

Princeton Junior Tigers

Clock Guide & League Information

2026/2027



General Guidelines

- Arrive early - give yourself enough time to set up the clock and get organized.
- Bring paper and a pencil- sometimes things happen fast, and it's easier to write down times and numbers.
- Introduce yourself to the referee, let them know if you are new to the clock. Communication is key.
- The scoreboard displays and tracks the timers, but the referee determines:
 - Which penalties are coincidental
 - Which penalties expire after a goal
 - Which player returns to the ice
 - Any corrections to penalty times
- Take your time- if you get flustered, it gets harder.
- When in doubt, stop and ask the referee.

Understanding Penalty Assessments

Minor Penalty: Length is determined by the league; usually ends if the opposing team scores.

Double Minor: 2X minor penalty time. The penalty is served as two consecutive minor penalties. Typically called for fighting or intentional roughing. Because it operates as two back-to-back minors, the power play is not entirely wiped out if the opposing team scores. If the power play unit scores during the first 2 minutes, the first minor penalty expires, and the second 2-minute minor penalty immediately begins

Major Penalty: Length is determined by the league; the penalized team remains shorthanded for the full penalty regardless of how many goals are scored.

Misconduct: Length is determined by the league, but the team does not play shorthanded (unless accompanied by another penalty). Player serves the full amount of time.

Game Misconduct: Removes a player or team official for the remainder of the game and is assessed for serious or dangerous infractions as defined by USA Hockey. There is no penalty time or shorthanded play for the Game Misconduct itself, although an accompanying Minor or Major penalty may require the team to play shorthanded. Always record the Game Misconduct on the scoresheet/GameSheet exactly as reported by the referee. Only put penalty time on the game clock if there is an accompanying timed penalty that must be served.

Coincidental Penalty: Occurs when one player from each team is assessed the same type and duration of penalty at the same stoppage in play. Because the penalties are equal, they offset (coincide) rather than creating a power play. Players serving coincidental penalties do not automatically leave the penalty box when their two minutes expire. They serve the full two minutes in the penalty box. When the penalty time expires, they remain in the box until the next stoppage of play. The referee will let you know when to release the players. The reason is safety. If two players who were just penalized for roughing or fighting were released during live play, they might immediately re-engage or interfere with play.

Three or More Penalties on the Same Team: If three different players on the same team are assessed penalties at the exact same stoppage, USA Hockey does not allow all three penalty clocks to run simultaneously because the team cannot play 5-on-2. The team can only be reduced to three skaters.

Three penalties at once $\neq$ three players short, it means 3 players sitting in the box but only 2 players short on the ice, i.e. 5-on-3.



Ice Hockey Officials' Signals



Boarding
Strike the clenched fist of one hand into the open palm of the other hand directly in front of the chest.



Butt-Ending
A crossing motion of the forearms, one moving under the other.



Charging
Rotating clenched fists around one another in front of chest.



Checking (Women's Only)
The nonwhistle hand is placed on the shoulder and then moved out and to the side.



Clipping
Keep both skates on the ice when signaling, using right hand on the leg.



Contact to the Head
Extend arm above head and tap head with open palm.



Cross-Checking
A single forward and back motion with both fists clenched in front of the chest.



Delayed Calling of Penalty
Extend arm to upright position.



Delayed Offsides
Extend arm in the air and point to line with other arm.



Delay of Game
The nonwhistle hand, palm open, is placed across the chest and then fully extended directly in front of the body.



Elbowing
Tapping either elbow with the opposite hand.



Fighting/Punching
A double "punching" motion with fist clenched, fully extended in front of the body.



Roughing
Fist clenched, fully extending arm from the side.



Goal Scored
Point at the net with the nonwhistle hand, palm open.



Grasping the Face Mask
A single or double motion as if grasping a face mask and pulling it down.



Hand Pass
The nonwhistle hand (open hand) and arm are placed straight down alongside the body and swung forward and up once in an underhand motion.



High-Sticking
Holding both fists, clenched, one a short space immediately above the other to the side of the head.



