**BANFF ARENA SCORE BOARD INSTRUCTIONS**

**Turn Unit On** *(Power switch is on right side)*

1. *Do you want to start where turned off last?* Press **No**
2. *Model Code:* enter **871**
3. *Do you want to use penalty time out?* Press **Yes**

**Timer/Period Operations**

1. Press **Set**
2. Press **Time**
3. Enter time ***mm:ss*** (*i.e.* enter *0500* for 5 minutes or *2000* for 20 minutes on the clock)
4. If display is correct press **Yes** (press **No** to go back one space)
5. Display now shows: *PERIOD 0*
6. Enter the period using the number keys
7. Clock is ready to start.

**Adding to the Score (increments by 1)**

1. Press **Home Score** or **Guest Score**
2. Display shows *HOME +* or *GUEST +*
3. Press **1** (each time a goal is scored, press 1 – it adds to total)

**Correcting the Score (punching in exact score)**

1. Press **Set**
2. Press **Home Score** or **Guest Score**
3. Enter the proper score by using the number keys

Penalties

**Setting a Penalty**

1. Press **Set**, then press **Home Penalty** or **Guest Penalty**
2. Enter the length of the penalty in *mm:ss* (i.e. **02000** for 2 minute penalty)
3. Press **Yes** if correct or **No** to re-enter the time.
4. Enter player number in two-digit format (e.g. **03** for #3)

You can set up to 5 penalties.

**Editing a Penalty**

1. Press **Home Penalty** or **Guest Penalty** until the penalty for the player number is displayed.
2. Press **Penalty Edit**, the display shows *EDIT (Y-N)*
3. Press **Yes** and enter time (e.g. **0500**)
4. Press **Yes** to save.

**Clearing a Penalty** (e.g. if other team scores)

1. Press **Home Penalty** or **Guest Penalty**
2. Press **Penalty Clear**, display shows *Clear (Y-N)*
3. Press **Yes** to clear, **No** to go back.

**Shots on Goal** *(Not required)*

1. Press **Home Shots** or **Guest Shots**
2. Press **1**

**Turn Unit Off**

1. Press **Set**
2. Press **Chronometer (Time of Day)**
3. Press **No** three times
4. Press **Yes** two times
5. Turn machine off (button on right side).
6. Time will now show up on scoreboard.

**Tricks/Shortcuts:**

Enter leading digits and it will assume the trailing zeros, e.g. entering **20** is the same as entering 2000

**RHL Atom Game Format**

* **3 minute warmup**
	+ Starts when both teams are on the ice or when game time has begun, whichever comes first.
* **3 periods x 20 minutes**
* **1 minute break between periods**
* **Stop time to be used in all periods of game.**
	+ When 5 minutes remains on the ice permit and after the first stoppage of play thereafter, the time clock will be set to 2 minutes and remainder of the game will be played stop time.
* If score is tied, NO OVERTIME shall be played (during regular season).

**Misc**

If a team fails to show up at a schedule date, time or location without valid reason as determined by the League, that team will take a forfeit loss and be assessed a $250.00 find and may also incur the cost of the ice and referees for that game.

In the event of an unexpected emergency that prevents a game from being completed the following shall occur:

* If 45 min or more has been played (score board clock time) the game will be considered complete.
* If less than 5 minutes of the game has been played (score board clock time) the game will be rescheduled.

**Important numbers**

Emergency: 911

Fenlands Facility Staff: 403-996-0700

Referee contact: Matt Simmonds 403-678-7759

Hockey Alberta Minor Discipline: Connie Anderson 403-638-8324