

RinkWriter's Overtime Setup

An "Overtime" are set up by entering the length of an upcoming overtime.

Click here on the Main Menu to set up an overtime.



The "Enter Lengths of Periods" screen is divided into two main sections. The left section, titled "Periods 1, 2, and 3", has a sub-header "Use Whole Numbers" and three input fields: "Length of Period 1: 20 Minutes", "Length of Period 2: 20 Minutes", and "Length of Period 3: 20 Minutes". The right section, titled "Overtimes:", also has a sub-header "Use Whole Numbers" and a list of 11 overtime slots (OT1 to OT11). OT1 is set to 5 minutes, while OT2 through OT11 are set to 0 minutes. Below the input fields are two buttons: "Cancel or Hide" and "Enter". The "Enter" button is highlighted in yellow, and the text "Automatically Saved" is displayed below it. A red arrow points from the text "Enter the length of the overtime here...only if it is going to be played." to the OT1 input field.

Enter the length of the overtime here...only if it is going to be played.

Enter additional overtimes only if they are actually going to be played.

If an Overtime has been set up... it will be shown here on the Main Menu.

