



CCA Field Hockey Scoreboard Instructions

- Booth door should be unlocked by 15 minutes prior to the game; if not the coaches should have keys.
- TIP: Exchange phone numbers with the scorekeepers on the field in case they or theirs need to contact you.

CONTROLLER SETUP (See the Quickstart Guide for additional detail)

The scoreboard uses a Daktronics All Sport 5000 Series controller.

1. Plug one end of the data cable into the controller's rear output jack labeled "J1" and the other end into the jack on the wall (wall jack is covered, just flip it open). Then plug in the power and turn on the unit (power switch on back).
2. If the display asks if you want to resume game, press <NO>. It will prompt you for the code number to use; you can enter "4602" if it's not displayed. Then hit <ENTER>

CONFIGURATION

3. To set the time, press the <Set Main Clock> button at the lower right of the keypad next to the Stop button to enter the time. You then enter time in the format "MM SS T" where T is tenth, so for a 15 minute half, you would enter 1-5-0-0-0-0. Then hit <ENTER>. To cancel, hit <CLEAR> twice. Note that you can set the time this way at any point during the game if you need to make a clock correction.

VARSITY games use 15 minute quarters. JV games are 12:30 minute quarters. Halftime is 5 minutes.

4. The score should be 0 / 0 by default. If you need to adjust you just push the <Score +1> and <Score -1> buttons (CCA in the green section, Visitor in the red)
5. In the display, you will see an arrow; it should be pointing down by default. That indicates that the time will count down. If for some reason you need to adjust that there is a <Count Up/Down> button in the lower right of the keypad; press <2> to set it for countdown.
6. The <Horn> button should be lit up amber by default; when the LED is lit up, that indicates that the horn will automatically sound at time 0:00 which is what we want. If that gets tweaked somehow, hit the <Auto Horn> button, then <1> to turn on auto horn. If for some reason you need to manually sound the horn, just press the <Horn> button and the horn will sound for as long as you hold it down.
7. The Period should be initially set to 1 by default. To change the period (as you would for the second half), just hit the <Period +1> button. If you push the button repeatedly, the period cycles from 1 to 8 and then back to 1.

DURING THE GAME

The clock countdown starts and stop using the <START> and <STOP> button on the lower right of the keypad.

Clock Rules

Regular Play

- Varsity games are four 15 minute periods. JV games are 12:30 minute periods.
- Running clock
- Time should be started on the Ref's whistle after time-outs or to start half.
- **Clock stops only after goals and timeouts / play stoppage.** Stop time is signaled by the ref by blowing a long whistle and forming an overhead "X" with arms.
- Horn will automatically blow at end of period. At halftime, reset clock and increment the period.



Special Situations

Mercy Rule

Score difference 4 or more in second half (mercy rule): clock does not stop on goals; only stops on timeouts and injuries.

Overtime (Varsity only, regular season)

1. 7v7 overtime period - 10 minutes, sudden victory
2. If still tied, one-on-one shootouts, set of 5
3. If still tied, one-on-ones continue with sudden death.