



USEFUL LINKS

This contains the most commonly used features for operating the scoreboard for hockey games. There are two additional resources available.

Video Instructions

This video shows some examples of how to operate in case the written instructions aren't clear.

With the score board that was installed in 2020, the way penalties are entered has changed slightly from the video, because the new scoreboard can display the number of the player the penalty was on.



<https://youtu.be/84MsNpUrDqk>

Full Instruction Manual

This is the full instruction manual for the scoreboard operation, the most useful sections are:

- Common Functions
- Hockey specific operations

You can scan the code below to go to the site



<https://www.manualslib.com/manual/1304858/Fairplay-Mp-70.html>



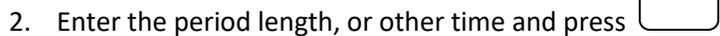
CLOCK OPERATION

Starting and Stopping the clock

Simply flip the TIME IN switch up and down to start and stop the clock.

Setting the Clock

This can only be done while the clock is not running. While the clock is stopped:



VIDEO EXAMPLE



Setting the Clock

Make sure the AUTO HORN light is lit/on to the right of the LCD screen. If it is not, make sure to see below how to turn it on under Sounding the Horn. If this is not on, the horn will not sound at the end of the period.

Sounding the Horn



You can sound the horn at any time by pressing the  button. This is used mostly for Mite games to signal when it is time for line changes.

Auto Horn

You can also set the horn to AUTO HORN mode. In this mode, the horn automatically sounds for five seconds at the end of each period. Press the



 key to turn this feature on or off.

The AUTO HORN light to the right of the LCD display indicates that this mode is active.

VIDEO EXAMPLE



Enabling Auto Horn



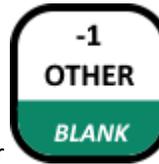
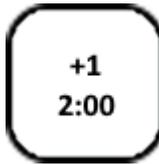
Setting the Period

There are 2 ways to set the period, incrementing it or manually setting it to a specific number.

Increment the Period



1. Press .
2. Press one of the following keys to adjust the period by the increment indicated:

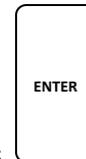


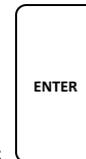
, , , or .

Directly Set the Period



1. Press .



2. Enter the period number on the numeric keypad and press .

VIDEO EXAMPLE



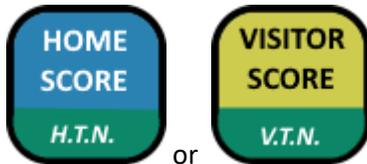
Set the Period



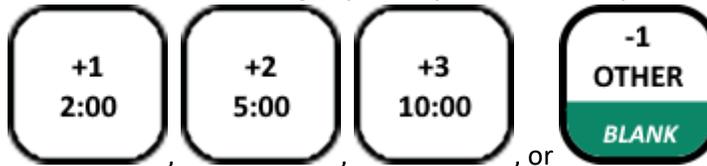
SCORING

There are 2 ways to set the score, incrementing it or manually setting it to a specific number. One benefit of using the increment score approach is that there is a goal indicator light that will get lit for a brief period of time after incrementing the score; when setting it to a specific number this indicator light does not get lit.

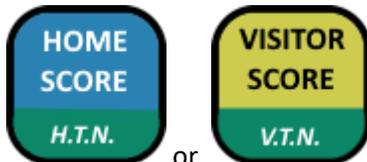
Increment the Score



1. Press  or .
2. Press one of the following keys to adjust the score by the increment indicated:



Directly Set the Score



1. Press  or .



2. On the numeric keypad, enter the new score and then press

VIDEO EXAMPLE



Set the Score



PENALTIES

Beginning with the 2021-2022 season, USA Hockey has adopted pro-rated schedule for penalties based on period length.

For periods 12 minutes or less (10U, 12U) a minor penalty that was previously 2 minutes is now 1 minute. For periods more than 12 but less than 17 minutes (14U) a minor penalty that was previously 2 minutes is now 1 minute and 30 seconds. For periods more than 17 minutes, minor penalties are still 2 minutes. Instructions for entering these non-standard penalty lengths follow the instructions for entering standard penalties.