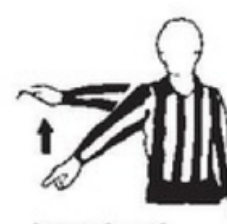
Hitting From Behind
Arm placed behind the back, elbow bent, forearm parallel to the ice surface.



Holding
Clasp wrist of whistle hand with the other hand well in front of the chest.



Holding the Stick
Clasp wrist of whistle hand with the other hand well in front of the chest. Next, hold both fists, clenched, one a short space in front of the other at waist height.



Intentional Offside
After blowing whistle for offside, point toward offending team's special spot with nonwhistle hand.



Interference
Crossed arms with fists clenched stationary in front of chest.



Hooking
A series of tugging motions with both arms, as if pulling something toward the stomach.



Icing

The back official signals the icing situation by fully extending his free arm (without whistle) at a 65° angle.
The front official shall indicate the icing is completed by extending his free arm over his head, up straight, and blowing his whistle.
The back official then will move to the faceoff spot and cross arms to indicate the icing.



Timeout/Unsportsmanlike Conduct
Using both hands to form a "T" in front of the chest.



Tripping
Keep both skates on the ice when signaling, using right hand on the leg.



"Wash-out"
Both arms swung shoulder height, not waist height.



Kneeing
A single slapping of the right palm to the left knee, keeping both skate blades on the ice.



Misconduct
Hands should be moved once from sides down to hips. Thus, point to player first, hands to hips second.



Obstruction
Hands in the middle of the body in the shape of an "O". Additional infraction following obstruction.



Penalty Shot
Arms crossed (fists clenched) above the head.



Spearing
A single jabbing motion with both hands together, thrust forward in front of the chest, then dropping hands to the side.



Slashing
One slap with the nonwhistle hand across the straightened forearm of the other hand.

Princeton Day School

Nevco Model s/b 871

Before the Game & Intermissions:

Turn on the clock. The switch is on the right side of the device. Follow the prompts.

Startup Prompt	Answer
Use Wireless?	YES
Start where you left off?	NO
Mode	871
Use Shot Clock?	YES
Penalty Time Outs?	NO

Time Format: 00:00:0

Set the Clock: SET → TIME → Enter time (00:00:0) → YES → Period → Enter period number 1, 2, or 3.

****Set the appropriate time on the clock for warm-up or breaks between periods****

During the Game:

Action	Buttons
Start Clock	TIME ON/Use Manual Switch
Stop Clock	TIME OFF/Use Manual Swicth
Home Goal	HOME GOAL → +1
Guest Goal	GUEST GOAL → +1
Correct Score	SET → HOME/GUEST GOAL → Enter Correct Score
Set Penalty	SET → HOME/GUEST PENALTY → Time (00:00:0) → YES → Player #
Clear Penalty	HOME/GUEST PENALTY → PENALTY CLEAR → YES
Manual Horn	Press and hold HORN

CORRECTIONS & ADVANCED PENALTY SETTINGS

Common Corrections

Wrong Time:

SET → TIME → Enter Correct Time → YES

Wrong Score:

SET → HOME/GUEST SCORE → Enter Correct Score

Wrong Player Number for a Penalty

HOME PENALTY or AWAY PENALTY → PENALTY CLEAR → YES

Clear the penalty and enter it again with the correct player number.

Then re-enter the penalty:

SET → HOME PENALTY or AWAY PENALTY → Enter penalty time → YES → Enter correct player #

Wrong Score:

SET → HOME/GUEST SCORE → Enter Correct Score

Advanced Penalty Settings:

Two Penalties on the Same Team:

Enter the first penalty: SET → HOME/GUEST PENALTY → Time (00:00:0) → YES → Player #

Then enter the second penalty: SET → HOME/GUEST PENALTY → Time (00:00:0) → YES → Player #

Player numbers must be entered with the player number. The player number must have two numbers, eg. #3=03.

Three or More Penalties on the Same Team:

Enter each penalty exactly as reported by the referee. The Nevco 871 automatically stores additional penalties. Only two penalties can be displayed at one time.

