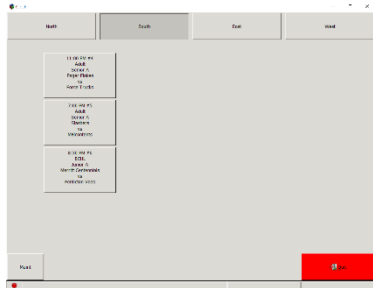


Time To Score Quick Tutorial

This guide is intended as a quick tutorial to use **GAME MODE**.

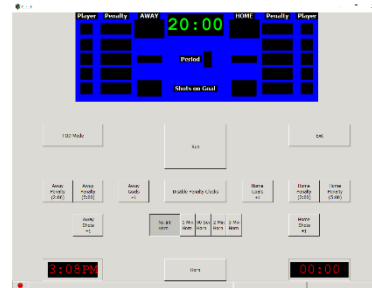
When you arrive in the scoreboard, you will see one of three screens.



Game Mode Selector



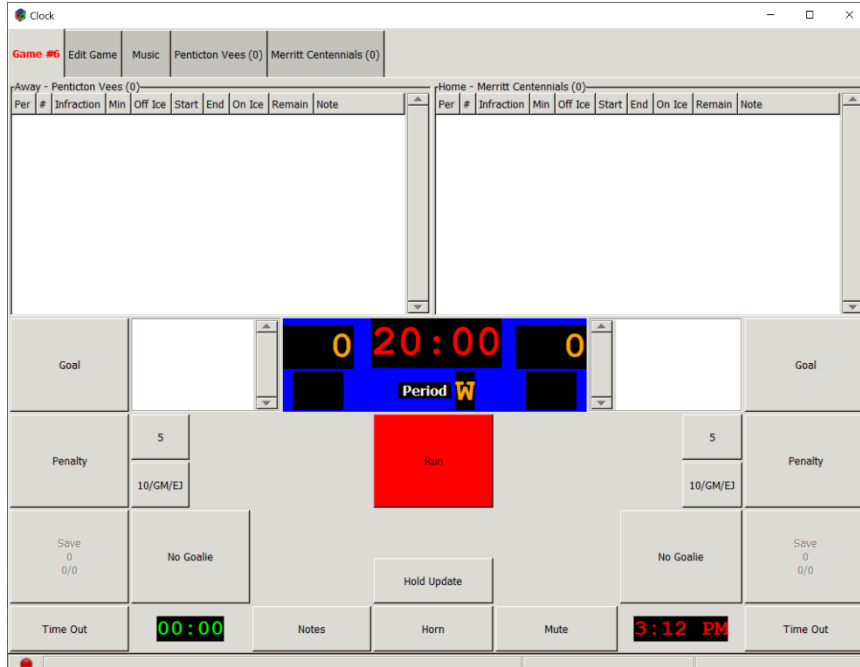
Main Screen



Clock Mode

- If you see **CLOCK MODE**, touch the EXIT button.
- If you see the **MAIN SCREEN**, touch the GAME MODE BUTTON.
- If you see the **GAME MODE SELECTOR** screen, touch the game you are scoring.

On selecting your game, you will see the following screen:



HELPFUL HINT: You can Start/Stop the clock while doing other tasks by pressing the Space Bar on your keyboard!

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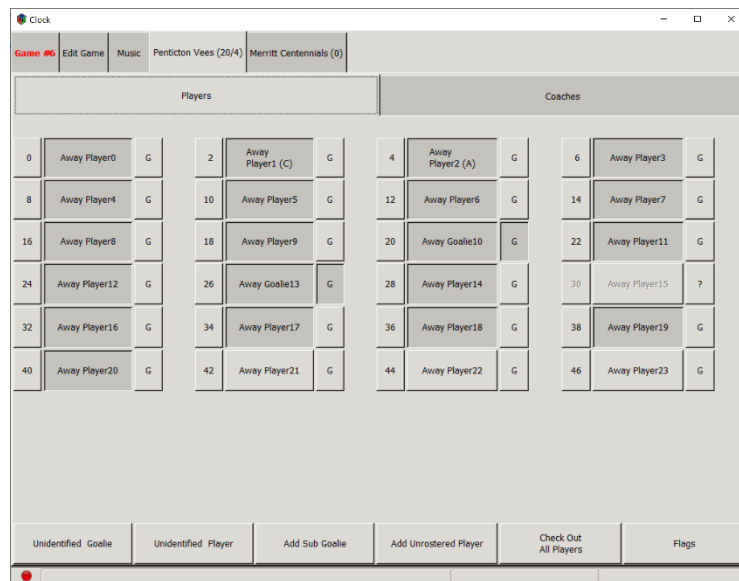
Getting the game started

At the top of the page you have five tabs: Game #, Edit Game, Music and the two teams playing.



