RINGETTE | RINGUETTE
CANADA

INTRODUCTION TO SHOT CLOCK

OFF-ICE OFFICIAL'S MANUAL

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THIS MANUAL

This manual is a supporting guide to the Introduction to the Shot Clock Pathway. There is no significant material in this document that is not taught (in some fashion) throughout the NOCP Academy eLearning modules in this pathway.

This manual is intended to give you, the Shot Clock candidate, a reference guide you can refer to when you have questions or need a reminder of the pathway material.

Throughout this document, there are “pro-tip” call-outs like this. They are intended to give you extra advice on executing specific tasks efficiently.

Where we have prepared videos that you can reference in the future, they are linked in this document. QR codes are also provided in case you are reading a printed version.

Extra pro-tip: this document is delivered as an .ePub so that Officials can download a copy to their phone or eReader. On iPhones, the document should end up in iBooks. On Android phones, you may need to download an eReader (if you don’t already have one). You can also download it to a Kindle or similar device. This ensures you can keep a copy on the go. It is also available as a PDF if you prefer to print a copy.

WELCOME

Welcome!

The Introduction to Shot Clock Pathway is the first step in your Shot Clock career. This pathway will introduce you to the fundamental skills and knowledge required when operating the shot clock. These building blocks will allow you to start to acquire more advanced skills and explore the nuances that make the shot clock such an exciting and crucial part of our game.

This pathway isn't meant to be completed in a day. Spread the work out, and take the time to understand and implement each module in your performance before you move on to the next. The modules do not need to be completed in order. Choose the topic that you think will help you the most and do it first.

As you progress as a Shot Clock Operator, return to these exercises. While the collection of shot clock rules is small, it contains a lot of nuance. You are sure to discover something you missed later on.

Game on!

REQUIRED MODULES

The Introduction to the Shot Clock Pathway comprises several self-directed learning modules, an in-person or online seminar, and an exam. You **must complete and pass** the self-directed learning modules before attending the in-person or online seminar.

This Pathway Stage is available to anyone who is pursuing the role of Shot Clock Operator, those who are already established and looking to grow, and anyone else who would like to better understand the place that the shot clock has in our game.

The learning modules you must complete include:

1. Why shot clocks?
2. What makes a shot clock operator?
3. Shot clock equipment
4. Before the game
5. Resetting the shot clock
6. Operating the shot clocks
7. When the clocks are out of sync
8. Troubleshooting
9. After the game

These modules can be accessed via officiatingringette.ca.

WHY SHOT CLOCKS?

The shot clock is a relatively late innovation to the game of Ringette. First introduced in 2000, the shot clock revolutionized our game.

Fundamentally, the shot clock makes a fast game ***faster*** and instills ***flow*** to the game. Once a team establishes control of the ring, the shot clock ensures that they ***do something*** with it within the thirty seconds that it counts down.

The introduction of the shot clock was done specifically to disrupt common game strategies (at the time) around establishing and maintaining control of the ring. These strategies effectively made Ringette a game of “playing keep away.”

By mandating flow, passing, and shots, the shot clock has made Ringette a dynamic and exciting strategic game.

WHAT MAKES A SHOT CLOCK OPERATOR (SCO)?

Shot clock operators are off-ice officials. Most Ringette games have an officiating team of five: two on-ice officials, a shot clock operator, a timekeeper, and a scorekeeper. You will be an integral member of this team. The partnership of these five officials is crucial to making a game run smoothly.

Working with the on-ice officials, the SCO takes primary responsibility for ensuring that the shot clocks are stopped or reset while play is ongoing. You will primarily work *independently* in deciding when the shot clock should be reset. But, at the end of the day, the on-ice official is responsible for ensuring that the SCO knows to reset the shot clock.

In order to be successful in your role, you will need to have a *decent understanding of the game* and a *thorough understanding of the shot clock rules*.

This pathway will provide a fundamental understanding of the shot clock rules. However, nuances can be contained in the "legalese" writing in the rulebook. For a complete understanding, it may be of value to read section **24. - Shot Clock**.

SHOT CLOCK EQUIPMENT

The shot clock is a thirty-second timer that has independent display units on either side of the ice surface near the goal nets. Shot clocks are used in games at older ages and higher calibre to ensure flow to the game.

Each shot clock kit should include two display units (clocks) and at least one remote control to operate the **start**, **stop** and **reset** functions.

SHOT CLOCKS

Most shot clocks come in pairs of display units, each with two-digit seven-segment displays. The shot clock carrying case may include:

- Audible horns (sirens) that must be connected to each display unit
- A power adapter for each display unit
- Extension cords for accessing power to operate each display unit
- Remote control(s)

You must take care to be gentle when connecting the components to the shot clock. The connections can be fragile

and wear over time. Bent and broken wires can contribute to the display units losing power or the horn not sounding when the display unit reaches zero seconds.

REMOTE CONTROL(S)

Several manufacturers produce shot clocks. While the display units are surprisingly similar, there is no standard for the remote control.

There are three common styles of remote.

RED/GREY CLICKERS

These remotes are small, rectangular remotes with two buttons toward the top, a red button and a grey button.

For these units, the red button operates the **start** and **stop** functions of the display units. While the shot clock is counting down, depressing this button will stop the display units and retain the current count down (for example, 16 seconds). When the button is depressed again, the display units resume counting where the countdown left off.

The grey button operates the **reset** function of the display units. While the shot clock is counting down, depressing this button will reset the display units to 30 seconds, and they will continue to count down. If the shot clock is stopped, depressing this button will reset the display units to 30 seconds, and they will immediately begin counting down.

