



1ST QTR	REST	2ND QTR	HALFTIME	3RD QTR	REST	4TH QTR
V 7:00 · JV 6:00	2:00	V 7:00 · JV 6:00	5:00	V 7:00 · JV 6:00	2:00	V 7:00 · JV 6:00

SHOT CLOCK — RESET TO :30

Every team gets a full 30

- ✓ Possession established at the start of play
- ✓ Change of possession
- ✓ Shot taken — as it leaves the hand
- ✓ Rebound retrieved
- ✓ Goal scored
- ✓ Major foul (exclusion)
- ✓ Brutality
- ✓ Neutral throw
- ✓ Penalty shot awarded
- ✓ Goal throw or corner throw

Reset with the yellow **RESET** key, or the blue button on the RSR. Reset by mistake? **UNDO SHOT RESET** puts the old time back.

SHOT CLOCK — DO NOT RESET

Keep the time that's on it

- ✗ No clear change of possession
- ✗ Timeout is called
- ✗ Yellow or red card shown
- ✗ Minor foul
- ✗ Double exclusion on its own — but reset if possession changes

When it expires: the shot horn sounds, but play stops on the **referee's whistle**. Stop the game clock, reset to :30 for the team awarded the ball, restart when that free throw is put in play.

GAME CLOCK — STOP

Only on the whistle

- Minor foul Major / exclusion Penalty shot Goal scored
- Timeout Ball out of play Shot clock expires End of quarter
- Referee stops play — error, equipment, bench

Do not stop for: the start of a swim-off; coming out of a timeout (wait for the referee's signal); getting a player's attention; the start of a penalty shot — it should already be stopped.

RSR handheld plugged in? Its black rocker runs the game clock, its blue button resets the shot clock — and the console's **RUN / STOP** and **RESET** go inactive. Not broken; use the RSR.

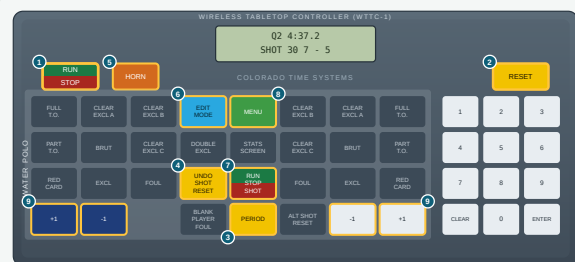
GAME CLOCK — START

When the ball is put into play

- QUARTER START** First player **touches the ball or gains possession** on the swim-off.
- AFTER A FOUL** When the free throw is **put in play**: passed, dropped from a raised hand, thrown up, hard-faked, shot from outside 6m, or swum with.
- SLOW RESTART** Go on the ball being played or the signal arm dropping — not on a count of your own (the arm drops in about 3 seconds).
- PENALTY SHOT** The instant the shooter releases the ball.
- AFTER TIMEOUT** Referee whistles, then start when the ball is put in play.
- AFTER A GOAL** Score it with **+1**, reset the shot clock, start when the ball is put in play at the restart.

THE CONSOLE — KEYS YOU ACTUALLY USE

Highlighted = the keys you touch · Colorado Time Systems WTTTC-1



- 1** RUN / STOP — starts and stops the **game clock**.
- 2** RESET — yellow key, top right. Resets the **shot clock** to :30.
- 3** PERIOD — advances to the next break or quarter. Dead while the clock runs.
- 4** UNDO SHOT RESET — reverts an accidental shot-clock reset.
- 5** HORN — manual horn; also fires on its own at 0:00 of each period and break.
- 6** EDIT MODE — the way into every correction below.
- 7** RUN / STOP SHOT **OPTIONAL** — stops the shot clock alone; only if "Shot Can Stop" is on.
- 8** MENU — pregame setup: period, break and shot-clock lengths (page 2).
- 9** +1 / -1 — score, one pair per team: left keys score the team on the left of the display, right keys the other. **-1** takes a goal back.

CHANGING QUARTERS & BREAKS

- At 0:00 the horn sounds and the clock stops. **Read the display before pressing anything.**
- Still on the finished quarter? Press **PERIOD** once to advance to the break.
- Already on the break? Do **not** press **PERIOD** — that skips the break. Start it with **RUN / STOP** if it isn't running.
- At 0:00 of the break the console moves to the next quarter but **never auto-starts it**.
- RUN / STOP** on the first touch or possession; shot clock to :30 once possession is clear.

FIXING A MISTAKE

- Wrong shot time:** **UNDO SHOT RESET**, or **EDIT MODE** → **RESET** to type a new one.
- Wrong game time:** **EDIT MODE** → **RUN / STOP**, type it, **ENTER**. Only while **stopped**, and tenths are required — 1:20 is **1:20.0**.
- Wrong score:** **EDIT MODE** → that team's **+1** / **-1**. Left keys = team on the left of the display.
- Wrong exclusion:** **CLEAR EXCL A** / **B** / **C** clears it; **EDIT MODE** → **EXCL** edits it.