Select one of the team tabs to check in players.

Touch the player's name to check in a player. Players with a darker button are checked in. Lighter buttons indicate the player is scratched (not playing). Only players on the roster should be checked in. The tab at the top will indicate the number of players (and coaches, if available) that are checked in.



- Match the player's name – not the number.
- If the player's number does not match the roster, touch the number next to that player's name.



Enter the correct number and press **CHANGE PERMANENTLY** or **CHANGE FOR GAME**.

- Goalies are marked by the G button to the right of the player. Goalies must be indicated to assign that player as the goalie on the Main Screen. If a goalie isn't checked into the game and assigned at the start, you will not be able to record Shots/Saves.
- If the player on your scoresheet is not listed on this screen, you can use the Add Unrostered Player and search by last name or simply use the Unidentified Player/Unidentified Goalie button and assign a jersey number to that player.
- ***You will not be permitted to enter more players over the permitted limit for your league.***
- Repeat for the second team.

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Assign Starting Goaltenders

After entering the rosters, go back to the GAME tab. Touch the Goalie button for each team to select the starting goalie.

- Push the button for the correct goalie.
- If the goalie is pulled at any time, select EMPTY NET.
- If you need to record saves/shots on a scoresheet after the game, you can use this screen to view those statistics and then hit CANCEL to go back to the Game tab.

The screenshot shows a software interface for managing a game. At the top, there's a header bar with a 'Clock' icon, a 'Game #6' label, and buttons for 'Edit Game', 'Music', and a timer 'P1@20:00'. Below this is a sidebar with four options: 'Empty Net', '20 Away Goalie10', '26 Away Goalie13', and a 'Cancel' button with a red 'X' icon. The main content area is titled 'Total' and displays statistics for two teams: 'Penticton Vees (20/4)' and 'Merritt Centennials (20/4)'. Each team's statistics are listed as '0 Goals Against', '0 Saves', and '0 Shots'.

Team	Goals Against	Saves	Shots
Penticton Vees (20/4)	0	0	0
Merritt Centennials (20/4)	0	0	0

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Scoring the Game

GOALS

- Clock must be stopped.
- Press **GOAL** for the appropriate team.
- Press the player who scored the goal
- Press the player credited with the first assist. If unassisted, press NONE or OK.
- **PENALTY SHOT GOALS:** If a goal is scored as the result of a penalty (such as a Penalty Shot or Awarded for Thrown Stick), use the procedure for **PENALTIES**.

PENALTIES

All penalties must be entered into the computer regardless of whether or not they will “go on the board”. If it would be written on a scoresheet, it must be recorded in the computer.

All offsetting penalties, game misconducts, disqualifications and ejections must be entered.

The scoreboard will only display penalties required by the rules for this game.

- Clock must be stopped.
- Press **PENALTY** for the appropriate team.
- Press the player who received the penalty. If the penalty is assigned to **BENCH**, push the **BENCH** button at the bottom of the roster. (For example: Too Many Men is a bench minor.)
Do not assign the penalty to the player serving the penalty. This player wasn’t assessed the penalty and is only serving the penalty. On a scoresheet you would write “B” or “Bench” to indicate the bench minor.
- Press the infraction. If the infraction is not on the first screen, use the tabs on the left side to find Serious or Uncommon infractions.

Select Infraction					
Common	Boarding	Body Check	Charging	Checking from Behind	Cross-Checking
Serious					
Uncommon	Delay of Game	Elbowing	Goalkeeper Interfere	Head Contact	High-Sticking
	Holding	Hooking	Interference	Kneeling	Roughing
	Slashing	Too Many Men	Tripping	Unsportsmanlike	

Back Cancel OK Forward

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- Press the type of penalty (minor, double minor, major, etc.)