SIDE BUTTON REMOTE CONTROL

The side button remote controls operate in the same fashion as the red/grey clickers. These remotes are often white and slightly pear-shaped, with an extendable antenna.

The buttons on this remote project from one side. One is labelled **A** (the upper one), and the other is labelled **B** (the lower one).

The upper button (**A**) operates the **start** and **stop** functions of the display units (as described earlier). The lower button (**B**) operates the **reset** function of the display units.

FOUR-BUTTON REMOTE CONTROL

The four-button remote always complicates the life of the SCO. The shot clocks with the four-button remote are designed to be customizable by sport or use. The extra buttons on the remote are used to change the number of seconds that count down when the display units are reset. ***You do not want to press these buttons***.

The two buttons on the left side of the remote operate the functions we're interested in. The first button from the left operates the **reset** function, and the second from the left operates the **start** and **stop** functions.

BEFORE THE GAME

As the SCO, you may be responsible for hanging the shot clock and properly preparing before the game. Always plan to arrive at your assignments early to allow for enough time. Arrive at least half an hour before your assignment any time you are assigned to an unfamiliar facility.

SETTING UP THE SHOT CLOCK

Permanent shot clock installations are becoming more common, but you may still have many assignments where you are required to bring a set of shot clocks and hang them before the game.

Sometimes, the facility may supply the shot clocks, but you must hang them. You may need the assistance of the Arena attendant to access the shot clocks. Ensure that you can arrive before the flood begins; otherwise, the Arena attendant may not be available to help you.

The shot clock display units must be installed on opposite sides of the ice (figure 4). They should be mounted behind and above the end boards, no higher than the top of the glass. They should be installed in line with the free pass dots to the goalkeeper's left. This ensures that the on-ice official at the net has a clear line of sight to the display unit, as does the goalkeeper from the attacking team.

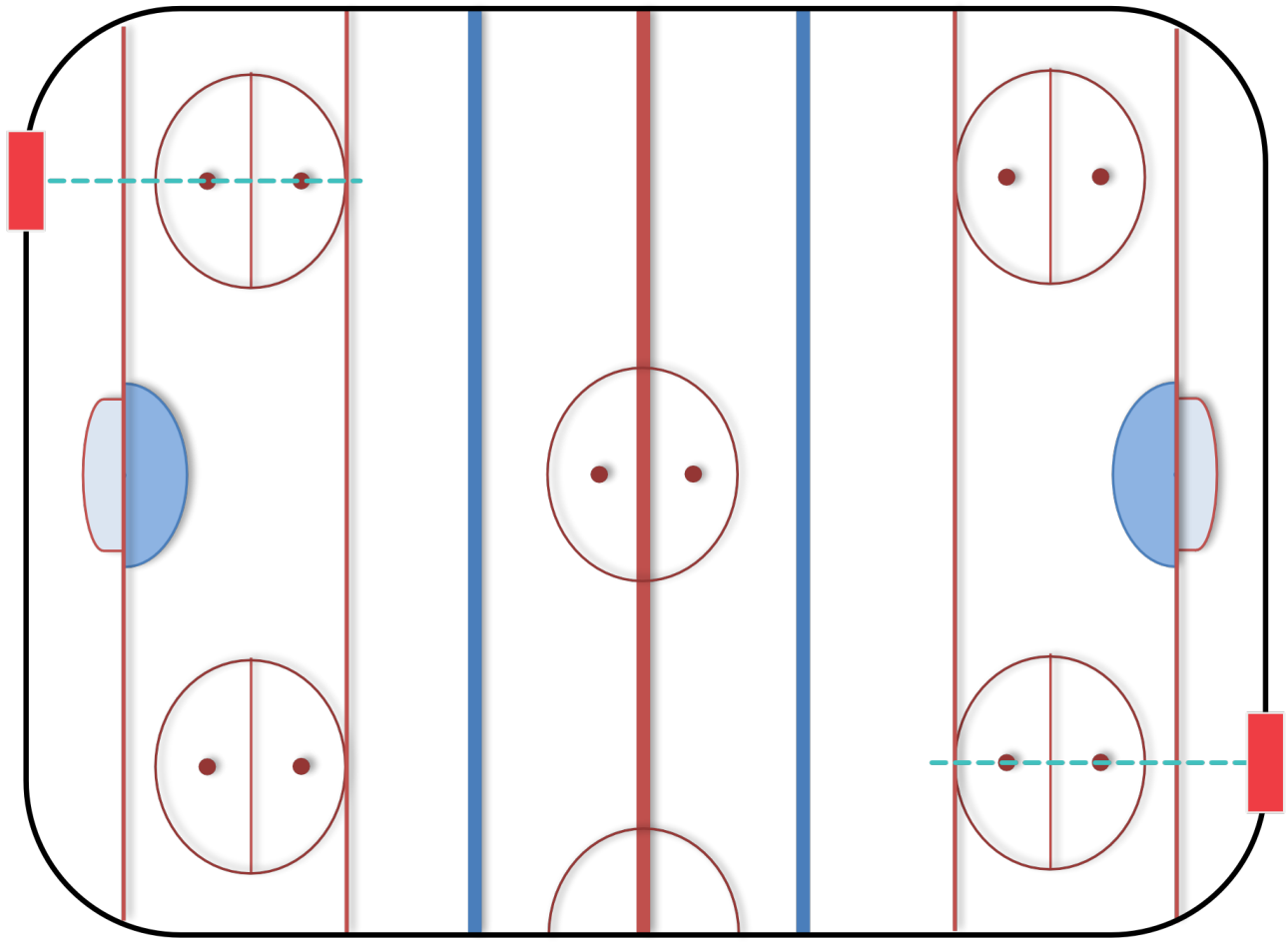

Figure 4

In order to install the shot clock, you may need a ladder. The Arena attendant should be able to find you one.