BEFORE & BEYOND THE GAME

READ THIS BEFORE THE FIRST SWIM-OFF

Setup, the horn, overtime, and the calls that come up once a season

PREGAME CONSOLE CHECK

Ten minutes before warm-ups

- ☐ **Quarter length** matches the game you are running — varsity 7:00, JV 6:00, tournament as announced. **Steps: “Setting Period & Break Times”, right.**
- ☐ **Breaks** set to 2:00, halftime 5:00, and an overtime length if the level plays one. **MENU** → Default Times
- ☐ **Shot clock** on, default reset **30**. If your level uses an alternate reset, set Alt Shot too. **MENU** → Shot Clock
- ☐ **Shot clock behavior when game time is shorter than shot time:** normal, blank, or synced to the game clock — know which one you will see. **MENU** → Shot Clock
- ☐ **End-of-period action:** auto-advance and start the break, advance only, or stay put. This decides what step 2 opposite looks like. **MENU** → Default Times
- ☐ **RSR handheld** — plugged in or not, and who is holding it. If it is connected, the console’s **RUN / STOP** and **RESET** are inactive.
- ☐ **Team sides:** the white/blue arrangement on the display matches the side of the keyboard insert facing up.
- ☐ **Horns:** Horn 1 is the game horn, Horn 2 the shot clock — play both and make sure you can tell them apart from the deck. **MENU** → Hardware Options
- ☐ **Scoreboard talking:** wireless channel and PAN match the board, clear line of sight, console on power or a charged battery.
- ☐ **Timeouts and fouls** reset for a new game — if the console still shows the last game, **MENU** → New Game (this cannot be undone).

EXCLUSIONS, TIMEOUTS, CARDS

Exclusion: press **EXCL** (or **BRUT**) on the offending team’s side and enter the cap number. The exclusion timer sets itself and starts immediately if the game clock is running.

Double exclusion: **DOUBLE EXCL** stops the game clock, asks for a cap number from each team, and leaves the shot clock alone.

Timeout: **FULL T.O.** or **PART T.O.** on that team’s side. Pressing it again while one is running ends it early. The shot clock keeps its value.

Red card: **RED CARD** ejects a player and assesses 3 fouls to that cap number automatically. Neither card resets the shot clock.

WHEN SOMETHING LOOKS WRONG

- 1 **Scoreboard frozen or blank:** check line of sight and that channel and PAN still match. Wireless drops out when the deck fills with phones — the console itself keeps the official time.
- 2 **Keys do nothing:** look for an RSR in the cable jacks on the back; it disables the matching console keys. **PERIOD** is also dead whenever the clock is running.
- 3 **Shot clock blank late in a quarter:** that is a setting, not a fault — it blanks when game time is shorter than shot time.
- 4 **Console powered off mid-game:** switch it back on, then rebuild the state with **EDIT MODE** — game time, shot time, score, timeouts. Ask the referee to confirm the time before restarting.
- 5 **You are unsure of the time:** tell the referee before play restarts. A corrected clock is normal; a wrong one that nobody flagged is not.

TIED AFTER THE 4TH

Do not improvise

Stop the clock and **ask the referee** what this game uses before touching the console — league, playoff, and tournament procedures differ, and JV league games may simply end in a tie. Set the overtime length under **MENU** → Default Times, then advance with **PERIOD** the same way you would for any break.

If a shootout is used and you have a video board: **MENU** → Go to Penal. Shot. **ENTER** marks a shot made, **0** marks it missed, **CLEAR** erases the selected shot. The score adjusts itself. **MENU** → Return to Polo exits — nothing from the game is lost.

SETTING PERIOD & BREAK TIMES

Menu → Default Times

- 1 Clock **stopped**. Press **MENU** — five sub-menus appear: Default Times, Shot Clock, Exclusion, Time Out, Stats.
- 2 Highlight **Default Times** with the **↑ ↓** arrows on the number pad, press **ENTER**.
- 3 Highlight the value you want — **period length**, break between periods, halftime, overtime — and press **ENTER**.
- 4 Type the new time on the number pad and press **ENTER**. The keypad is live when the battery icon changes to **123**. Varsity **7:00**, JV **6:00**; breaks **2:00**, halftime **5:00**.
- 5 Repeat for the other fields, then **CLEAR** to back out. If anything changed you are prompted to save — press **ENTER** to keep it.
- 6 Still in the menu, check **Shot Clock** → default reset **30** the same way.

These are defaults — they load at the start of a game. If the clock on the board already shows the wrong length, changing the default will not fix it: correct the running period with **EDIT MODE** → **RUN / STOP** (stopped, tenths required — 7:00 is **7:00.0**), or start over with **MENU** → New Game, which cannot be undone. Menu wording shifts between firmware versions; arrows-move / **ENTER**-accept / **CLEAR**-back does not.

TABLE ETIQUETTE

- 1 Watch the referee, not the pool. Every clock decision starts with a whistle or a signal arm.
- 2 Announce nothing. Corrections go to the referee, quietly, at the next stoppage.
- 3 One hand near **RUN / STOP**, one near **RESET**, all game.
- 4 Coaches ask the table for time and timeouts remaining — answer the number, nothing else.
- 5 Keep the console dry and out of splash range, and keep the insert side facing up that matches the display.