



Stoney Creek Jr. Cougars: How to Operate the Scoreboard for Youth Football Games

Welcome to the Stoney Creek Jr. Cougars! As a scoreboard operator, you play a crucial role in ensuring the game runs smoothly. This guide provides step-by-step instructions on how to operate the scoreboard using the All Sport 5000 Series Control Console, including key referee signals and specific rules to follow.

Pre-Game Setup

1. **Power On the Scoreboard:**
 - Turn on the scoreboard using the **Power** button on the All Sport 5000 Series Control Console.
 - Ensure all sections of the scoreboard are functioning, including the clock, score, downs, and quarter indicators.
 2. **Familiarize Yourself with the Console:**
 - Review the console controls, understanding how to start/stop the clock, update the score, change the quarter, and adjust downs and yards.
-

During the Game

Clock Operations

1. **Starting the Clock:**
 - **Kickoff:** Press **<Start>** when the ball is legally touched after the kickoff.
 - **Referee Signal:** Look for the referee winding their arm in a circular motion to start the clock.
2. **Stopping the Clock:**
 - **STOP Clock:** Press **<Stop>** to halt the game clock when required.
 - The clock stops for:
 - **Incomplete Pass:** Referee signals with both arms extended horizontally.
 - **Out of Bounds:** Referee waves both arms horizontally.
 - **Timeout:** Referee forms a "T" with their hands.
 - **End of Quarter:** Referee points both arms straight up.

- **Officials Timeout:** Referee crosses hands in front of their chest (occurs at the 6-minute mark of the 2nd and 4th quarters).
3. **Resetting the Clock:**
 - To set a specific time, press **<Set Main Clock>**, enter the time using the number pad, and confirm with **<Enter>**.

Score Operations

1. **Updating the Score:**
 - **HOME Score:** Use **<Home Score +1>** or **<Home Score -1>** to adjust the home team's score.
 - **GUEST Score:** Use **<Guest Score +1>** or **<Guest Score -1>** to adjust the guest team's score.
2. **Managing Downs and Yards:**
 - **Down:** Press **<Down>**, then enter the current down using the number keys (1st, 2nd, 3rd, 4th).
 - **To Go (Yards):** Press **<To Go>** and enter the yardage needed for a first down.

Quarter Management

1. **Changing the Quarter:**
 - Press the **<Quarter>** button, then press **<+1>** to advance to the next quarter.

Timeouts

1. **Recording Timeouts:**
 - Press **<Home Time Out>** or **<Guest Time Out>** to record timeouts for either team.
2. **Officials Timeout:**
 - Stop the clock at the 6-minute mark of the 2nd and 4th quarters for the officials to review and ensure minimum play requirements are met.

Special Situations

1. **35-Point Differential:**
 - If one team leads by 35 points or more, the referee will ask the losing team's coach if they want to implement a running clock. If they agree, keep the clock running except for timeouts, injuries, or other special circumstances. If the coach declines, follow normal clock operations.
2. **Running Clock:**
 - If activated, start the clock and do not stop it unless necessary.

Sounding the Horn

- To manually sound the horn, press the **<Horn>** button.
-

Halftime

- Set the clock for a 10-minute halftime, including 2 minutes designated for warm-ups after the second quarter.
-

End of Game

1. **Final Buzzer:** Ensure the clock runs to 0:00 at the end of the fourth quarter.
 2. **Final Score:** Double-check that the final score is correct.
 3. **Power Down:** Turn off the scoreboard by pressing the <Power> button on the console.
-

By following this guide, you'll help ensure the game is enjoyable and fair for everyone involved. Thank you for your time and dedication to the Stoney Creek Jr. Cougars!