Of course, you'll also need to be able to plug in the display units to turn them on. Most shot clock carry cases will be furnished with extension cords so that you can access an outlet. However, you may need the assistance of the Arena attendant to locate an outlet near and accessible to each display unit.

When using a ladder, you should always have a helper who can spot you to ensure that the ladder doesn't slip out of position, resulting in you falling to the ground.

Never rely on the upper rung of the ladder as a step. Always keep your feet planted and firm on rungs where your legs can provide additional support by leaning into the rungs above.

ESTABLISHING YOUR POSITION

After you have the shot clock installed, check out the layout of the arena. Ideally, you want to find a position somewhere near centre ice where you will have a good view of the play, but

where you can also remain inconspicuous. Sometimes the penalty box will offer the best vantage point.

EVALUATING SIGHT LINES

Once you've established your preferred position for the game, evaluate the sight lines. Are there areas where you are obstructed from the play? Check your visibility:

- Along the boards
- Around the nets

Be aware of the areas where you must rely on a signal from the on-ice official to know to reset. *Make sure that you communicate this to them*.

In those areas where you are obstructed, recognize that you should not over-anticipate turnovers or shots there. As we'll discuss soon, resetting here can lead to mistakes that cannot be corrected. Wait for a signal from the on-ice official. If the shot clock goes off in error, **that's ok.** That can be corrected.

MEETING THE REST OF THE OFFICIATING TEAM

Now's the time to meet the rest of the officiating team. Let the on-ice officials know your position, and let them know if there are sight lines that you'll have to rely on them for.

Introduce yourself to the timekeeper and scorekeeper. If you'll be staying in the penalty box, let them know, and let them know your comfort level in helping with the gates.

RESETTING THE SHOT CLOCK

PRIMARY REASONS

The four primary reasons that you will reset the shot clock are:

1. When the ***attacking team*** completes a shot on net
2. When control of the ring ***changes*** from one team to another
3. The on-ice official signals for a reset
4. The on-ice official signals a delayed penalty

SHOT ON GOAL

A shot on goal is taken when the team in possession of the ring legally propels the ring towards the other team's goal *(shoots)* and:

1. The ring enters the net.
2. The ring contacts a goalpost or the crossbar.
3. The ring contacts the goalkeeper or AGK within the goal crease.

4. The ring contacts the goalkeeper outside of the crease, and that contact prevents the ring from entering the net.

It is ***not a shot*** when:

1. The ring contacts the netting
2. The ring contacts the pocket bar on the side of the net
3. The ring contacts a skater outside of the crease, even if that contact prevents the ring from going into the net
4. The ring contacts the goalkeeper outside of the crease when it has no chance of going into the net

CHANGE OF CONTROL

A team gains control of the ring by:

1. A skater has their stick in the ring.
2. Any player propels the ring with their stick or kicks or bats the ring. Unless that player is the goalkeeper, and they are in the act of making a save.
3. The ring comes to rest in the goal crease.
4. A team is in control of the ring during a free pass or goalkeeper ring until the ring exits the circle or crease.

It is ***not control*** when:

1. The ring deflects off a player
2. A player stops the ring from moving

A note on second control: Occasionally, two players will stab at the ring at the same time. Sometimes, they both get it at precisely the same time (joint control), and we can't decide that control has changed unless there is a stoppage and the official signals (or doesn't signal) a reset.

Most of the time, one player gains control first, and another gets second control. If the first player to gain control is not from the team last in control of the ring, there should be a reset for change of control. When play is stopped and the on-ice official awards the ring to the player who gained second control, the shot clock should be reset again.

THE DOUBLE RESET

Let's take an opportunity to expand on the ideas of a shot and control.

Every time we reset the shot clock, we need to establish who it is running down for to anticipate when we need to reset it again.

We reset the shot clock when the attacking team takes a shot on net. This reset is for ***the attacking team***, meaning the shot clock is counting down for them. On the rebound of this shot, if:

- the ring was to come to rest in the crease
- the goalkeeper was to pass the ring out of the crease
- a defending teammate was to be the first to get the ring

Then, these would all be changes of control from the attacking team to the defending team. This should result in ***another reset***, and the shot clock would now be counting down for ***the defending team***.

We call this "**The Double Reset**."

In practice, executing the double reset is not always possible. Often, the time between the shot connecting and the defending team gaining control of the ring is measured in microseconds - quicker than your fingers or the display unit receivers can manage. In this case, we accept the reality that both resets are registered at the same time.

Whenever there is a delay between the shot and the defending team gaining control of the ring, we must be prepared to reset the shot clock twice.

THE ON-ICE OFFICIAL SIGNALS FOR RESET

You are not alone in identifying when the shot clock needs to be reset. The on-ice officials often have the best view of shots and changes of control, as they are mostly unobstructed by fixtures of the arena (such as boards and netting).

Based on your position, you should identify the areas of the ice surface where you can't be sure of a reset occurring, and you should ***always*** *leave those up to the on-ice official* to communicate to you. If something happens that you think could be a reset, *look to the on-ice officials afterward* to see if you should reset.

The on-ice officials will also interpret the rules as the game is ongoing and will help with resets based on some of the nuances of the rules.

If the on-ice official signals a reset, **you will reset the shot clock**, even if you don't think anything happened to warrant it. They get the final say.

If you do not reset the shot clock and it goes off, they will return the ring to the team last in control of the ring, and that team will get even **more** time on the shot clock.

