



## GAME CLOCK

Clock should be set up when you arrive (even for first game). If it hasn't been reset...

1. **HIT TIME.**
2. Type in 2-4-0-0 (24:00)
3. Press smaller, light **GREEN** button to start/stop. Do not touch the RED button.
4. At the half, put 02:00 on clock. When two minutes are up, reset for 24:00. Start on kick off (Ref will drop hand)
5. IT'S A RUNNING CLOCK – only stop for a team, injury or official time out. Ref will blow whistle twice (usually).
6. In last 1:00 of the First Half, and last 2:00 of Second Half, the clock is stopped for the following reasons:
  - Dead Ball (fumble/dropped pass)
  - Change of possession
  - Penalty
  - Out of bounds
  - Time Out

Completed pass/run play/QB sack does not stop clock.

NOTE: If there's a problem, the Refs may ask you to reset the clock, and will call out the time. Hit the light GREEN button to stop, press TIME and type in the number. Remember – clock is always a 4-digit number. So if refs say "put :10 on the clock" – you'd hit 0010.

## SCORING

Home Team is team closest to stands.

Touchdown is 6 points. Safety is 2 points. Field goal is 3 points.

Extra Point is 1 or 2 points., depend on where team takes the ball. If they decided to go for 2, they get it at the 5 yard line, if they go for 1 they get it at the 2 yard line – so pay attention! The Down Marker should signal a 1 or 2. Refs usually call it out as well.

1. To score hit HOME or GUEST, then type in the numbers (06 for example).
2. Scores must be two digits – ie., 6 = 06.
3. You can also hit HOME or GUEST; it increases the score by one each time you hit it.

*After game hit set clock to 24:00, and hit 00 for both teams for score. If there's a score sheet in the booth, please write down the final score, including the Division.*