Select Penalty Type				
Minor	Minor - canceled	Double Minor	Minor - Canceled + Minor	Major
Major + Injury (Game)	Minor + Misconduct	Minor Canceled + Misconduct	Major + Game Misconduct	Major + Ejection
Minor + Game Misconduct	Game Misconduct	Misconduct	Match	Penalty Shot
Awarded Goal	Ejection	Disqualification	Gross 1	Gross 2

Back Cancel OK Forward

- Simultaneous penalties must be entered.**
 - If your league has no change of strength due to offsetting penalties (stays 5 on 5, for example), you will see them listed as follows on your screen:

Away - Away Team (1)										Home - Home Team (1)									
Per	#	Infraction	Min	Off Ice	Start	End	On Ice	Remain	Note	Per	#	Infraction	Min	Off Ice	Start	End	On Ice	Remain	Note
1	8	Roughing	2	14:59.4	14:59	12:59	12:59 W	2:00	Started	1	18	Roughing	2	14:59.4	14:59	12:59	12:59 W	2:00	Started

The "W" next to the time in the ON ICE column indicates that the players return to the ice after the penalties expire PLUS a **WHISTLE**. If the time expires and the play continues, you will see an indicator to remind you to wait for the whistle before the players are allowed out of the box.

Away - Away Team (1)										Home - Home Team (1)									
Per	#	Infraction	Min	Off Ice	Start	End	On Ice	Remain	Note	Per	#	Infraction	Min	Off Ice	Start	End	On Ice	Remain	Note
1	8	Roughing	2	14:59.4	14:59	12:59	12:59 W	WHISTLE	expire	1	18	Roughing	2	14:59.4	14:59	12:59	12:59 W	WHISTLE	expire

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The scoreboard will not display these penalties. Only when the screen shows RELEASE will the players be allowed out of the box.

- If your league reduces strength (4 on 4, for example), the penalties will show on the scoreboard.



PENALTY SHOTS

If the penalty results in a Penalty Shot, begin by entering a penalty. On the Type screen, push PENALTY SHOT. This will automatically advance to Penalty Shot Info screen.

Press the player taking the Penalty Shot then **SUCCEEDED** or **FAILED**.

A screenshot of a software interface titled 'Select Penalty Shot Info'. It features a grid of buttons for selecting players and coaches. The buttons are arranged in 6 rows and 4 columns. The first row contains buttons for '0 Away Player0', '4 A Away Player2', '16 Away Player8', and '28 Away Player14'. The second row contains 'HC X Away Coach24', '6 Away Player3', '18 Away Player9', and '32 Away Player16'. The third row contains 'AC Y Away Coach25', '8 Away Player4', '20 G Away Goalie10', and '34 Away Player17'. The fourth row contains 'AC Y Away Coach26', '10 Away Player5', '22 Away Player11', and '36 Away Player18'. The fifth row contains 'AC Y Away Coach27', '12 Away Player6', '24 Away Player12', and '38 Away Player19'. The sixth row contains '2 C Away Player1', '14 Away Player7', '26 G Away Goalie13', and '40 Away Player20'. Below the grid, there are four buttons: 'Back' (green), 'Cancel' (red), 'OK' (blue), and 'Forward' (green). The 'Succeeded' button is highlighted in green, and the 'Failed' button is highlighted in red.