Keep your ears open to the sound of "**reset**." The on-ice official will vocalize this word if they have been signalling for a reset and it hasn't happened yet. Anytime you hear "reset," look to the on-ice official and *confirm that they are signalling for it*. Do not reset any time you hear the call. Many participants - players, coaches, fans - will yell for a reset. ***Only reset if an on-ice official is signalling***.

THE ON-ICE OFFICIAL SIGNALS A PENALTY

When an on-ice official signals a delayed penalty, the team in control of the ring gets 30 seconds to press to the net and shoot. Therefore, the shot clock must be reset.

Before any stoppage in play, this reset may only occur once. So if the other on-ice official later signals a different penalty, that penalty does not warrant an additional reset.

STOPPING BEFORE A RESET

It is good practice to stop the shot clock every time there is a whistle to stop play. Don't make a habit of automatically resetting. You will find that most stoppages will result in a reset of the shot clock, but there are times when the shot clock **should not be reset**. To make sure we can get that right every time, we have to establish the habit of stopping the shot clock and ensuring we understand the reason for the stoppage before deciding to reset.

IMMOVABLE RING

When the ring becomes immovable or unsafe to play, the on-ice official will stop play. If the ring carrier was being actively checked, they will lose the ring. In this case, control of the ring will change from one team to another, and the shot clock should be reset.

Rarely, the checking team is deemed to *not be actively checking*. When this happens, the ring will be returned to the ring carrier. As there has been no change of control, there should be **no reset**. When play resumes, the shot clock should continue where it left off.

Anytime you see that the ring is returned to the team in control of the ring at the time of the stoppage, you should ***stop the shot clock and not reset***. Let the on-ice official communicate when there should be a reset.

RING CAUGHT IN FIXTURE

When the ring gets caught in a fixture of the ice, such as under the net, in a gate, or the blade holder of an official's skate - play will stop, but the shot clock **should be stopped and not reset**.

SPECTATOR INTERFERENCE

If play is stopped due to spectator interference, such as entering the ice, throwing a gate open, throwing an article on the ice, etc., the shot clock **should be stopped and not reset**.

INJURY

Play will be stopped when a player's injury keeps them from getting up off the ice. The shot clock might be reset depending on which team the injured player belongs.

If a player from the team last in control of the ring is injured, the shot clock **should be stopped and not reset**. This rule is designed to prevent players from extending their 30 seconds of control by faking an injury.

When a player from the team not last in control of the ring is injured, the shot clock **should be reset**.

OTHER REASONS TO RESET

The shot clock will be reset for many reasons. Some are self-explanatory and intuitive. Others might be difficult to recognize when they happen on the ice.

SELF-EXPLANATORY AND INTUITIVE RESETS

1. The shot clock is to start at 30 seconds at the beginning of each period.
2. The shot clock resets after a goal is scored
3. The shot clock resets after a goal is nullified
4. The shot clock reaches zero seconds and sounds the horn!

RESETS THAT ARE DIFFICULT TO RECOGNIZE

1. **Play is stopped because a player commits a violation due to an opponent committing a penalty that causes this violation to happen.** For example, a player body contacts the ring carrier, and the force of contact drives the ring carrier into the crease.
2. **Play is stopped because a player from the team not in control of the ring commits a violation.** For example, while the attacking team drives to the net, the defending goalkeeper loses their blocker, exposing their bare hand to defend.

A NOTE ON TWO BLUE LINE PASSES

In ringette, when the ring is passed by the defending team from their defending zone straight to their attacking zone, no one from their team is eligible to play the ring until it is contacted or controlled by the other team.

On the surface, this makes it seem like there should be a reset on every two blue line pass, as the ring must change control from the team that passed it to the team that didn't. However, if the ring merely contacts (touches, brushes, whatever) an eligible player, the ring becomes playable by the team that sent it there. This would not constitute a change of control and, therefore, should **not result in the shot clock being reset**.

Additionally, suppose a player eligible to play the ring fails to take the opportunity. In that case, the on-ice official can make the ring playable by anyone, resulting in the team that passed the ring there being first to gain control. Again, in this case, the shot clock **should not be reset**.

OPERATING THE SHOT CLOCKS

This module will describe the processes and mechanics you should follow throughout the game with respect to operating the shot clock.

WHEN PLAY STOPS

When play stops, you should press the button on your remote that operates the **stop function** of the shot clock. Take note of who had last control and pay attention to any signals the officials make. For most stoppages, they will signal the direction that play will follow once play resumes (i.e. they will point towards the goal that the team awarded control of the ring will attack). If this signal represents that control will change from one team to another, you should then:

1. Press the reset button to display 30 on the display units
2. Immediately press the stop button so that the display units do not count down

WHEN PLAY STARTS OR RESUMES

When the whistle blows to resume play, you will follow one of two procedures:

1. If play is to begin with the shot clock **counting down from 30**, press the button that operates the **reset** function to reestablish the full 30 seconds and start the countdown.
2. If play is to **resume from where it left off**, press the button that operates the **start** function to continue the countdown.

AS PLAY IS ONGOING

Before the game begins, assign each team a distinctive colour (from their jersey) in your head.

As play is ongoing, pay attention to the play. Remember who the 30 seconds are currently counting down for, and visualize what it will look like if the team in control of the ring takes a shot or their opponent gets control of it. Use the colours you've assigned. "If Blue gets the ring, I will reset it."

Look to the on-ice officials if you see something that you think could be a penalty or if you see something that could be a shot.

When you know that the shot clock should be reset:

1. Press the button on the remote that operates the **reset** function

2. Immediately check both shot clocks to confirm that they have been reset
    - If they have not been, depress the button again - but only once, and only if you notice immediately.

