30 SECOND SHOT CLOCK RULES - Revised From 2005-2008 Rulebook

Description: The purpose of the shot clock is to increase the spectator appeal of Ringette by reducing the amount of "ring-ragging". The 30 second shot clock forces the team in possession of the ring (normally the attacking team) to make a conclusive play quickly and to attempt to score. This will give the team not in possession of the ring (normally the defending team) more opportunities to gain control of the ring.

Minor Official: The Shot Clock Operator is responsible to start, stop and reset the shot clock in accordance with the rules below or as directed by an on-ice official. The Shot Clock Operator is a minor official, in addition to the timekeeper and scorekeeper.

Equipment:

1. Control Unit. The control unit must enable the operator to start, stop and reset the shot clock. The shot clock time shall appear simultaneously on both display units.

    a) Location. The control unit should be located in the penalty bench.
    b) Start. The shot clock shall count down to zero.
    c) Stop. The shot clock shall suspend the count down.
    d) Reset. The shot clock shall reset to 30 seconds. If counting down when reset, the shot clock will count down from 30 seconds. If stopped when reset, the shot clock will remain at 30 seconds until started.
    e) Zero. When the count down is complete (the shot clock reaches 0 seconds) the shot clock shall generate an audible signal.

2. Display Units

    a) Two identical display units are required. The displayed numbers must be of sufficient size, and brightness or contrast, that the on-ice participants and spectators can easily see them.
    b) In each end zone, one display unit shall be mounted behind and above the end boards. The position of the display units relative to the goal must be identical in each end zone. **The preferred location of the display units is approximately 4 to 6 feet off center to the net on the opposite side to where the net official is normally positioned.**

Definitions:

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:

    a. The ring enters the net.
    b. The ring contacts a goal post or the cross bar.
    c. The ring contacts the goalkeeper or AGK within the goal crease.
    d. The ring contacts the goalkeeper outside the goal crease and that contact prevents the ring from entering the net.

D.2   Batting the Ring. The ring is batted when a player intentionally moves the hand or arm to make contact with the ring, and makes such contact while the hand or arm is in motion.

D.3   Control. Control of the ring is gained when:

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

D.8   Kicking the Ring. The ring is kicked when a player intentionally moves the foot or leg to make contact with the ring, and makes such contact while the foot or leg is in motion.

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Playing Rules:

S.2   Shot Clock

S.2.a   The shot clock shall be reset 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.

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

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

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

1) Play is stopped, as the team last in control of the ring has committed a violation.
2) The shot clock is reset to 30 seconds.
3) The ring is awarded to the non-offending team in the zone in which the ring was last contacted or controlled.

S.2.e   If the shot clock's audible signal sounds in error:

1) Play is stopped.
2) The shot clock is reset.
3) The ring is awarded to the team last in control of the ring in the zone in which play was stopped.

S.2.f   If the shot clock is reset in error, play continues.

S.2.g   The shot clock shall be turned off when there is less time remaining in the period than there is on the shot clock. If the display units cannot be turned off, then the shot clock shall be reset to 30 seconds and stopped.

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 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 sigh the Official Game Report.

On-Ice Official's Signal:

If the shot clock is not reset immediately when a shot on goal is taken or control of the ring changes from one team to the other team, the on-ice official shall signal for the shot clock to be reset by extending an arm straight up with forefinger extended and making a circular motion with that finger. Note: Although both on-ice officials are responsible to monitor the shot clock, the net official will be more easily seen by the Shot Clock Operator.

a) If the net official signals for the shot clock to be reset, the free play line official need not repeat the signal.
b) If the free play line official signals for the shot clock to be reset, the net official shall repeat the signal.