TIMEOUTS

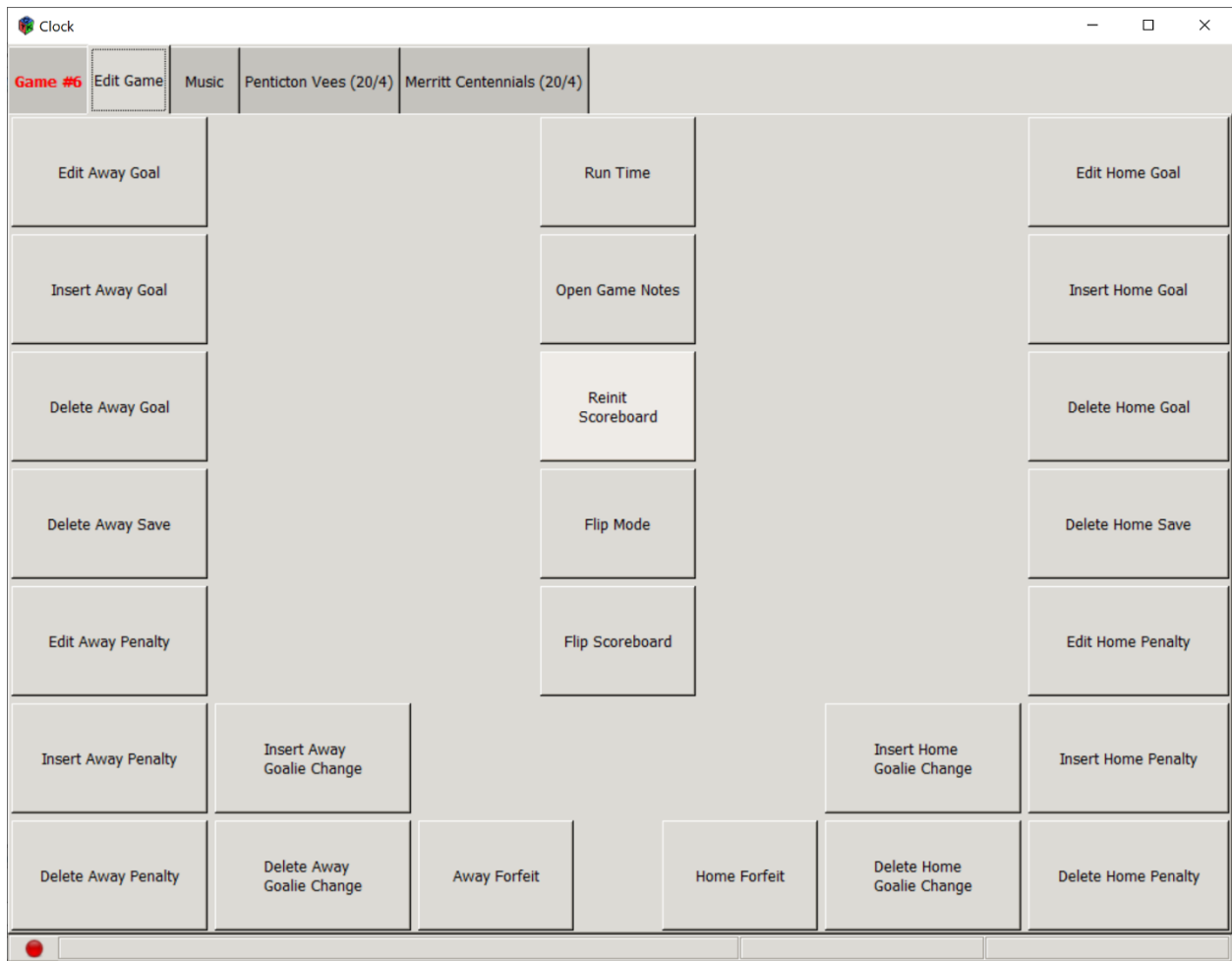
All timeouts should be entered into the computer. The clock will run for the appropriate time based on your league. Enter the time on your scoresheet (if needed).

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FIXING ERRORS

If you need to go back and correct errors to the game, use the **EDIT GAME** tab. This includes

- Changing/deleting goals/assists
- Inserting Goalies or Replacing Goalies
- Changing/deleting penalties
- Deleting Saves/Shots
- Forfeit



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Ending the Game

If your game has Overtime or Shootouts, it will automatically appear. Overtime is run like the rest of the game.

SHOOTOUTS

If your league has shootouts, you will see this button.



To start the shootout, push the button.

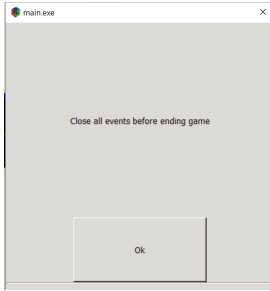
- If your league only wants to know who won, you will see a screen to indicate the winner.
- If your league allows for the captain to shoot first or second, you will select the appropriate choice.
- If your league decides who starts, the screen will indicate which team starts.
- The screen will present the roster of eligible shooters. Select the player attempting the shot and whether it succeeded or failed.
- The screen will alternate between HOME/AWAY rosters until the shootout is over.
- At the end of the shootout, press OK.

Upon completion of the game, simply push the yellow **END GAME** button. It will replace the Start/Stop button.



If you have any "Open Tabs" (plays that have not been fully entered), you will receive a warning:

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Press OK and look at the top of your screen for any penalties or goals that must be completely entered.