THE SHOT CLOCK GOES OFF (SOUNDS)

When the shot clock reaches zero, and the horn sounds, ***hesitate to press the reset button***. Everyone should be given a moment to look at both shot clocks and confirm that they both read zero.

IN THE LAST 30 SECONDS

In the last 30 seconds of a period, you should stop the clock and leave it displaying 30 once a reset occurs. At this point, less time remains on the game clock than the shot clock.

The shot clock has become irrelevant - the game buzzer will sound before the shot clock can.

DURING INTERMISSION

While the shot clock rules indicate that “the shot clock shall count down only when the game clock counts down,” in practice, we will use the shot clock to time some periods outside of the game time. Intermission is an excellent example of this.

During the intermission, if the timekeepers cannot run the game clock for intermission, the shot clock operator should run the shot clock consecutively to account for the time allotted for intermission (this time is often longer than 30 seconds). Try to keep the shot clock from sounding in between runs.

DURING A TIMEOUT

A timeout is 30 seconds by definition, so you may be asked to track the timeout by running the shot clock. Be mindful of why play was stopped. If the shot clock was stopped midway through the 30-second countdown, and play should resume with less than 30 seconds remaining - ***you cannot run the shot clock during the timeout***.

DURING A PENALTY SHOT

When a penalty shot is ongoing, the game clock does not run. The penalty shot is considered “outside of game time.” **The shot clock should not be run during this time, either**.

WHEN THE CLOCKS ARE OUT OF SYNC

During a game, the shot clocks can end up out of sync - meaning that one display unit displays a different countdown than the other.

Our best defence against this is to ensure that we regularly check that both display units reset each time we press the button on the remote.

Nonetheless, you will end up in situations where the shot clocks are out of sync while play is ongoing. When this happens, take note, but **don't do anything**. We let play continue as is, hoping that a natural reset occurs that will correct the display units.

If the shot clock goes off in error - do your best to ensure the officials know. Ideally, they will know because you will let the shot clock continue to sound without resetting so they can see that the two clocks display different times.

When the shot clock goes off in error, the ring will be returned to the team that was in control of the ring.

If the display units display different times during a stoppage, you should **reset the clocks before resuming play**.

The term “the shot clock goes off in error” covers several scenarios that can occur during a game. Many of these scenarios will be no fault of yours, so you should not take offence to them. They represent the reality and practicality of response times.

For example, imagine the shot clock is counting down, and it goes off immediately after a shot hits the goalkeeper and before the goalkeeper gains control of the ring. In this case, the 30 seconds should be extended to the shooting team just before the horn sounded. You would not have time to react to this. Nonetheless, the ring would be awarded to the shooting team, as the shot clock went off while they still had 30 seconds to control the ring.

TROUBLESHOOTING

Sometimes, shot clocks fail. This can be frustrating. Here are some solutions you can try to resolve failures.

CLOCKS NOT RESPONDING TO REMOTES

If the shot clock is not responding when you press buttons on the remotes, there are several possible causes:

1. The battery has died. If this is the case, you must open the remote (which may require a screwdriver) and replace the battery. Most remotes use a 9V battery.
2. There is interference between your position and the display unit. Try changing your position to be closer to the display unit or a position with no metal beams on the direct path to the display unit.
3. The signal is not strong enough to reach the display unit. If your remote has an extendable antenna, extend it.
4. Your remote is not configured to work with the display units. If your shot clock carrying case contains a manual, look for instructions on changing the frequency or “channel” the remote operates on. Alternatively, see if there is another remote that could be paired with these display units.

CLOCKS FREQUENTLY OUT OF SYNC

If the clocks are frequently out of sync during the game, follow the solutions listed above for “clocks not responding to remotes.”

Additionally, check the power connections of the display units. If the power connection is loose, this could cause the display unit to reset or not receive the signal when you press the button on the remote.

HORN DOESN’T SOUND WHEN TIME EXPIRES

If the horn won’t sound when the display unit runs down to zero, most likely, there is a connection issue. You will need to check the connection where the cord for the horn plugs into the shot clock. You will also want to check the wires near the base of the connector and where the cables extend from the horn.

If the wires are loose or show metal, taping them up might help.

If the connection is loose, try putting pressure at different angles to establish a connection. If this will get it working, tape the connection at that angle.

AFTER THE GAME

You need to sign your name on the Official Game Report at the end of the game.

Depending on the assignment and the event, you may have to take down the shot clocks and either put them away or take them with you.

If you're on an assignment with a permanent shot clock installation, you must return the remote somewhere. Tournaments are often the same - after your assignment, return the shot clock remote to the control desk so that they can ensure that it gets to the next shot clock operator.

Never place the remote in your pocket after the game. It is too easy to forget that it is there and later discover it wandered home with you.

SHOT CLOCK CASE STUDY

This case study describes an imagined game and the procedures the shot clock operator would follow based on how the game proceeds.

1	White team is awarded a free pass to begin the game.	PRESS **RESET**, **FOLLOWED BY STOP** to initialize the shot clock to display 30 seconds to start the game. The shot clock is reset and stopped at 30 seconds.
1a	The whistle is blown to start play.	**START** The shot clock is started when the whistle blows to start play.
2	Play is stopped.	**STOP** The shot clock is stopped when the whistle blows to stop play. It is not always reset. (Rule 24.3.c)

3	White passes the ring toward another White player. Red player intercepts the pass.	**RESET** The shot clock is reset and immediately begins to count down. A change of control has occurred. Red now has control of the ring and has up to 30 seconds to take a shot.
4	White shoots the ring toward Red goal and the ring legally enters the net and the On-ice official blows the whistle to stop the play.	**STOP** The shot clock is stopped when the whistle blows to stop play, not when you think a goal is scored. **RESET** The shot clock is reset. Red is awarded a free pass in the centre zone.
5	White shoots the ring toward Red goal and the ring appears to legally enter the net but the on-ice official does not blow the whistle to stop play.	**NO ACTION** The shot clock is *not reset* and continues to count down. The on-ice official is the only one who can determine if the ring legally crosses the goal line. There was no whistle to stop play so play continues.

