

RINGETTE ALBERTA **SHOT CLOCK BASICS**

Definitions:

1. Shot on Goal

- ✓ the ring enters the net
- ✓ the ring contacts 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

2. 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

3. Possession

- ✓ the player/team that last contacted or controlled the ring has possession of the ring

When does the shot clock get reset and when doesn't it???

Here are some cases for you to review...

Stoppage in play...

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.

Delayed **penalty**...

Case 16: Team A has control of the ring. Skater B1 slashes A1 and a delayed penalty is signaled. Before play is stopped skater B2 trips A1 causing a second delayed penalty to be signaled.

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 signaling the second delayed penalty.

In the case of **injury**...

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.

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.