



## Scoreboard Operation for Soccer

Only the clock time and team scores are used in soccer matches. The quarter/period can also be used but is optional.

**[CLOCK ON/OFF]** - Starts and stops the game clock.

**[GUEST SCORE +1]** - Increments the Visitors Score by one.

**[HOME SCORE +1]** - Increments the Jackets Score by one.

## Match Procedure

### MATCH SETUP

1. Ensure the clock is not running.
2. Press **[NEW GAME]** **[1]** **[ENTER]** to clear all previous game data.
3. Set the game clock.
  - a. For Varsity set the game clock to **40 minutes**.  
Press **[SET CLOCK]** **[4]** **[0]** **[0]** **[0]** **[ENTER]**.
  - b. For JV set the game clock to **35 minutes**.  
Press **[SET CLOCK]** **[3]** **[5]** **[0]** **[0]** **[ENTER]**.

## On a **KICKOFF**

1. Press **[CLOCK ON/OFF]** to start the clock.

## When a **GOAL** is scored

1. Press **[CLOCK ON/OFF]** to stop the clock.
2. Increment the score for the team that scored.
  - a. For Sprayberry press **[HOME SCORE +1]**.
  - b. For the visiting team press **[GUEST SCORE +1]**.

## At **HALFTIME**

1. Set the clock to 10 minutes and start when the home team is nearly off the field.
2. After the 10 minutes expires, set the clock for the second half using the same process as Match Setup step 3.

## A **STOPPAGE** in play

- During a brief stop in play the clock should **continue to run**.
- After a **Goal** is scored clock stops, it restarts when kick off happens. **[CLOCK ON/OFF]**
- During a **significant stoppage** in play the referee may **cross their arms over their head** indicating to **stop the clock**. The clock should be started again when play resumes.

## Overtime

If a varsity match is tied at the end of the second half, two 10-minute overtime periods will be played.

1. Set the clock to 10 minutes at the start of each overtime period. Press **[SET CLOCK] [1] [0] [0] [0] [ENTER]**.
2. All other operations are the same as during regular play.
3. If the score is still tied after the second overtime period, the referees will take over for kicks from the mark. The clock is not used, and the scoreboard does not have scoring for this process.

## Making Corrections

### Clock time is incorrect.

1. Follow the referee's instructions to get the correct time.
2. Ensure the clock is stopped.
3. Press **[SET CLOCK]**, enter the correct time, press **[ENTER]**.

### Score is incorrect.

1. Determine the correct score and which team score needs to be adjusted.
2. Press either **[SET GUEST SCORE]** or **[SET HOME SCORE]**, enter the correct score, press **[ENTER]**.