6	White shoots the ring toward Red goal, and the ring immediately comes to rest on the goal line after contacting the goalkeeper.	**RESET** The shot clock is reset and immediately begins to count down when the ring makes contact with the goalkeeper and comes to rest on the goal line. A shot on goal and change in control has occurred at the same time. Red is now in control of the ring and has up to 30 seconds to take a shot on goal. See Section 1.4.d of the Rule Book for the Definition of Control
7	White shoots the ring toward Red goal and the ring *comes to rest* on the goal line and within the crease without contacting the goalkeeper.	**RESET** Once the ring comes to rest on or inside the goal crease, change of control has occurred. The shot clock is reset and immediately begins to count down. Red has up to 30 seconds to take a shot on goal. See Section 1.4.d of the Rule Book for the Definition of Control

8	White shoots the ring toward Red goal and the ring enters the net. The On-ice official blows the whistle to stop play and the goal is nullified.	**STOP** The shot clock is stopped when the whistle blows to stop play. **RESET** The shot clock is reset. **START** The shot clock "starts" when the whistle blows to start play. **NOTE**: A free pass or a goalkeeper ring may be awarded to resume play, depending upon the circumstances.
9	White shoots the ring toward Red goal and the ring hits a goal post.	**RESET** The shot clock is reset and immediately begins to count down. Red has not yet gained control of the ring so White has up to 30 seconds to take another shot.
10	White shoots the ring toward the Red goal. Red goalkeeper is *inside* the goal crease. The ring:	

10	a) would have missed the net but the ring is deflected off Red goalkeeper and back into play outside the goal crease	a) **RESET** The shot clock is reset and immediately begins to count down when the ring contacts the Red goalkeeper inside the goal crease. Red has not yet gained control of the ring so White has 30 seconds to take another shot
10	b) would have gone into the net, but the ring is deflected off Red goalkeeper and back into play outside the goal crease	b) **RESET** The shot clock is reset and immediately begins to count down when the ring contacts the Red goalkeeper inside the goal crease. Red has not yet gained control of the ring so White has 30 seconds to take another shot.
10	c) is passed by Red goalkeeper, with their stick, back into play outside the goal crease.	c) **RESET** The shot clock is reset and immediately begins to count down when the ring is passed outside the crease by Red goalkeeper. A change in control has occurred when Red goalkeeper passed the ring into play so Red now has up to 30 seconds to take a shot.
10	d) is caught by Red goalkeeper and:	

1) is returned into play where it is picked up by another Red player	d)1) **RESET** The shot clock is reset and immediately begins to count down when the ring is caught by the Red goalkeeper inside the goal crease. A change of control has occurred when Red goalkeeper caught the ring so Red has up to 30 seconds to take a shot.
2) is accidentally thrown into Red's net, resulting in a goal for White.	d)2) **RESET** The shot clock is reset and immediately begins to count down when the ring is caught by the Red goalkeeper inside the goal crease. **STOP** The Shot Clock is stopped when the whistle blows to stop play and the on-ice official signals the goal. **RESET** The shot clock is reset. **START** The shot clock is started when the whistle blows to start play.

11	White shoots the ring toward the Red goal. Red goalkeeper is *outside* the goal crease. The ring would have gone into the net, but:	
	a) the ring deflects off Red goalkeeper, away from the goal crease and into play	a) **RESET** The shot clock is reset and immediately begins to count down when the ring contacts the Red goalkeeper. Red has not yet gained control of the ring so White has up to 30 seconds to take another shot.
	b) Red goalkeeper bats the ring, away from the goal crease and into play	b) **RESET** The shot clock is reset and immediately begins to count down. A change of control has occurred when Red goalkeeper batted the ring so Red has up to 30 seconds to take a shot.

12	White has a delayed penalty. Red passes the ring through the goal crease and it deflects off White goalkeeper back into play. Had the ring continued unobstructed, the ring would **NOT** have entered the net.	**RESET** The shot clock is reset and immediately begins to count down as Red has taken a shot on goal by having the ring contact White goalkeeper while within the goal crease. Play continues and Red has up to 30 seconds to take another shot.
13	White shoots the ring toward the Red goal. The ring deflects off a Red player.	**NO ACTION** The shot clock is ***NOT*** reset and the countdown continues as control of the ring has not changed.
14	White shoots the ring toward the Red goal. A Red player hits the ring with the stick, propelling the ring.	**RESET** The shot clock is reset and immediately begins to count down. A change of control has occurred when the Red player propelled the ring with the stick; so Red has up to 30 seconds to take a shot

15	White shoots the ring towards the Red goal. The ring hits a goal post and comes to rest inside the goal crease.	**RESET** The shot clock is reset and immediately begins to count down when the ring hits the goal post. Red has not yet gained control of the ring so White has up to 30 seconds to take another shot. **RESET** The shot clock is reset again and immediately begins to count down when the ring comes to rest inside the goal crease. A change of control has occurred when the ring comes to rest. Red has up to 30 seconds to take a shot.

