

AHF GAME CLOCK/SCOREBOARD CHEAT SHEET



The AHF welcomes you to the 2021-2022 game clock cheat sheet. This booklet serves as your go-to guide for any AHF rink that will be providing us with clocks to use. Rink staff will be on site to help troubleshoot any issues, but this overview should provide you with the tools and information necessary to successfully complete an AHF game.

[Spreadsheet here of rinks and clocks](#)

There are four main clocks that we will be using throughout the season. For additional information, we asked the rinks to provide us with any oddities that are specific to their clock and scoreboard. Any additional information or specific instructions can be found by clicking on the hyperlink of the rink itself.

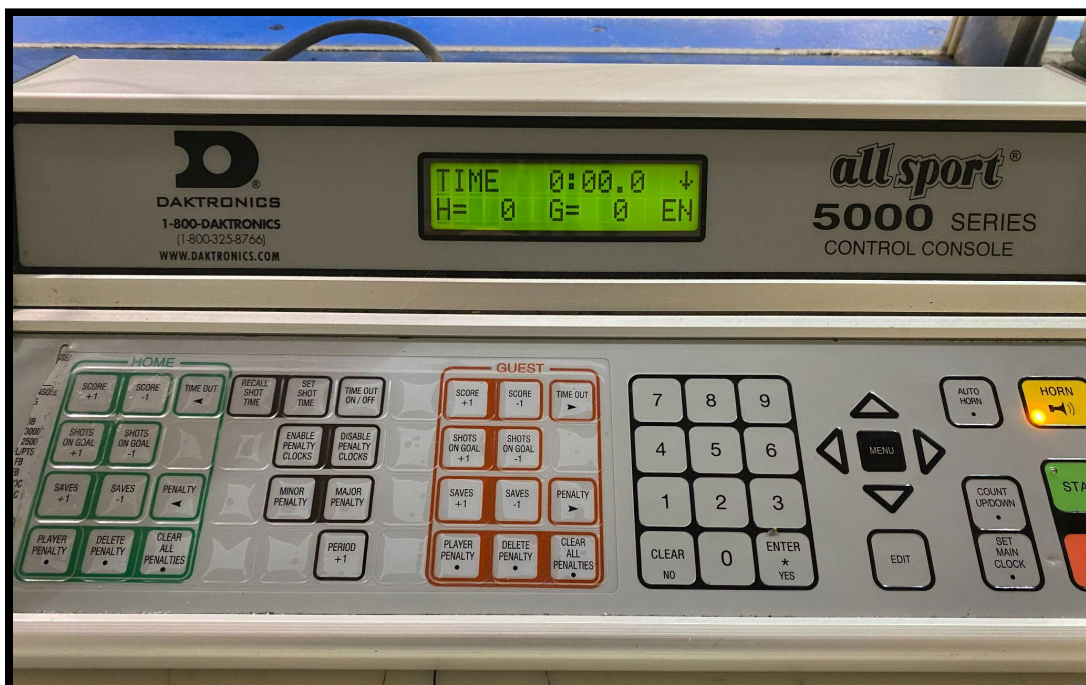
We highly recommend arriving 30 minutes prior to puck drop to test out any issues we may have.

Daktronics- 5000 All Sport Series

Sportscare Arena Ice, Hollydell Ice Arena, Ice Vault, Igloo, NE Skate Zone, Revolution Ice Gardens, York Ice Arena, Ice Line, Pennsauken SZ

Scoreboard Operation:

1. Make sure white cord is plugged in
2. Enter Code: 4402 (unless at Pennsauken SZ, 063)
3. To Set Time: Press "Set Main Clock" Enter Minutes Desired Press Enter
4. To Set Penalty: Press "Player Penalty"
Press Enter to input players number
Press Enter (Note: 2 minutes will automatically show on the board unless you denote a different penalty time) then press enter
5. To Erase Penalty Time: Press "Delete Penalty" Press Enter
6. To Set Period: Press "Period +1"
7. Shutdown process for the Daktronic Machine is just to switch off the panel with the switch on the back of the machine. All other controls are self explanatory on the control panels themselves.



Nevco MPC

Grundy Ice Arena, [Ice Land Skating Center](#), Jersey Shore, [Skylands](#), Twin Ponds East, Rockville Ice

Setting Time

To set the time, press the [SET] button, then the [TIME] button. Enter the needed time using the numeric keypad, remembering that as you enter, the space will fill in right to left. This means if you are trying to enter 3 minutes, enter [0], [3], [0], [0], followed by [YES].

