

Scorekeeper/Timekeeper Instruction Sheet

Timekeeper:

1. Turn on machine.
2. Set time to 12:00:00 – Click “SET”, Click “TIME”, Click “1”, “2”, “0”, “0”, “0”, “0”, Click “YES”



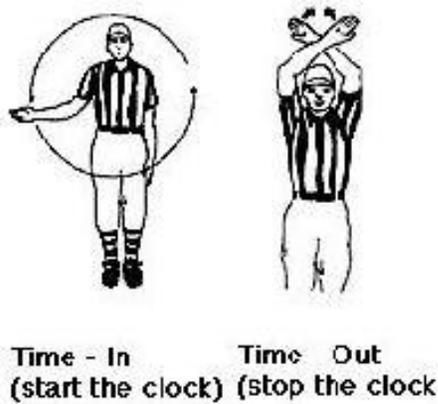
3. Click “TIME ON”. You will now use the hand controller to run the clock.

Each quarter is 12 minutes.

Halftime is usually between 10 - 15 minutes. Ask the Refs before the game starts how long they want it to be.

When to Run the Clock

After the first kick off, start the clock when the ball is caught. Run the clock until the whistle blows or the ref waves his hands overhead.



Clock always runs except when:

- The ref blows the whistle.
- The ref waves his hands above his head.
- An incomplete pass.
- After a touchdown.
- The clock does not run while a team attempts for the extra points after a Touchdown.

Start the clock when:

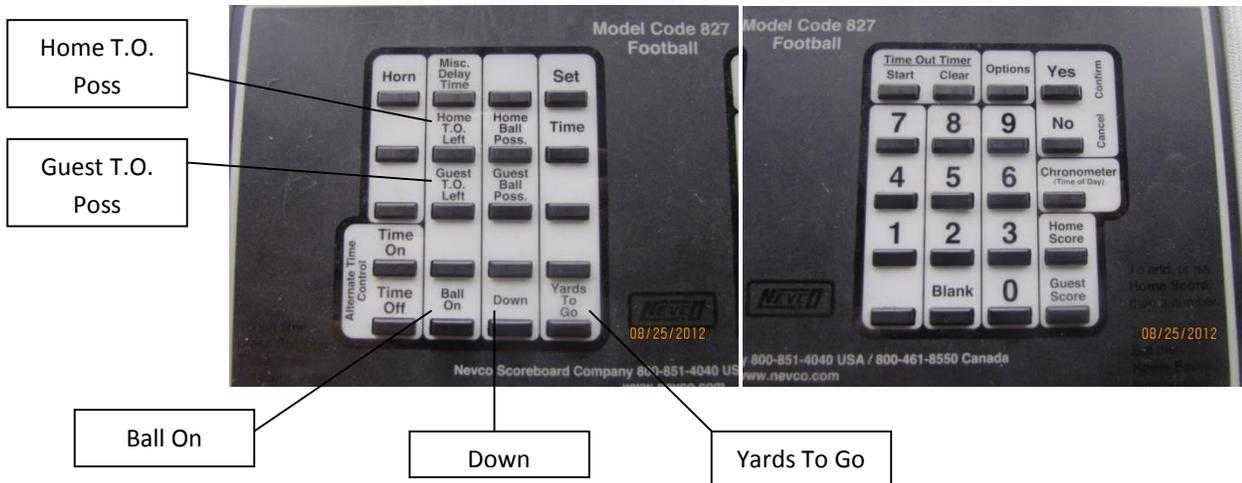
- As soon as the center moves the ball.
 - The ball is touched after kick off.
- The ref keeps time as well and will tell you to adjust the clock if needed.

Scorekeeper Instructions

1. Turn machine on.
2. Help Timekeeper set Time.
3. Once Time is Set, the screen will prompt you to set the quarter. Click "1", Click "Yes"
4. Set the Score: Click "SET", Click "HOME SCORE", Click "0" to start. Repeat for "GUEST SCORE".
5. Click "Guest Possession" or "Home Ball Possession" to indicate who is on offense.



6. Set Remaining Time Outs. Each team gets 3 time outs per half. Click "Home T.O. Left", Click "3". Repeat for Guest Team.
7. Set Downs, Yards and Ball On: Click "Ball On", Type in the yard line it's on "1-50". Click "Down". Type in the down they're on "1-4". Click "Yards To Go", Type in the number of yards they need to go to get a first down. Usually "1-10". It can be more if the ball has been pushed back.



When in doubt or you've made a mistake always start by clicking SET. Then click the button of what you want to change.

Always talk to the Refs before the game to confirm hand signals and length of halftime, and let them know your level of experience.