16	Play is stopped. To resume play the ring is awarded to the team that had control of the ring when play was stopped.	**STOP** The shot clock is stopped when the whistle blows to stop play. **NO ACTION** The shot clock is **NOT** reset as control of the ring remains with the same team. **START** The shot clock is started when the whistle blows to start play. **NOTE**: You must make a judgment call that control did not change; however, if the on-ice official decides the circumstances require the shot clock to be reset, they will signal you to do so.

17	White has control of the ring. A penalty to Red causes a White player to enter the goal crease. Play is stopped, the penalty is assessed, and White is awarded a free pass to resume play.	**STOP** The shot clock is stopped when the whistle blows to stop play. **RESET** The shot clock is reset even though control of the ring remains with White, as the Red penalty caused the violation by White that resulted in the stoppage Note: The SCO should never presume to decide that a penalty causes a violation. Be aware that it can happen, and pay attention to the signals of the on-ice official to decide if you should reset. If you cannot be sure, wait for a reset signal. **START** The shot clock is started when the whistle blows to start play.

18	Play is stopped. White has control of the ring. To resume play, the ring is awarded to Red.	**RESET** The shot clock is reset when red intercepts the ring. This is a change of control, and while the on-ice official should stop play, they do make mistakes sometimes. **STOP** The shot clock is stopped when the whistle blows to stop play. **RESET** The shot clock is reset as control of the ring has changed from White to Red. **START** The shot clock is started when the whistle blows to start play.

19	White has a stick in the ring. A Red player enters the goal crease and a delayed violation is signalled. White passes the ring, but another Red player intercepts the pass before the delayed violation is nullified. Play is Stopped.	**STOP** The shot clock is stopped when the whistle blows to stop play. Play is stopped when Red gains control of the ring. Red has committed a violation; therefore the ring is awarded to White to resume play. **RESET** The shot clock is reset. **START** The shot clock is started when the whistle blows to start play.
20	White has control of the ring. A Red player slashes the White player and a delayed penalty is signalled.	**RESET** The shot clock is reset and immediately begins to count down when the delayed penalty is signalled. White has 30 seconds to take a shot.

21	White has control of the ring. A Red skater slashes the White player and a delayed penalty is signalled (1). Before play is stopped, another Red player trips a White player causing a second delayed penalty to be signalled (2).	(1) **RESET** The shot clock is reset and immediately begins to count down when the first delayed penalty is signalled. White has 30 seconds to take a shot. (2) **NO ACTION** The shot clock is NOT reset when the second delayed penalty is signalled. **NOTE**: The shot clock will be reset throughout the delayed penalty call each time that a "shot on goal" has occurred by White.
22	White commits a penalty infraction by tripping a Red player who, as a result of the infraction, falls and moves the ring from the centre zone into the Red attacking zone. Play is stopped.	**STOP** The shot clock is stopped when the whistle blows to stop play due to the violation. **RESET** The shot clock is reset as White has committed a penalty infraction and Red is awarded an attacking zone free pass. **START** The shot clock is started when the whistle blows to start play.

23	White has control of the ring. Red goalkeeper stumbles and dislodges the net from its normal position. Play is stopped.	**STOP** The shot clock is stopped when the whistle blows to stop play. **RESET** The shot clock is reset as the Red goalkeeper has committed a violation therefore White is awarded a free pass to resume play. **START** The shot clock is started when the whistle blows to start play.
24	White has control of the ring. A White player and a Red player come together resulting in the Red player sliding into the net, dislodging it from its normal position. Play is stopped.	**STOP** The shot clock is stopped when the whistle blows to stop play. **RESET** The shot clock is reset as the Red player committed a violation therefore White is awarded a free pass or goalkeeper ring to resume play. **START** The shot clock is started when the whistle blows to start play.

25	White shoots the ring toward the Red goal. The ring deflects off a Red player and proceeds out of play. Play is stopped.	**STOP** The shot clock is stopped when the whistle blows to stop play. **RESET** The shot clock is reset as the Red player committed a violation therefore White is awarded a free pass to resume play. **START** The shot clock is started when the whistle blows to start play.
26	White shoots the ring toward the Red goal. The ring completely misses the net and the goalkeeper and continues into the corner:	**NO ACTION** The shot clock is **NOT** reset and continues to count down.

a) A White player and a Red player proceed directly to the ring. In attempting to establish position over the White player, the Red player stumbles and falls on top of the ring holding it out of play. Play is stopped.	a) **STOP** The shot clock is stopped when the whistle blows to stop play. **RESET** The shot clock is reset as the Red player committed a violation therefore White is awarded a free pass to resume play. **NOTE**: If you are not sure that play was stopped because it was out of play under Red, and White is getting the ring back, you should not reset unless you are given the signal by the on-ice official. **START** The shot clock is started when the whistle blows to start play.

b) The Red player proceeds directly to the ring but stumbles, without any influence from White, and falls on top of the ring holding it out of play. Play is stopped.

b) **STOP**
The shot clock is stopped when the whistle blows to stop play.

RESET
The shot clock is reset as the Red player committed a violation therefore White is awarded a free pass or goalkeeper ring to resume play.

NOTE: If you are not sure that play was stopped because it was out of play under Red, and White is getting the ring back, you should not reset unless you are given the signal by the on-ice official.

START
The shot clock is started when the whistle blows to start play.

	c) The On-ice official signals for a reset even though the You are certain the shot missed both the goalkeeper and net.	**RESET** The shot clock is reset and immediately begins to count down. White has 30 seconds to take a shot. The viewpoint of the on-ice official is the determining factor. If the on-ice official calls for a reset, the shot clock not reset, and the shot clock sounds, it will be treated as the shot clock has sounded in error and the team that last had control of the ring will be awarded the ring and a reset.
27	White shoots the ring towards Red goal in an attempt to reset the shot clock and the ring strikes the side of the net or bottom rim of the net (the “pocket”).	**NO ACTION** The shot clock is **NOT** reset and continues to count down. The side of the net or bottom rim of the net are not considered a shot on goal. **NOTE**: if you cannot be sure that a shot hit the post vs the netting or the “pocket” from your viewing position, you must treat it as though it did not hit the post and check to see if the on-ice officials signal for a reset.