As one penalty expires, the next stored penalty will automatically appear on the scoreboard.

Enter the First Penalty SET → HOME PENALTY → Enter Penalty Time (00:00:0) → YES → Enter Player Number

Enter the Second Penalty SET → HOME PENALTY → Enter Penalty Time (00:00:0) → YES → Enter Player Number

Enter the Third Penalty SET → HOME PENALTY → Enter Penalty Time (00:00:0) → YES → Enter Player Number

The third penalty will be stored in the queue and then show it on the scoreboard after one of the other penalties expires. This penalty will not count down on the scoreboard until it appears. It is effectively a delayed penalty.

Canceling a Stored Penalty:

Press HOME PENALTY/AWAY PENALTY repeatedly. Each press cycle goes through every active team penalty in order, including queued penalties. Once the desired penalty is displayed on the controller screen, you can:

PENALTY EDIT – Change the remaining time

PENALTY CLEAR – Remove that penalty

PENALTY INSERT – Insert a new penalty ahead of the currently displayed one

Coincidental Minors:

Enter BOTH penalties separately. Both timers count down independently.

Enter both penalties normally.

Home: SET→ HOME PENALTY→ Enter Penalty Time 00:00:0→ YES→ Player Number

Away: SET→ AWAY PENALTY→ Enter Penalty Time 00:00:0→ YES→ Player Number

Multiple Coincidental Minors:

Simply enter all four penalties exactly as reported by the referee. The controller keeps each penalty separate and counts them independently.

Console Diagram

Model Code 871
Hockey

Alternate Time Control	Horn	Misc. Shot Time		Set
		Penalty Insert	Penalty Edit	Time
	Penalty On Off	Penalty Clear		
	Time On	Home Goal	Home Penalty	Home Shots
	Time Off	Guest Goal	Guest Penalty	Guest Shots

Time Out Timer

Start	Clear	Options	Yes	Confirm
[Display]	[Display]	[Display]	[Display]	
7	8	9	No	Cancel
[Display]	[Display]	[Display]	[Display]	
4	5	6	Chronometer (Time of Day)	
[Display]	[Display]	[Display]	[Display]	
1	2	3	Home Score	
[Display]	[Display]	[Display]	[Display]	
	Blank	0	Guest Score	
[Display]	[Display]	[Display]	[Display]	

Notes:

LAWRENCEVILLE

Daktronics AllSport 5000 Series

Before the Game & Intermissions:

Turn on the clock.

Prompt	Answer
Resume Game?	NO / CLEAR
Code	4402
Radio Settings	ENTER/YES

Set Team Names:

Use the keyboard beneath the overlay to type team names.

MENU → Arrow Down → Select HOME or GUEST TEAM → Type team name → ENTER/YES

Set the Game Clock:

Press SET MAIN CLOCK → Enter Period Length (00:00:00 Format) → ENTER/YES

Set the Period:

Press PERIOD + 1

On the console everything pertaining to the "HOME" team is under the green box.

The "AWAY" team is in red box.

During the Game:

Action	Buttons
Start Clock	Start
Stop Clock	Stop
Home Goal	HOME → +1
Guest Goal	GUEST → +1
Shots on Goal	HOME/GUEST → +1/-1
Correct Score	HOME/GUEST → SCORE → +1 or -1
Set Penalty	HOME/GUEST PENALTY → PLAYER PENALTY → Enter Player # → ENTER/YES → Enter Time (00:00:0)
Clear Penalty	HOME/GUEST PENALTY → CLEAR ALL PENALTIES → ENTER/YES
Manual Horn	Press and hold HORN



Do not use MENU → NEW GAME once the game has started—it resets the scoreboard.

Corrections & Advanced Penalty Settings

Common Corrections

Wrong Time:

SET MAIN CLOCK: Enter correct time → ENTER/YES

Wrong Player Number:

Clear the penalty. Re-enter the penalty with the correct player number.

