**Time Clock**

**10U -> 12 minute periods 10U Penalty Time = 1:30**

**12U -> 15 minute periods 12U Penalty Time = 1:30**

**14U -> 15 minute periods 14U Penalty Time = 2:00**

**Typical Game Warm up time is 3 Minutes**

**Note – Anytime you are changing a “clock” function (penalty/time etc) the Clock must be in STOP position**

* **Power button**
* **Make sure scores are set to 0**
* **If they aren’t, then push Home Score 0 -> enter, Visitor Score 0 -> enter  
  Push Game Time 15 or 12 -> Enter**
* **Time up/Down - Make sure it says ‘Down’  
  When refs are ready, push ‘Run’ button  
  Every time whistle is blown, push ‘Stop’ button or when a goal is scored**
* **To change period, (if needed), push ‘Period’, enter period # -> enter**
* **To change score, push ‘Home Score’ or ‘Visitor Score’ , then score # then push enter**
  + **You can also hit the ‘Home Score’ or ‘Visitor Score’ and then +1 button**
* **Penalties  
  Push ‘Home Penalty’ or ‘Visitor Penalty’ then jersey # ‘Enter’ , then time length of penalty, 1 -> enter, 30 -> enter**
* **If you need to clear a penalty (ex: opposing team scores), then push ‘Home Penalty’ or ‘Visitor Penalty’, push ‘0’ (or Clear) -> enter through time so time is all zeros**
  + **If you need to toggle through penalty lines, push ‘Home Penalty’ or ‘Visitor Penalty’**
* **If there is a goal differential in the game (example: 8 – 1). You still stop incrementing goals. You will also run the clock (not stop at any time). Once the score is within 6 goals between each team, actual score needs to be represented on the clock (may need to inquire with score keeper to get this number)**

