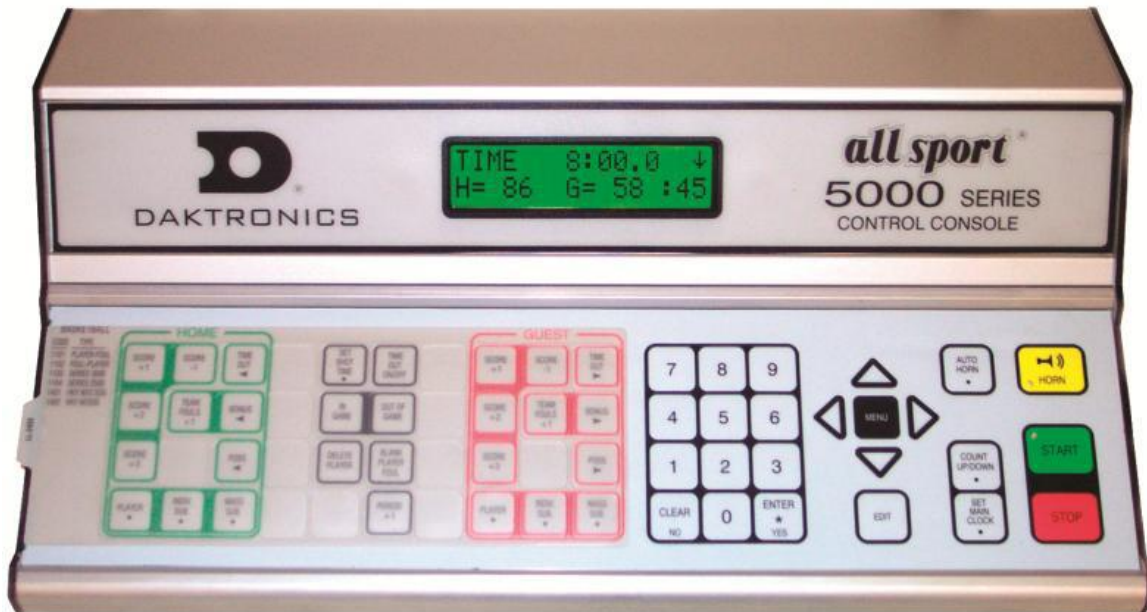



# SYHA TIME CLOCK OPERATION INSTRUCTIONS



## PRE-GAME



- Use buzzer  to notify refs and teams when Zamboni door is closed.
- When both teams have taken the ice, set the clock for a 4 minute pre-game

warm-up. Press , then enter 4000 on the number keypad, then press 

and then press .

- When there is 1 minute left, the referee will blow whistle for players to head for bench.
- After buzzer goes off, set clock to proper period length – see page 4 for level

specific period time lengths. Using a 12 minute period for this example,

press , then enter 12000 on the number keypad then press 

Make sure the proper time appears on the main scoreboard. You are now ready to start the game.


## GAME PLAY

- Referee will look at both goalies then the time keeper – you must acknowledge the referee with a nod so they can drop the puck to start the game.


- In general, press  to start the clock on a puck drop and press 

to stop the clock on a whistle.

## BETWEEN PERIODS


- Set time to 1 minute: press  , then enter 1000 on the number keypad. If there is a penalty (or penalties) on the clock, press “Disable Penalty Clocks”,


then press .


- Advance the period by pressing .
- When buzzer goes off, set the time to the proper period length (as stated in the PRE-GAME instructions above), press “Enable Penalty Clocks” if necessary, then wait for the referee to start the new period.

## SCORING

- When a goal has been scored, the referee will blow his/her whistle and

signal the goal. Stop clock, press .


- If the **HOME** team scored, press .



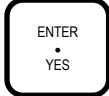

- If the **GUEST** team scored, press .



## PENALTIES

### Penalty occurs, one team only, minor infraction

- Stop clock, press .
- The referee will inform you as to the nature of the penalty and the number of the player and team who is being charged with the offense.

- To record a penalty committed by the **HOME** team, press ,
- by the **GUEST** team, press , then enter the player's jersey number on the number keypad and press . The timeclock automatically defaults to 2:00. [If other than a 2:00 penalty, enter duration of the penalty in minutes and seconds. To change it to 5:00 enter 500 on the number pad.] Press .
- The penalty should show on the scoreboard.

**Penalty occurs on players from both teams – offsetting or coincidental penalties**

- Do not put anything on the scoreboard.
- Notify penalty box attendants as to the time the penalty expires, usually in 2 minutes. Both players are released from the penalty box on the first stoppage of play after the 2 minutes have expired.
- Only score sheet has infraction and time of infraction recorded.

**Major penalty (ex. checking from behind)**

Often referred to as a “10 & 2” because an additional player from the penalized team must spend 2:00 (2 minutes) in the Penalty Box along with the penalized player. The major penalized player then spends an ADDITIONAL 10 minutes in the penalty box following the expiration of the 2:00 minute penalty for a total of 12 minutes in the penalty box.

Put 2:00 minute penalty on the scoreboard, for the HOME or GUEST team as noted above and treat as a minor penalty.

**What to do if you forgot to disable the penalty clocks between periods:**

Look at score sheet – it will have the time of the infraction.

Compute penalty time remaining.

When the buzzer goes off, set the time clock for the new period, then push the “Home” or “Guest” player penalty button, push ‘Enter’ twice, then manually enter the correct time. See Penalties section above.

**GAME FORMAT (2018-2019)**

- All games are 3 periods with stop time. However, in the event a team is winning by six or more goals, the third period will be running time until such time that the goal differential is less than six.
- One (1) minute rest time between periods.
- Game times and ice resurfacing are as follows:

Level	Minutes Per Period	Maximum Minutes Per Game	Resurface
Junior Gold A	15	90	After 2 <sup>nd</sup> period (or every other period if back-to-back games at same level)
Junior Gold B	15	90	After 2 <sup>nd</sup> period (or every other period if back-to-back games at same level)
Junior Gold 16U	15	90	After 2 <sup>nd</sup> period (or every other period if back-to-back games at same level)
Bantam AA	15	90	After 2 <sup>nd</sup> period (or every other period if back-to-back games at same level)
Bantam A	15	90	After 2 <sup>nd</sup> period (or every other period if back-to-back games at same level)
Bantam B1	15	75	After each game
Bantam B2	15	75	After each game
Bantam C	15	75	After each game
Peewee AA	15	75	After each game
Peewee A	15	75	After each game
Peewee B1	13	60	After each game
Peewee B2	13	60	After each game
Peewee C	13	60	After each game
Squirt A	12	60	After each game
Squirt B	12	60	After each game
Squirt C	12	60	After each game
19U	15	90	After 2 <sup>nd</sup> period (or every other period if back-to-back games at same level)
14U A	15	90	After 2 <sup>nd</sup> period (or every other period if back-to-back games at same level)
14U B	15	75	After each game
12U A	15	75	After each game
12U B	13	60	After each game
10U A	12	60	After each game
10U B	12	60	After each game

Source: District 6 Rule Book, Section 12.8.3a

