

**To Operate Harry Jerome Scorekeeping equipment:**  
(see bottom of second page of instructions for Intermission between periods)

**SET UP**

- Press **GAME MODE** button
- Press & Hold **CLEAR** button for 5 seconds till it beeps.
- Press & Hold **STOP/GO PENALTY** till it beeps and an "S" will display  
(this takes about 5 seconds)

**WARMUP**

- Warm-up clock (5 minutes) starts when both Teams are on floor
- Press **ENTER** button
- Press **5:00**
- Press **CLOCK SET** (blue button)
- Press **RUN**

**START CLOCK FOR GAME**

- Press **ENTER** button
- Press **20:00** (each period is 20 minutes)
- Press **CLOCK SET**
- Press **PERIOD** and scroll to **1**, or Press **ENTER (1) PERIOD** button
- Press **RUN** when whistle blows

**GOALS:** Determine HOME (Left side) or VISITOR (right side)  
SCORE buttons

- Press **SCORE** on the side who scored  
(Score automatically goes up by 1.)

*To correct error*

- Press **ENTER**
- Press the number you want
- Press **SCORE**

**SHOTS ON GOAL:** Determine HOME (Left side) or VISITOR (right side)  
SHOT ON GOAL button

- Press **SHOT ON GOAL**

*To correct error*

- Press **ENTER**
- Press the number you want Press **SHOT ON GOAL**

**PENALTIES:** Determine HOME (Left side) or VISITOR (right side) penalty button

Press **PENALTY**

Press **ENTER**

Press **Time** (usually either **2:00** or **5:00**)

Press **PENALTY**

Press **Stop** to stop game clock BEFORE entering multiple penalties.

(Can enter more than one penalty for each time up to five.)

**TWO PENALTIES AT THE SAME TIME TO EITHER TEAM:**

Press **STOP/GO PENALTY**

Press **PENALTY, ENTER, 2:00 or 5:00, PENALTY**

Press **PENALTY, ENTER, 2:00 or 5:00, PENALTY** again,

Press **STOP/GO** again when whistle blows

(Coincidental major penalties are not posted on the score clock.)

**ERASE PENALTY:** Scroll using Penalty button till appropriate penalty is displayed on LCD display

Press **ENTER**

Press **0:00**

Press **PENALTY**

**STOP BUTTON:** When ref waves arms above Head in a crossing motion, STOP THE CLOCK

Press **STOP**

**RESUME:**

Press **RUN** when whistle blows

**INTERMISSION:** **IMPORTANT use this button for Intermission.** This button will ensure any remaining penalty time that is displayed does not count down.

Press **ENTER**

Press **5:00**

Press **INTERMISSION** button

At one minute before the next period starts, blow the warning horn.

# Harry Jerome

## 30 SECOND CLOCK - OFFENSIVE TIMEKEEPER

The lacrosse offensive team must take a shot on net within 30 seconds or lose position of the ball. The 30 shot clock counts down the 30 seconds allotted to the lacrosse offence to attempt at shot.

Following a shot (the ball striking the goal post or the goalie while he is in his crease) on the net the 30 second clock is reset and is not restarted until a team gains possession following the shot.

*Example,* after a shot on goal the ball could roll the entire length of the floor, the 30 second clock would NOT start until the ball is picked up.

*Example,* if a team has the ball and it drops out of his/her stick, the shot clock does NOT reset; it will only reset IF the other team picks up the ball and gains control. If the same team who dropped the ball re-gains possession of the ball, the clock has still been running and they have the remaining time to shoot on the goal. If the 30 seconds runs out before the team re-gains possession, possession is turned over to the defensive team.

Following a face off, the 30 does not begin until a team has control of the ball – do not start the clock at the whistle blow.

### 30 SECOND CLOCK RUNS DURING ALL POSSESSION:

Turn on black power switch on RIGHT side of grey box

- Press **OB RESET** button
- Press **SET** button
- Press **SHOT TIME RESET**
- Press **30**

RESET WHEN:

If Team changes possession (ball in stick) or has control of the ball from face-off:

- Press **SHOT TIME RESET**
- Toggle to **RUN**

**Shot on Goal:** Referee will indicate when shot has been taken by shouting and making shot signal (Arm extended up while revolving hand):

- Toggle to **STOP**
- Press **SHOT TIME RESET** until someone takes possession of the ball then:
- Toggle to **RUN**

**Clock is not re-set for TIME OUT and stoppage for ball lodged in stick. ALL OTHER STOPPAGES IN PLAY REQUIRE 30 SECOND CLOCK TO BE RE-SET.**