To Clear: HOME PENALTY or AWAY PENALTY → PENALTY CLEAR → ENTER/YES

To Add: HOME/GUEST PENALTY → PLAYER PENALTY → PLAYER NUMBER YES → ENTER TIME (00:00:0)

Cleaning Stored Penalties/Multiple Penalties

PLAYER PENALTY key for the respective Home or Guest team cluster → Press down arrow until you find the penalty/player number to clear → CLEAR → ENTER/YES

Advanced Penalty Settings

Multiple Penalties:

Enter each penalty separately. The scoreboard tracks each timer independently. After one expires, the next penalty in the queue will appear.

Two Penalties on the Same Team:

Enter each penalty separately. The scoreboard tracks each timer independently. After one expires, the next penalty in the queue will appear.

Enter the first penalty: HOME/AWAY PLAYER PENALTY → Enter Player # → ENTER/YES → Enter Time → ENTER/YES

Then enter the second penalty: HOME/AWAY PLAYER PENALTY → Enter Player # → ENTER/YES → Enter Time → ENTER/YES

Three or More Penalties on the Same Team:

Enter it using the same procedure as above

The controller automatically manages multiple active penalties and displays the next penalty as space becomes available. Only two penalties can be displayed at one time. The third will appear when one of the first two expires. The clock will not start counting down until the first two penalties expire.

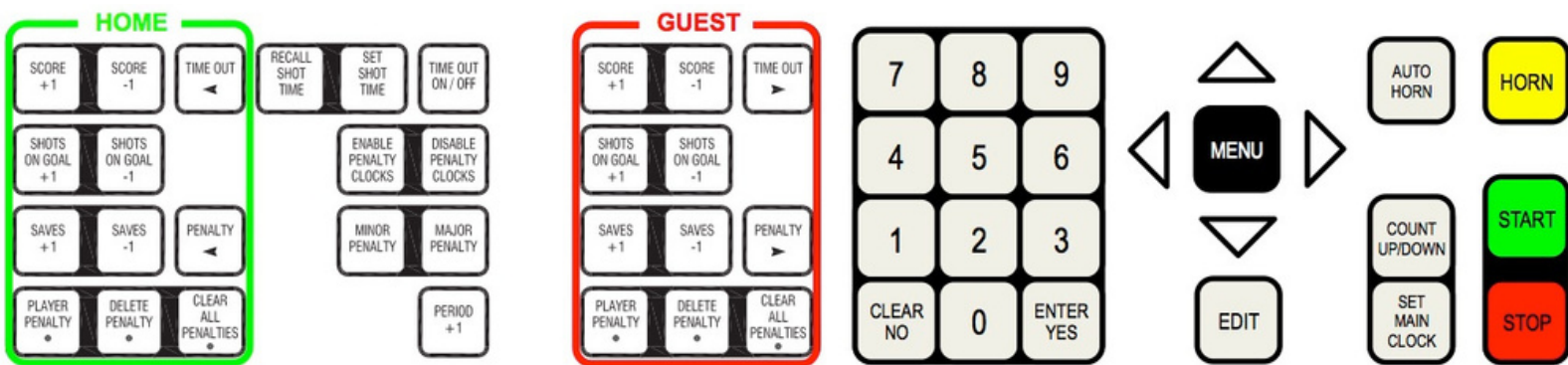
Coincidental Penalties:

Enter both teams normally. The referee will let you know when to release player from the penalty box.

Home: HOME/AWAY PLAYER PENALTY → Enter Player # → ENTER/YES → Enter Time → ENTER/YES

Guest: GUEST/PLAYER PENALTY → Enter Player # → ENTER/YES → Enter Time → ENTER/YES

Console Diagram



Notes:

Hobey Baker Rink

FAIR-PLAY by Translux

Before the Game & During Intermissions:

Make sure the time is out, and the clock is stopped.

Turn the clock on if it is off. The switch is on the back left side of the device.

