

TIME TO SCORE — Scorekeeper Quick Reference

INTERFACE AT A GLANCE

- **Game Mode:** left side — official games, full detailed stats.
- **Clock Mode:** right side — basic scoreboard, clock only.
- **Game colors:** Red = game >4 hrs away/past • Yellow = 2–4 hrs out • Green = within 2 hrs.
- **Bottom right:** Resync = re-sync to servers • Exit = log out.

MAIN CLOCK SCREEN CONTROLS

- **Goal / Penalty buttons:** on each side — record for that team.
- **Goalie area:** shows name, saves, GA, SOG; Save button is gray until the period starts.
- **Timeout button:** starts a 1-minute countdown.
- **Notes:** log messages/alerts for officials & admins.
- **Horn / Mute:** Horn = sounds the physical arena horn • Mute = silences software audio only.
- **Hold Update:** turns dark gray — pauses the arena board so you can enter several events before it updates.
- **Main Clock button:** green “Stop” = clock is running • red “Run” = clock is stopped.
- **Mini clock:** bottom right — start/stop the game clock from any tab.

PREGAME SETUP CHECKLIST

- **1. Set the clock:** Times are pre-programmed based on league and level.
- **2. Check in present players & coaches:** team tabs at top.
- **3. Jersey numbers:** click the empty box, enter #, then Blue = this game only, Green = saves permanently.
- **4. Set goalies:** click the “G” next to a name — turns black.
- **5. Missing player/coach:** Individuals may not be added at game time.
- **6.. Verify roster:** top-left confirm button — type the head coach’s name (can still edit after). Required before game will start.

SAVES & SHOTS

- **Save button:** click every time the goalie makes a stop.
- **Reading the goalie box:** big number = total saves • lower-left = Goals Against (GA) • lower-right = Shots on Goal, SOG (saves + GA).
- **Full stat card:** click the goalie’s name.

RECORDING A GOAL

- **1. Press Goal:** on the scoring team’s side.
- **2. Enter numbers in order:** Goal Scorer → 1st Assist → 2nd Assist.
- **One assist only:** enter scorer + assist, then tap “No Assist” to submit & close.
- **Unassisted goal:** enter scorer, then tap “No Assist” immediately.
- **Player unknown:** scorer is required to save the entry; assists can stay blank and be added later.

RECORDING A PENALTY

- **1. Press Penalty:** on the offending team’s side.
- **2. Click:** the offending player’s jersey number.
- **3. Pick category:** Common (tripping, holding, roughing...) • Serious (fighting, boarding, kicking...) • Uncommon (broken stick, sled-hockey rules).
- **4. Pick duration:** Minor 2:00 • Major 5:00 + Game Misconduct • up to Match Penalty.
- **Player unknown:** pick infraction + time first; identify the player later.

EMPTY NET / GOALIE PULL

- **1. Click:** the active goalie’s name on the clock screen.
- **2. Press:** “Empty Net” in the pop-up.
- **Return goalie:** click “No Goalie,” then select the goalie’s name.

SPECIAL NOTATIONS

- **W (Whistle):** penalty expires on the next whistle, not the clock — player waits for the first stoppage.
- **A (Additional/Serving):** a teammate is in the box serving time for another player.
- **Red box outline:** marks the penalty time currently live on the scoreboard.
- **Green “Release”:** penalty just ended — signal the off-ice official.
- **Auto goal release:** if the other team scores on the power play, the system auto-releases the least-penalized server.
- **Auto ejection:** system auto-ejects on a 4th minor, or any Game Misconduct / Match / Gross Misconduct / DQ.

GAME STATUS & SIGN-OFF

- **Period codes:** P1/P2/P3 = periods • T = active timeout • E = game ended.
- **End Game button:** turns yellow once the final horn sounds.
- **Before ending:** close extra tabs — only Clock, Edit Game & Roster tabs may stay open.
- **Finalize:** referee types their name to certify — this locks the game and returns to the game list.