

Shot Clock Operator Manual

Definitions

Shot on Goal

- * the ring enters the net
- * the ring contact a goal post or the cross bar
- * the ring contacts the goalkeeper or AGK within the crease
- * the ring contacts the goalkeeper outside the goal crease and that contact prevents the ring from entering the net

Control

- * a player places the stick into the ring, propels the ring with the stick, or bats, kicks the ring
- * a goalkeeper, within the goal crease, prevents the ring from entering the net
- * The ring comes to rest inside or contacting the goal crease

Possession

The player/team that last contacted or controlled the ring has possession of the ring.

Shot Clock Operator

The shot clock operator is a minor official, responsible for the operation of the shot clock. The shot clock operator shall be positioned so that they can see the rink and follow the play, while being protected from interference or distraction by spectators or team staff. The on-ice officials must be able to communicate easily with the shot clock operator. At the end of the game, the shot clock operator shall sign the Official Game Report.

Annex A - Shot Clock

Definition

SD.1 Shot on Goal. A shot on goal is taken when the team in possession of the ring legally propels the ring toward the other team's goal and:

SD.1.a the ring enters the net.

SD.1 .b the ring contacts a goal post or the cross bar.

SD.1 .c the ring contacts the goalkeeper outside the goal crease and that contact prevents the ring from entering the net.

SD.1 .d the ring contacts the goalkeeper outside the goal crease and that contact prevents the ring from entering the net.

Signal and Timing Device

S.1 Shot Clock.

The rink shall have a separate clock, in addition to the game clock, that counts down time in seconds. Two identical display units are required, one in each end zone. The display unit shall be mounted behind and above the end boards, no higher than the top of the glass, between the centre of the goal and the beginning of the arc of the corner to the goalkeeper's left. The position of the display units relative to the goal must be identical in each end zone.

Playing Rules

S.2 Shot Clock

S.2.a The shot clock shall be set to 30 seconds at the beginning of each period

S.2.b The shot clock shall count down only when the game clock counts down.
The shot clock shall be started when play is started and stopped when play is stopped.

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Case 1:	Team A is awarded a free pass to begin the game. The whistle is blown to start play.
Ruling 1:	The shot clock begins counting down from 30 seconds

Case 2:	Play is stopped.
Ruling 2:	The shot clock is stopped. It is not necessarily reset. (Rule S.2.c)

S.2.C The shot clock shall be reset to 30 seconds when:

- S.2.c (1)** the team in possession of the ring takes a shot on goal.
- S.2.c (2)** control of the ring changes from one team to the other team.
- S.2.c (3)** a delayed penalty is signaled. If additional delayed penalties are signaled before play is stopped, the shot clock shall not be reset again.
- S.2.c (4)** a penalty causes the team not in control of the ring commits a violation, and play is stopped as a result.
- S.2.c (5)** a player on the team not in possession of the ring is injured, and play is stopped as a result.

Case 1:	A1 shoots the ring toward Team B's goal and the ring legally enters the net
Ruling 1:	Play is stopped when a goal is scored. (Team B is awarded a free pass in the centre zone.) The shot clock is reset and starts when the whistle is blown to start play.

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Case 2:	A1 shoots the ring toward Team B's goal and the ring enters the net. The goal is nullified.
Ruling 2:	Play is stopped when the entire ring crosses the goal line. The shot clock is reset and starts when the whistle is blown to start play. Note: A free pass or a goalkeeper ring may be awarded to resume play, depending upon the circumstances

Case 3:	A1 shoots the ring toward Team B's goal and the ring hits a goal post.
Ruling 3:	The shot clock is reset when the ring contacts the goal post. The shot clock immediately begins to count down. Team B has not yet gained control of the ring so Team A has up to 30 seconds to take another shot.

Case 4:	A1 shoots the ring toward Team B's goal. Team B's goalkeeper is inside the goal crease. The ring: a. would have missed the net anyway. The ring is deflected off team B's goalkeeper and back into play outside the goal crease, b. would have gone into the net, but the ring is deflected off Team B's goalkeeper and back into play outside the goal crease. c. is passed by Team B's goalkeeper back into play outside the goal crease, d. is caught by Team B's goalkeeper
Ruling 4:	The shot clock is reset when the ring contacts the goalkeeper inside the goal crease. The shot clock immediately begins to count down. a. Team B has not yet gained control of the ring so Team A has up to 30 seconds to take another shot b. Team B last controlled the ring (when Team B's goalkeeper prevented the ring from entering the net) so Team B has up to 30

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	<p>seconds to take a shot,</p> <p>c. Team B last controlled the ring (when Team B's goalkeeper propelled the ring with the stick so Team B has up to 30 seconds to take a shot,</p> <p>d. Team B last controlled the ring (when Team B's goalkeeper propelled the ring with the stick so Team B has up to 30 seconds to take a shot.</p>
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<p>Case 5:</p>	<p>A1 shoots the ring toward Team B's goal. The ring would have gone into the net, but while the ring is outside the goal crease:</p> <p>a. The ring deflects off Team B's goalkeeper, away from the goal crease and into play.</p> <p>b. Team B's goalkeeper bats the ring away from the goal crease and into play.</p>
<p>Ruling 5:</p>	<p>The shot clock is reset when the ring contacts the goalkeeper. The shot clock immediately begins to count down.</p> <p>a. Team B has not yet gained control of the ring so Team A has up to 30 seconds to take another shot.</p> <p>b. Team B last controlled the ring (when Team B's goalkeeper propelled the ring with the stick) so Team B has up to 30 seconds to take a shot.</p>