1/10 of a Second

1/10 of a second will automatically be turned on. If you need to set the time to 1/10 of a second accuracy, add an extra digit with the .1 number to the SET TIME prompt.

Example. If you need to enter 8:00.5, press [SET], [TIME], [0], [8], [0], [0], [5], [YES].

Setting Period

Press [PERIOD], then enter the period number on the numeric keypad. There is no need to press [YES].

Adding Goals

Press the [HOME SCORE] or [GUEST SCORE] button. The display will show HOME 0+ or GUEST 0+ This is prompting you to enter a number of points to add. In hockey, points are added one at a time, so you'll type [1]. The zero after home or guest will change depending on what the current score is.

Removing Goals

To remove goals, press [SET], then [HOME SCORE] or [GUEST SCORE]. Enter the number of goals the score should be on the numeric keypad.

Adding a Penalty

To add a new minor penalty, press the [NEW MINOR] button. The one with the green background is for the home team, and the one with the blue background is for the guest team.

For a major penalty, press the [NEW MAJOR] button for the appropriate team.

Then, enter the player's number using two digits (if the player has a single digit number, like 7, enter 07)

The controller will then show the default penalty time. Press [YES] to accept the default time. If there is no default time displayed, or you need to have a penalty be a different length (such as 1:30 or 4:00), enter the time on the numeric keypad.

Editing a Penalty

Press the [VIEW PENALTY] button for the appropriate team, until the penalty you wish to edit is displayed.

Press [EDIT PENALTY]. Then, the controller will ask for a new player number. Enter the number on the numeric keypad. If the number is already correct, press [YES].

The controller will then ask for the new penalty time. Enter the new time on the numeric keypad. If the time is already correct, press [YES].

Removing a Penalty

Press the [VIEW PENALTY] button for the appropriate team, until the penalty you wish to remove is displayed.

Then press [CLEAR PENALTY]. The penalty will be removed.

Additional Penalty Information

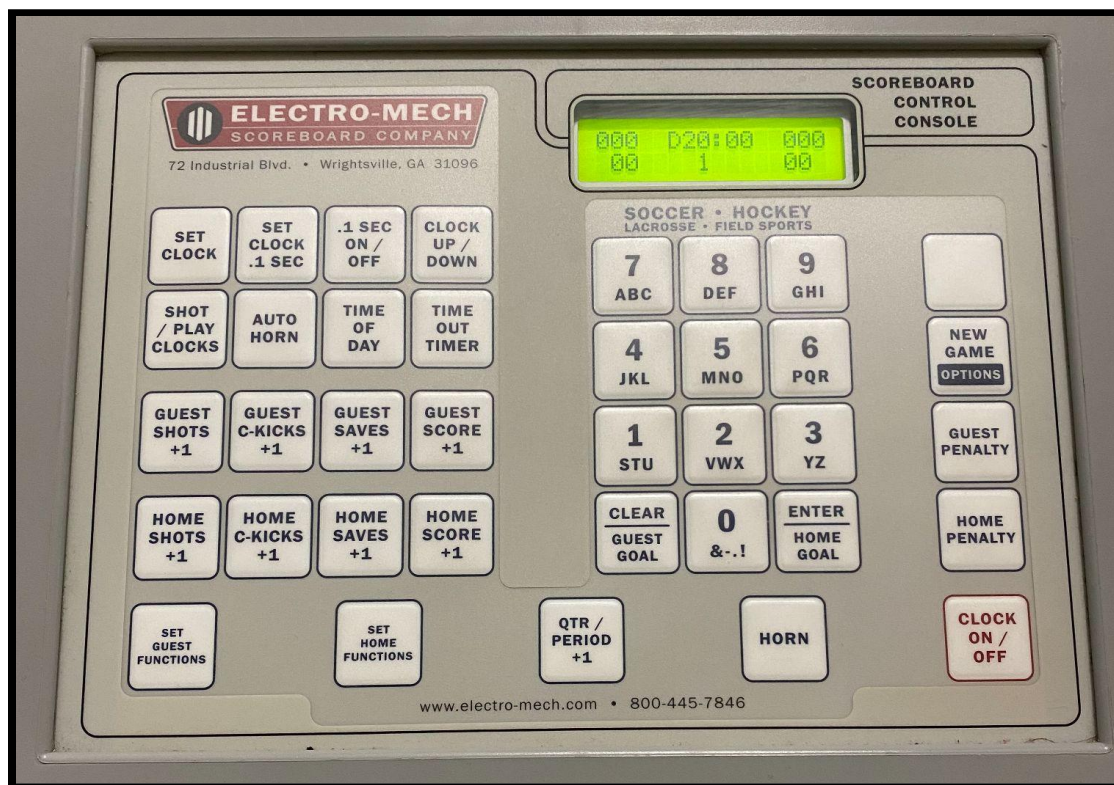
To stop/start the penalty timers while the main clock runs, press the [PENALTY ON/OFF] button. NOTE: This button must be enabled in the controller settings to function. Please talk to your rink or check the full controller manual for details.

