

**SKATE NATION PLUS
TIME/SCORE KEEPING SYSTEM
PROCEDURES FOR RICHMOND ROYALS GAMES**

1. Turn off Auto Horn

- a. Press the blue “Auto Horn” key
- b. If time other than “0”, enter”0”
- c. Press “Enter” key

2. Reset System to Start a New Game

- a. Press the blue “New Game” key
- b. Press “Clear” key
- c. Press “1” key (for time to count down on the clock)
- d. Press “Enter” key
- e. Enter “15” for 15 period minutes (only if not already defaulted to 15 minutes)
- f. Press “Enter” key (2 times)

3. Set Time for 3 Minute Warm-up

- a. Press blue “Set Timer” key
- b. Enter “3” for 3 minutes
- c. “Enter”, “Enter” key (2 times)
- d. Press “Timer Run” key (wait until both officials & teams are on the ice before starting)
- e. When clock reaches “0”, horn will automatically sound

4. Start First Period

- a. Press blue “Period” key
- b. Enter “1” for 1st period
- c. Press “Enter”
- d. Period mins should = 15
- e. Press “Enter” key (2 times)
- f. Press blue “Timer Run” key when puck is dropped

5. Stop in Play

- a. Press blue “Timer Hold” key ONLY when whistle is blown
- b. Press blue “Timer Run” key when puck is dropped

6. Enter Points Scored

- a. Press “Score” under Home (green keys)/Guest (red keys) column as applicable
- b. To correct score, press “Recall” “Score” (under Home or Guest), enter correct score
- c. Skate Nation system does not track shots on goal. Track manually and only count if puck goes into goal or would have gone into goal if not stopped by goalie. Shots that hit post or are outside of goal don’t count

7. Intermission Between Periods

- a. Press blue “Intermission” key
- b. Enter “1” for 1 minute
- c. Press “Enter” (Clock starts automatically; wait until both officials are off ice)
- d. Press “Manual Horn” when intermission ends

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8. Start New Period After Intermission

- a. Press blue "Period" key (system automatically advances to next period)
- b. Press "Enter" (**3 times**)
- c. Press "Timer Run" when puck is dropped

9. Track Penalties

- a. Press "Penalty" key under "Home" (green) or "Guest" (red) column as applicable
- b. Press "Enter" for Norm run
- c. Enter Player # then "Enter"
- d. Enter time (in minutes)
- e. Press "Enter" (**2 times**)
- f. Write down penalty start time, in case time system malfunctions
- g. Penalties: Minor-2 min; Double Minor-4 min; Major-5 min; Game Miscon-2 or 10 min
- h. If more than 2 players in penalty box, 3rd penalty doesn't start until 1st penalty is completed
 - i. Press "Penalty"
 - ii. Press "Hold Pen Mem" then press "Enter"
 - iii. Enter Player #, "Enter", then enter duration of penalty (in minutes)
 - iv. Press "Enter" (**2 times**)
 - v. Don't release 1st player until official blows whistle for stop in play

10. Timeout

- a. Press "Time Out" key under "Home" (green) or "Guest" (red) column as applicable
- b. Enter "59" for 59 seconds, then press "Enter" (clock starts automatically)
- c. Horn automatically sounds when time out expires
- d. Press "Timer Run" when puck is dropped

11. Deleting/Correcting Penalty

- a. To Delete a Penalty: Press "Recall", "Penalty" under Home/Guest, press "+" to advance to next player if 1st player's penalty # & time are correct; press "Clear", then "Enter"
- b. To Correct a Penalty: Press "Recall", "Penalty" under Home/Guest
 - i. Press "+" to advance to player to be corrected if necessary
 - ii. Change Player # if entered incorrectly
 - iii. Press "Recall" to toggle over to penalty time for correction
 - iv. Press "Enter"

12. Resetting Clock (if error in time keeping)

- a. Press "Set Timer"
- b. Press "Enter"
- c. Correct time
- d. Press "Enter", "Enter"
- e. Press "Timer Run" to start clock once puck is dropped