<p>Case 6:</p>	<p>Team A has a delayed penalty. Team B passes the ring through the goal crease and it deflects off goalkeeper A1 back out into play. Had the ring continued unobstructed, the ring would <u>NOT</u> have entered the net.</p>
<p>Ruling 6:</p>	<p>Play continues as Team A has not gained control of the ring. The shot clock is reset as Team B has taken a shot on goal by having the ring contact the goalkeeper while within the goal crease.</p>

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Case 7:	A1 shoots the ring toward Team B's goal. The ring deflects off skater B2.
Ruling 7:	The shot clock is not reset and the count down continues, as control of the ring has not changed. B2 has possession of the ring, but B2 has not yet gained control of the ring.

Case 8:	A1 shoots the ring toward Team B's goal. Skater B2 hits the ring with the stick, redirecting the ring.
Ruling 8:	The shot clock is reset and immediately begins to count down. Team B last controlled the ring (when B2 propelled the ring with the stick) so Team B has up to 30 seconds to take a shot.

Case 9:	A1 shoots the ring toward Team B's goal. The ring hits the goal post and comes to rest inside the goal crease.
Ruling 9:	The shot clock is reset when the ring hits the goal post and the shot clock immediately begins to count down. (Team B has not yet gained control of the ring so Team A has up to 30 seconds to take another shot.) The shot clock is reset again when the ring comes to rest inside the goal crease and the shot clock immediately begins to count down. (Team B has gained control of the ring, so that team has up to 30 seconds to take a shot.)

Case 10:	Play is stopped. To resume play, the ring is awarded to the team that had control of the ring when play was stopped.
Ruling 10:	The shot clock is stopped when play stops. The shot clock is not reset, as control of the ring remains with the same team. The shot clock begins to count down when play is resumed.

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Case 11:	Team A has possession of the ring. A penalty by B1 causes A1 to enter to goal crease. Play is stopped, then penalty is assessed, and Team A is awarded a free pass to resume play.
Ruling 11:	The shot clock is stopped when play stops. The shot clock is reset, even though control of the ring remains with Team A, as the Team B penalty caused the violation by Team A that resulted in the stoppage of play. The shot clock begins to count down when play is resumed.

Case 12:	Play is stopped. Team A has control of the ring. To resume play, the ring is awarded to Team B.
Ruling 12:	The shot clock is stopped when play stops. The shot clock is reset, as control of the ring has changed from Team A to Team B. The shot clock begins to count down when play is resumed.

Case 13:	A1 has the stick in the ring. Skater B1 enters the goal crease and a delayed violation is signaled. A1 passes the ring, but B2 intercepts the pass before the delayed violation is nullified.
Ruling 13:	Play is stopped when Team B gains control of the ring. The ring is awarded to Team A to resume play. The shot clock is reset and begins to count down when play is resumed.

Case 14:	A1 passes the ring toward A2. B1 intercepts the pass.
Ruling 14:	The shot clock is reset and immediately begins to count down. Team B has up to 30 seconds to take a shot.

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Case 15:	Team A has control of the ring. Skater B1 slashes A1 and a delayed penalty is signalled.
Ruling 15:	The shot clock is reset and immediately begins to count down. Team A has up to 30 seconds to take a shot.

Case 16:	Team A has control of the ring. Skater B1 slashes A1 and a delayed penalty is signalled. Before play is stopped skater B2 trips A1 causing a second delayed penalty to be signalled.
Ruling 16:	When the first delayed penalty is signaled, the shot clock is reset and immediately begins to count down. The shot clock is not reset after signalling the second delayed penalty.

Case 17:	A1 commits a penalty infraction by tripping B2 who, as a result of the infraction, falls and carries the ring from the centre zone into Team B's attacking zone.
Ruling 17:	Play is stopped immediately. The shot clock is reset and Team B is awarded a centre zone free pass.

Case 18:	Team B has control of the ring. A1 is injured.
Ruling 18:	Play is stopped immediately. The shot clock is reset and Team B is awarded a free pass to resume play.

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Case 19:	Team A has control of the ring. A1 is injured.
Ruling 19:	Play is stopped immediately. The shot clock is not reset. Team A is awarded a free pass to resume play.

S.2.d When the shot clock reaches zero seconds, an audible signal will sound:

S.2.d (1) play is stopped, as the team last in control of the ring has committed a violation

S.2.d (2) the shot clock is reset to 30 seconds.

S.2.d (3) the ring is awarded to the non-offending team, in the zone in which the ring was last contacted or controlled.

Case 1:	A1 has the stick in the ring. The shot clock reaches zero seconds (the audible signal sounds).
Ruling 1:	Play is stopped immediately. Team A has committed a violation, so Team B is awarded the ring to resume play in the same zone. The shot clock is reset and begins to count down when play is resumed.

Case 2:	A1 shoots the ring toward Team B's goal. The shot clock reaches zero seconds (the audible signal sounds) before the entire ring crosses the goal line
Ruling 2:	No goal. Play is stopped when the shot clock reaches zero seconds. Team A has committed a violation, so Team B is awarded a goalkeeper ring. The shot clock is reset and begins to count down when play is resumed.