Entering Standard Penalties

To enter a penalty for single penalties

1. Press  or 
2. Press , , or 
3. At the ENTER PLY.NO. prompt, enter the player on the numeric keys

4. The player number and penalty time now appears on the LCD

If you hit the ENTER key before you enter the player number, the control will not accept the penalty. Instead you will see a screen stating NO PENALTY FOUND. Re-enter the penalty and player number starting at the beginning.

VIDEO EXAMPLE



Entering
Penalty

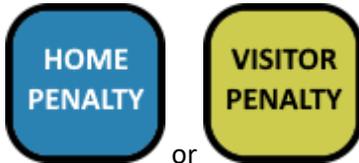
Note: This video is slightly different than with the new scoreboard. You *DO* enter the player number now.



Entering Non-Standard Penalties (1:00, 1:30)

There are several ways to enter these penalties, but generally it is a combination of entering a standard penalty, and then changing it to the correct time before starting the game clock.

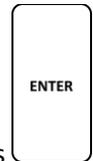
1. Complete the steps in the "Entering Standard Penalties" section, any length can be chosen as it will get modified



2. Press



3. Enter the player number, and then press
4. The current penalty in memory appears on the LCD display.

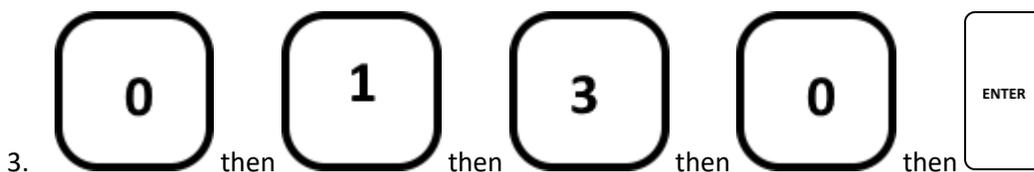
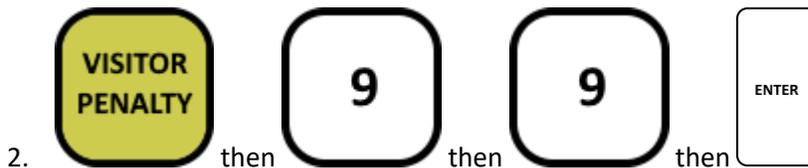


5. To change the penalty time, enter the new time on the numeric keypad, and then press

You must enter a 0 first when entering a 1:30 penalty time. If not, it may update to a 13 minute penalty.

Example of 1:30 Penalty

Below is an example of process to enter a 1:30 second penalty on number 99 of the Visiting team.



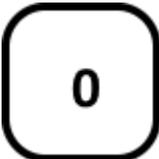
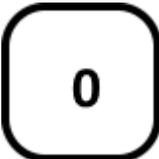
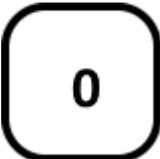


Example of 1:00 Penalty

Below is an example of process to enter a 1:30 second penalty on number 99 of the Visiting team.

1.  then  then  then  then 

2.  then  then  then 

3.  then  then  then  then 



Clear or Edit Penalties

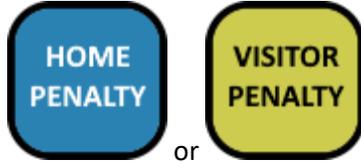
Follow these instructions to clear a penalty or change the time on the penalty. If the penalty was entered with the incorrect number or some other error, clear the penalty and start over.

1. Press  or 
2. Press the  key and the control prompts you for a player number.
3. Enter the player number and press . The control then displays the time of the penalty in memory.
4. To clear the penalty, simply press . To correct the penalty time, enter the new time on the numeric keypad first, and then press .

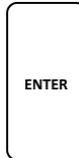


Correcting or Canceling Individual Penalties

To correct or cancel an individual penalty:



1. Press



2. Enter the player number, and then press

3. The current penalty in memory appears on the LCD display.



4. To cancel the penalty, simply press



the numeric keypad first, and then press



HALF ICE GAMES

Mite (8U) games are typically half ice, and all but the higher levels do NOT put the score on the score board, only time is kept (score is kept on the score sheet). However, for higher level Mite games (typically Mite's classified as Red Mites) the score is kept on the scoreboard.

If there are two half ice games being played at the same time, and both need the score on the scoreboard, there is a second scoreboard controller unit in the Coaches locker. With the new score board that was installed on the north end in 2020, both units are wireless.

Simply turn on the second controller, and they can each be used to keep score separately.