

## How to Run the Nevco Arena Clock

### Period/Time

- a. "Set"
- b. "Time"
- c. "XX:00" (15 minutes entered as 1\_5\_:\_0\_0)
- d. "Yes"
- e. "X" Period # ("1", "2" or "3") do not use "Set \_ Period"
- f. "Yes"

Note: there should be a timed 3 minute warm-up before the game starts.

### Goals

1. Home Team Goal (Guest Team) – Manually set
  - a. "Set"
  - b. "Home score" ("Guest Score")
  - c. "X" (numerical score; "0", "1", "2", etc.)
  - d. "Yes"
2. Home Team Goal (Guest Team) – adding a goal after each one is scored
  - a. "Set" "Home Score" "0" (beginning of game)
  - b. After each goal press "Home Score" ("Guest Score"), the current score will be shown followed by a + sign
  - c. Press "1" to add one goal

Note: method #2 is handy if the score goes above 10 goals since you can't set double digit scores using method 1).

### Penalty for Home Team (Guest Team)

- a. "Set"
- b. "Home Penalty" ("Guest Penalty")
- c. "X:00" (2 minutes entered as 2\_:\_0\_0)
- d. "Yes"
- e. "XX" (2 digit player number must be entered; eg. 0\_5 or 4\_6) Player number does not have to be accurate as this is not recorded

### Remove Home Penalty from Clock

- a. Press "Home Penalty" (or "Guest Penalty") until you see the penalty you want to clear
- b. "Penalty Clear"
- c. "Yes"

Note: if the team serving 2 penalties is scored on (ie. 5on3), the penalty that has the least amount of time remaining is cleared and that player returns to the ice. If both penalties occurred at the same stoppage of play (same amount of time remaining for both penalties), then the penalty that was entered first is cleared and that player returns to the ice. If a goal is scored during a 4on4 or 3on3, no player returns to the ice, as neither team is playing short-handed.

### Editing Home Penalty (changing a 2 minute penalty to 5 minutes)

- a. "Home Penalty" (or "Guest Penalty") until you see the penalty you want to edit.
- b. "Penalty Edit"
- c. "5:00" (entered as 5\_:\_0\_0)
- d. "Yes"

## Game Sheet

**Penalties** Each team's penalties section includes the headings *Per.*, *No.*, *Serv.*, *Offence*, *Min.*, *Off.*, *Start*, and *On*. All of these sections should be filled in by the scorekeeper.

- *Per.* refers to the period in which the penalty occurred.
- *No.* refers to the jersey number of the player that received the penalty
- *Serv.* refers to the jersey number of the player that served the penalty in the penalty box
- *Offence* refers to why the player received the penalty. Use abbreviations below.
- *Min.* refers to the number of minutes that the penalty is for.
- *Off* refers to the time on the score clock that the player got off the ice for the penalty
- *Start* refers to the time on the score clock that the time for the penalty started
- *On* refers to the time on the score clock that the player was allowed to go back on the ice after the penalty. This section should not be filled in by the scorekeeper until after the player is back on the ice as the player may not have to serve the entire length of their penalty if the other team scores a goal.

Because there is a limited amount of space on a game sheet to write in the type of offence for a penalty, scorekeepers should use the abbreviated form for each type of penalty. Using abbreviations will also come in handy if the referee is providing the scorekeeper with information about several penalties all at once. The following are the abbreviations for each penalty in hockey:

<b>Penalty Abbreviations</b>	<b>ABR.</b>	<b>Penalty</b>	<b>ABR.</b>
Aggressor	AG	Gross Misconduct	GRM
Body Checking	BC	Hooking	HK
Boarding	BDG	Holding	HO
Bench Minor	BM	Handling Puck	HP
Broken Stick	BRS	High Sticking	HS
Butt Ending	BUTT	Instigator	INS
Cross Checking	CC	Interference	INT
Checking from behind	CFB	Interference/Protection of Goalie	INTGT
Charging	CHG	Kneeing	KNE
Checking to the head	CTH	Leaving Players Bench	LPB
Dangerous/ Illegal Equipment	DE/EI	Match Penalty	MP
Delay of Game	DG	Roughing After the Whistle	RAW
Elbowing	ELB	Roughing	RO
Fighting	FT	Slashing	SL
Face Masking	FMSK	Spearing	SP
Falling on Puck	FOP	Too Many Players	TMM
Game Ejection	GE	Tripping	TR
Game Misconduct	GM	Throwing Stick	TS
Goalie Leaving Crease	GLC	Unsportsmanlike Conduct	USC