Electro-Mech

Revolution Ice Gardens, Bucks County Ice Sports Center, Patriot Ice Center

Operating off a basic format, this control console is the basic “what you see is what you get”.

The only thing scorekeepers need to know is when removing a penalty after a goal you must enter “0” when the penalty time appears. Most hit “clear” and that brings you back to your original screen.



1. Turn on by pressing Clock/ On
2. Set time and period by selecting QTR/PERIOD button
3. Adding a goal- press Guest Goal or Home Goal
4. Adding penalties / penalty time- press Guest/Home Penalty and enter in time for amount

OES ISC 9000- SC90Co-X9

Bridgewater Sports Arena, Hollydell Ice Arena

Operating off a basic format, this control console is the basic “what you see is what you get”.

To set Game Time:

All timers must be stopped.

Press “GAME TIME”.

Enter Minutes value on numeric keypad.

Press “ENTER”.

Enter Seconds Value on numeric keypad.

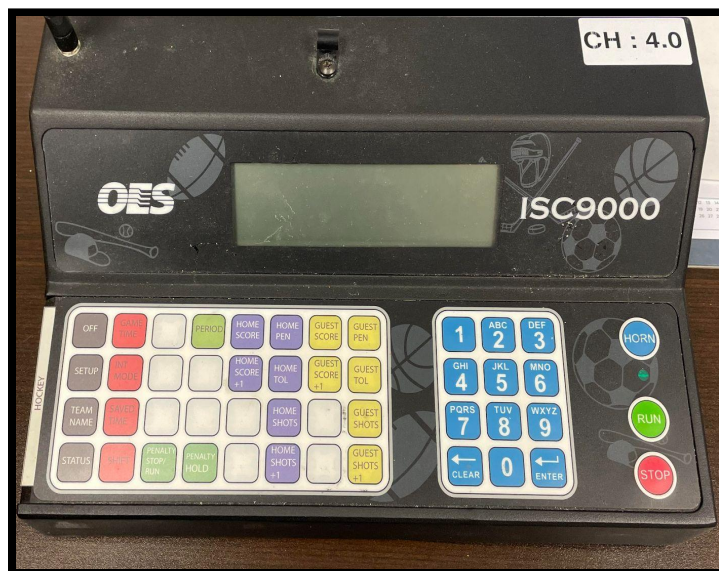
Press “ENTER”.

Enter Hundredths of Seconds on numeric keypad.

Press “ENTER”.

To set a team’s Score:

Press “HOME SCORE” or “GUEST SCORE”



Penalties

The controller allows input of four penalty times per team. Only the penalty times 1 & 2 are active when the game time is running. Penalty times 3 & 4 will become active and shift up into penalties 1 & 2 when the active 1 & 2 penalties expire.

The maximum Penalty Minutes is 99, but the message protocol only sends out the last digit of minutes. So if the penalty time is 12:23, the scoreboard display will only show 2:23.

To enter a penalty:

Press either “HOME PENALTY” or “GUEST PENALTY”. The first key pressed will put the cursor on the first empty penalty location.

When the same button is pressed repeatedly, the controller advances between the 4 penalties.

For each penalty, enter values of the player number, penalty minutes, and seconds on the numeric keypad and press “ENTER” after each.

To clear a penalty:

While on any value of the penalty to be deleted, press the “CLEAR” button. This will delete the entire penalty and shift any lower penalties up.