
Players						Coaches								
0	Away Player0	G												
8	Away Player4	G												
16	Away Player8	G												
24	Away Player12	G												
32	Away Player16	G												
40	Away Player20	G												
2	Away Player1 (C)	G				4	Away Player2 (A)	G						
10	Away Player5	G				12	Away Player6	G						
18	Away Player9	G				20	Away Goalie10	G						
26	Away Goalie13	G				28	Away Player14	G						
34	Away Player17	G				36	Away Player18	G						
42	Away Player21	G				44	Away Player22	G						
6	Away Player3	G				14	Away Player7	G						
22	Away Player11	G				30	Away Player15	G						
38	Away Player19	G				46	Away Player23	G						

Unidentified Goalie	Unidentified Player	Add Sub Goalie	Add Unrostered Player	Check Out All Players	Flags
---------------------	---------------------	----------------	-----------------------	-----------------------	-------

## 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.

Message

×

Change player number for player Away Player5

10

7	8	9
4	5	6
1	2	3
Blank	0	
Cancel	Change Permanently	Change for Game

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.

Clock

Game #6


Edit Game

Music

Perticton Vees (20/4)

Merritt Centennials (20/4)

Away Goalie Change P4@0:00

Empty Net	Period 1	Period 2	Period 3	Total
20 Away Goalie10	0 Goals Against 9 Saves 9 Shots	0 Goals Against 7 Saves 7 Shots	1 Goals Against 12 Saves 13 Shots	1 Goals Against 28 Saves 29 Shots
26 Away Goalie13	0 Goals Against 0 Saves 0 Shots	0 Goals Against 0 Saves 0 Shots	1 Goals Against 19 Saves 20 Shots	1 Goals Against 19 Saves 20 Shots
 Cancel				

### Goalie Change and Goalie Statistics

## Next: Scoring the Game



## SCORING THE GAME

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### 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.

Clock

Game #6	Edit Game	Music	Penticton Vees (20/4)	Merritt Centennials (20/4)	Away Penalty
---------	-----------	-------	-----------------------	----------------------------	--------------

Select Infraction

Common					
Serious  Uncommon	Boarding	Body Check	Charging	Checking from Behind	Cross-Checking
	Delay of Game	Elbowing	Goalkeeper Interfear	Head Contact	High-Sticking
	Holding	Hooking	Interference	Kneeing	Roughing
	Slashing	Too Many Men	Tripping	Unsportmanlike	

Back
 Cancel
 OK
 Forward

Infraction screen

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

Clock

Game #6	Edit Game	Music	Penticton Vees (20/4)	Merritt Centennials (20/4)	Away Penalty
---------	-----------	-------	-----------------------	----------------------------	--------------

Select Penalty Type

Minor	Minor - canceled	Double Minor	Minor - Canceled + Minor	Major
Major + Injury (Game)	Minor + Misconduct	Minor Canceled + Misconduct	Major + Game Misconduct	Major + Ejection
Minor + Game Misconduct	Game Misconduct	Misconduct	Match	Penalty Shot
Awarded Goal	Ejection	Disqualification	Gross 1	Gross 2

Back
 Cancel
 OK
 Forward

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:

Away - Away Team (1)										Home - Home Team (1)									
Per	#	Infraction	Min	Off Ice	Start	End	On Ice	Remain	Note	Per	#	Infraction	Min	Off Ice	Start	End	On Ice	Remain	Note
1	8	Roughing	2	14:59.4	14:59	12:59	12:59 W	2:00	Started	1	18	Roughing	2	14:59.4	14:59	12:59	12:59 W	2:00	Started

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.

Away - Away Team (1)										Home - Home Team (1)									
Per	#	Infraction	Min	Off Ice	Start	End	On Ice	Remain	Note	Per	#	Infraction	Min	Off Ice	Start	End	On Ice	Remain	Note
1	8	Roughing	2	14:59.4	14:59	12:59	12:59 W	WHISTLE	expire	1	18	Roughing	2	14:59.4	14:59	12:59	12:59 W	WHISTLE	expire

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)										Home - Merritt Centennials (1)									
Per	#	Infraction	Min	Off Ice	Start	End	On Ice	Remain	Note	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	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.

Clock

Game #6

Edit Game

Music

Penticton Vees (20/4)

Merritt Centennials (20/4)

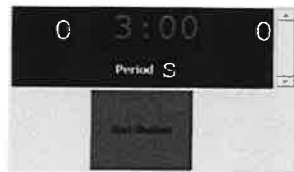
Home Penalty

Select Penalty Shot Info

0	Away Player0	4 A	Away Player2	16	Away Player8	28	Away Player14
HC X	Away Coach24	6	Away Player3	18	Away Player9	32	Away Player16
AC Y	Away Coach25	8	Away Player4	20 G	Away Goalie10	34	Away Player17
AC Y	Away Coach26	10	Away Player5	22	Away Player11	36	Away Player18
AC Y	Away Coach27	12	Away Player6	24	Away Player12	38	Away Player19
2 C	Away Player1	14	Away Player7	26 G	Away Goalie13	40	Away Player20
		Succeeded				Failed	
Back	Cancel			OK		Forward	

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**

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## FIXING ERRORS

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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

Clock

Game #6

Edit Game

Music

Penticton Vees (20/4)

Merritt Centennials (20/4)

Edit Away Goal

Insert Away Goal

Delete Away Goal

Delete Away Save

Edit Away Penalty

Insert Away Penalty

Delete Away Penalty

Insert Away Goalie Change

Delete Away Goalie Change

Away Forfeit

Run Time

Open Game Notes

Reinit Scoreboard

Flip Mode

Flip Scoreboard

Edit Home Goal

Insert Home Goal

Delete Home Goal

Delete Home Save

Edit Home Penalty

Insert Home Penalty

Delete Home Penalty

Insert Home Goalie Change

Delete Home Goalie Change

Home Forfeit

Edit Game

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

Next: Ending the Game



## ENDING THE GAME

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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.