



Game Clock Instructions for Warrior Bowl Press Box Scoreboard

NOTE: It is a good idea to use walkie-talkies or exchange cell phone numbers with the scoring table since this is your only way to communicate with them or the referees if there are any time or scoring issues during the game.

Time Information

- 12:00 Quarters for D1 and D2 Games, 10:00 Quarters for JV Games
- Half time = 10:00 for all games (please time this as well)

Game Set-up Preparation

- 1) Press 1, 2, 0, 0 (12:00 minutes) on the blue keys (10:00 for JV games)
- 2) Press the red "**CLOCK SET**" button to have the time displayed on the Scoreboard
- 3) Press the red "**CLOCK UP/DOWN**" button to set the clock to count down mode. (The 2nd from the top LED light labeled "**DOWN**" should be illuminated. If the top "**UP**" LED is lit, press the red "Clock Up/Down" button again).
- 4) Press the red "**Auto Horn**" button to ensure that the red LED next to it labeled "**ON**" is illuminated. (This will sound the horn/buzzer when time has expired)
- 5) Ensure the Quarter on the score board displays "**1**" for the start of the game. The quarter can be advanced at any time by pressing the "**QTR**" maroon touch button in the top left corner of the center white keypad area. This will change in round robin fashion (1, 2, 3, 4, 1, 2, 3, 4, ...) as you press the key multiple times. **PLEASE NOTE:** When you reset the time for a quarter (Steps 1 & 2), the Quarter number may advance automatically about 5 seconds after you press the "Clock Set" button to reset the time. Please double check the Quarter is displayed correctly. If not, press the "QTR" to correct it.



About 10-15 minutes prior to the starting time of the game, please enter the appropriate time until the scheduled game starting time on the scoreboard (steps 1 & 2 above) and start the clock. This will give both the referees and the teams an indication of when the game will start. Once the time has expired, quickly reset the clock to either 12 or 10 minutes to prepare for the start of the game. (remember to check you are on quarter 1)

Scoring:

- 6) Incrementing a score is simply done by pressing either the red "**HOME**" or red "**VISITOR**" button. The score will increment up by 1 on each button press.

WARNING: Do not credit the team with a goal until the referees have raised their hands indicating a score. Many times a ball is stuck in the side of the net and did not actually go in.

- 7) **RESETTING THE SCORE:** If you have made an error in scoring, you can not increment the score down (backwards). You must reset the score and increment it back up from 0 to the desired number.

To Reset the score, press "**RESET**", "**FUNCTION**", and then either the red **HOME** or **VISITOR** button for which ever team you want to reset. The score will now clear and you can press the **HOME** or **VISITOR** red button to increment the score back up to the desired value.

HINT: You may wish to keep a tally of the score on paper to ensure you have the proper score.

Timing during the game:

- 8) The game clock is started by simply pushing the toggle switch up (and releasing) to start the clock. Pushing the toggle switch up again will stop the clock. You will hear an audible beep any time you push the switch upwards. The key to timing is to listen for the referee's whistles. The clock is started on Face-offs at the beginning of every quarter or after a goal. It is also started after play has stopped due to out-of-bounds or penalties. Stop the clock when the referee blows his whistle when a ball or player goes out-of-bounds, a penalty, or a goal. AGAIN, don't be the judge, listen for the whistle!

WARNING: At times, the clock does not start or stop after you have pressed the toggle switch upward (despite the beep). Once you have either started or stopped the time, it is a good idea to glance at the scoreboard to verify the clock is operating properly.