SHIFT + NEW GAME Confirm by pressing Y

Set Team Names:

SHIFT + V.T.N (Visiting Team Name) OR (H.T.N)→ Use arrow keys (4 & 6 keys) to move the cursor to select a letter → NEXT→ Select additional letters→ ENTER

The team name buttons are the small green secondary labels beneath the HOME SCORE/VISITOR SCORE buttons- V.T.N/H.T.N. Hold Shift and press V.TN./H.T.N, and the top line of the controller's display will show the first 16 letters of the alphabet (A B C D E F G H I J K L M N O P) with a cursor underneath. Use the arrow keys (4/6) to move the cursor to select a letter

Set Clock:

CLOCK SET→ Enter time (00:00)→ ENTER

Set Period:

PERIOD→ Enter Period # → ENTER

During the Game:

Action	Buttons
Start Clock	Start switch
Stop Clock	Stop switch
Home Goal	HOME SCORE → Enter # of goals (or +1)→ ENTER
Visitor Goal	VISITOR SCORE→ Enter # of goals (or +1) → ENTER
Shots on Goal	HOME S.O.G./VISITOR S.O.G to add one shot
Correct Score	HOME SCORE/VISITOR SCORE → Enter Correct Score → ENTER
Set Penalty	HOME PENALTY/VISITOR PENALTY → Press +1 (this defaults penalty to 2.00 minutes)→ Enter Player # → ENTER then to override the 2:00min penalty: HOME PENALTY/VISITOR PENALTY→ Enter Player # → ENTER→ Enter penalty time (00:00)→ ENTER
Clear Penalty	HOME PENALTY/VISITOR PENALTY→ Enter Player #→ ENTER→ ENTER
Manual Horn	Press & hold HORN

Corrections & Advanced Penalty Settings

Common Corrections

Wrong Time:

Stop the clock (if it is running).

CLOCK SET → Enter the correct time (00:00) → ENTER

Wrong Player Number:

Leave it. You risk losing the penalty. Make sure the correct player number is entered on GameSheets.

Advanced Penalty Settings

Multiple Penalties:

Enter each penalty separately. The scoreboard tracks each timer independently. The Fairplay only runs two penalties at a time.

On this FairPlay model, you have to use the preset times AND THEN enter the penalty time for your league.

HOME PENALTY/VISITOR PENALTY → Press +1 (this defaults penalty to 2.00 minutes) → Enter Player # (keep note of player number in case needed to clear penalty) → ENTER

AND THEN

HOME PENALTY/VISITOR PENALTY → Enter Player # (keep note of player number in case needed to clear penalty) → ENTER → Enter penalty time (00:00) → ENTER

 Keep track of player numbers. Write them down as the the referee says them to you.

Two or More Penalties on the Same Team:

The Fairplay only runs two penalties at a time. After one expires, the next penalty in the queue will appear. The controller automatically manages multiple active penalties and displays the next penalty as space becomes available.

The Fairplay will store the third penalty in the queue and then show it on the scoreboard after one of the other penalties expires. This penalty will not count down on the scoreboard until it appears. It is effectively a delayed penalty.

If three different players on the same team are assessed penalties at the exact same stoppage, USA Hockey does not allow all three penalty clocks to run simultaneously because the team cannot play 5-on-2. The team can only be reduced to three skaters.

Three penalties at once ≠ three players short

3 players sitting in the box but only 2 players short on the ice → 5-on-3

Coincidental Penalties:

Enter both teams normally. The referee will let you know when to release the players from the penalty box.

Console Diagram



Notes:

League Information



New Jersey Youth Hockey League

	8U & Below	10U	12U	14U	16U & 18U
Warm-Up	3m	3m	3m	3m	3m
Period Length	15 (running clock)	15m	15m	16m	17m
Rest btw Periods	1m	1m	1m	1m	1m
Minor Penalty		1m 30s	1m 30s	1m 30s	2m
Major Penalty		4m	4m	4m	5m
Misconduct		8m	8m	8m	10m

Misconduct Penalties are not posted on game clock

Running Clock:

- Running time is required after two periods when there is a 6-goal differential
- If the goal differential is reduced to five (5) or fewer goals, stop time will resume
- At the end of the 2nd period or at any time during the 3rd period, if there is a 10-goal advantage, the game ends

Overtime:

- One three-minute 3v3 sudden death overtime
- Teams take a one-minute rest and do not switch ends. This OT format is recommended for non-league games

Deleware Valley Hockey League



	10U	12U	13P	14U	16U & 19U
Warm-Up	4m	4m	4m	4m	4m
Period Length	15m	15m	16m	16m	17m
Rest btw Periods	1m	1m	1m	1m	1m
Minor Penalty	1m 30s	1m 30s	1m 30s	1m 30s	2m
Major Penalty	4m	4m	4m	4m	5m
Misconduct	8m	8m	8m	8m	10m

Running Clock:

- Running time is required if there is a 6 goal differential going into or during the 3rd period
- If the lead is reduced to four (4) goals or fewer, the game will revert to stop time.
- Stop the clock for assessed penalties
- At the 16U & 18U Level only: If a 10-goal difference is achieved, the game will end

Overtime:

- There will be a thirty-second (30) intermission at the end of the third period
- Goaltenders do not change ends at the start of overtime
- Three (3) minutes stop time period, 3 vs 3 format
- All rules pertaining to penalties, including length and stacking, apply
- Any unexpired penalty incurred in the third period will carry over into the overtime period
- Any unexpired penalty incurred in the third period will carry over into the overtime period, with play starting as a five (4) on four (3) for all other levels. First whistle after the expiration of the penalty play resumes the overtime format. If a penalty is assessed in the three (3) on three (3) overtime period, play shall resume as a four (4) on three (3)
- If a tie remains at the end of overtime, the game ends in a tie

****NOTE For B American****

No player may score more than three (3) goals in a single game. Any player who violates this rule will receive a 2-minute minor for unsportsmanlike conduct, and the goal will not count.

Mid-Atlantic Women's Hockey Association



	8U & Below	10U	12U	14U	16U & 19U
Warm-Up	5m	5m	5m	5m	5m
Period Length	12m	12m	15m	16m	17m
Rest btw	2m	2m	2m	2m	2m
Minor Penalty		1m	1m 30s	1m 30s	2m
Major Penalty		3m	4m	4m	5m
Misconduct		6m	8m	8m	10m

Running Clock:

- No mercy rule

Overtime:

- No overtime

Mid-Atlantic Hockey Alliance



	10U	12U	14U	16U & 18U
Warm-Up	3m	3m	3m	3m
Period Length	15m	15m	16m	17m
Rest btw	1m	1m	1m	1m
Minor Penalty	1m 30s	1m 30s	1m 30s	2m
Major Penalty	4m	4m	4m	5m
Misconduct	8m	8m	8m	10m

Running Clock:

- 6 goal differentials up to and including the 2nd period
- If the differential is reduced to 5, stop time resumes
- If a 10-goal differential is reached, the game will end (2 periods must be completed). -
-If two periods are not completed, the running clock will stay until the end of the second period, after which the game will end

Overtime:

- All games tied (12U and above) at the end of regulation will go to a 3v3 overtime
- 3-minute stop clock
- Teams will defend the same net that is defended in periods (1 & 3)
- If the game is tied after the 3-minute overtime, the game will end in a tie
- NO Timeout in (regular season play) OT

Elite Junior Prospects League



	10U	12U	14U	16U & 19U
Warm-Up	3m	3m	3m	5m
Period Length	15m	15m	15m	2X 25m halves
Rest btw.	1m	1m	1m	Ice Cut btw. Periods
Minor Penalty	1m 30s	1m 30s	1m 30s	2m
Major Penalty	4m	4m	4m	5m
Misconduct	8m	8m	8m	10m

****MISCONDUCT PENALTIES ARE NOT POSTED ON THE GAME CLOCK****

Running Clock:

- No mercy rule; however, if both teams agree to run the clock in the third period, it is OK

Overtime:

- One 5 minute 3V3 overtime
- Penalties carry over