28	White shoots the ring towards Red goal in an attempt to reset the shot clock and the ring strikes the side of the net or bottom rim of the net. The On-ice official signals for a reset.	**RESET** The shot clock is reset and immediately begins to count down. White has 30 seconds to take a shot. The viewpoint of the on-ice official is the determining factor. If the on-ice official calls for a reset, the shot clock not reset, and the shot clock sounds, it will be treated as the shot clock has sounded in error and the team that last had control of the ring will be awarded the ring and a reset.
29	White shoots the ring, which leaves the playing area.	

a) The ring deflects off a White player and out of the playing area. Play is stopped.	a) **STOP** The shot clock is stopped when the whistle blows to stop play. **RESET** The shot clock is reset as the White player has committed a violation therefore Red is awarded a free pass or goalkeeper ring to resume play. **START** The shot clock is started when the whistle blows to start play.
b) The ring deflects off a Red player and out of the playing area. Play is stopped.	b) **STOP** The shot clock is stopped when the whistle blows to stop play. **RESET** The shot clock is reset as the Red player has committed a violation therefore White is awarded a free pass or goalkeeper ring to resume play. **START** The shot clock is started when the whistle blows to start play.

30	White shoots the ring and it becomes lodged under the boards or the net. Play is stopped.	**STOP** The shot clock is stopped when the whistle blows to stop play. **NO ACTION** The shot clock is **NOT** reset as White player is still in control of the ring and no violation has occurred therefore White is awarded a free pass or goalkeeper ring to resume play. **START** The shot clock is started when the whistle blows to start play.

31	Red has control of the ring. A White player is injured. Play is stopped.	**STOP** The shot clock is stopped when the whistle blows to stop play. **RESET** The shot clock is reset as a player on the team NOT in possession of the ring is injured and causes the stoppage in play therefore Red is awarded a free pass or goalkeeper ring to resume play. **START** The shot clock is started when the whistle blows to start play.

32	Red has control of the ring. A Red player is injured. Play is stopped.	**STOP** The shot clock is stopped when the whistle blows to stop play. **NO ACTION** The shot clock is **NOT** reset as a player on the team IN possession of the ring caused the stoppage in play therefore Red is awarded a free pass or goalkeeper ring to resume play. **START** The shot clock is started when the whistle blows to start play.
33	The on-ice official notices one shot clock is displaying 24 seconds remaining while the other is showing 21 seconds.	

a) While play is going on.	a) **NO ACTION** The shot clock is NOT reset and continues to count down. The On-ice official shall allow play to continue and allow the opportunity for a reset during the normal course of play. Should one of the clocks reach zero while they are out of sync, play shall be stopped. **SHOT CLOCK ALLOWED TO SOUND** The shot clock should be allowed to sound for a sufficient duration to call attention to the stoppage. **STOP** The shot clock is stopped when the whistle blows to stop play. **RESET** The shot clock will be reset and the team last in control will be awarded a free pass or goalkeeper ring to resume play. **START** The shot clock is started when the whistle blows to start play.

	b) During a stoppage in play.	b) **RESET** The On-ice official shall signal for a reset before starting play. **START** The shot clock is started when the whistle blows to start play.
34	You notice that one shot clock is not in sync with the other clock.	

a) While play is going on.	a) **NO ACTION** The shot clock is **NOT** reset and continues to count down. You will allow play to continue to allow the opportunity for a reset during the normal course of play. Should one of the clocks reach zero while they are out of sync, play shall be stopped. **NOTE**: If the you immediately notice that one or both clock(s) did not reset, you should try to reset again. **SHOT CLOCK ALLOWED TO SOUND** The shot clock should be allowed to sound for a sufficient duration to call attention to the stoppage. **STOP** The shot clock is stopped when the whistle blows to stop play. **RESET** The shot clock will be reset. **START** The shot clock is started when the whistle blows to start play.

	b) During a stoppage in play.	**RESET** Inform the On-ice officials about the clocks being out of sync (if possible) and reset the shot clock. **START** The shot clock is started when the whistle blows to start play.
35	During a stoppage in play You are uncertain of the reason for the stoppage.	**STOP** The shot clock is stopped when the whistle blows to stop play. Do **NOT** reset unless an On-ice official signals.
36	White has control of the ring but is being checked by Red players; a scrum develops and the ring bounces around among the players in the scrum.	**NO ACTION** The shot clock is **NOT** reset and continues to count down until control can be determined to have changed from White to Red, or the on-ice official signals for a reset.

a) From the scrum a White player comes out with the ring.	**NO ACTION** The shot clock is **NOT** reset and continues to count down as White has maintained control throughout the scrum so play continues, unless an on-ice official signals for a reset indicating that control changed hands during the scrum.
b) From the scrum a Red player comes out with the ring.	**RESET** The shot clock is reset and immediately begins to count down. A change of control has occurred and Red now has 30 seconds to take a shot on goal.

37	White has a stick in the ring. The shot clock reaches zero seconds and the audible signal sounds. Play is stopped.	**SHOT CLOCK ALLOWED TO SOUND** The shot clock should be allowed to sound for a sufficient duration to call attention to the stoppage. **STOP** The shot clock is stopped when the whistle blows to stop play. White has committed a violation as they did not take a shot within 30 seconds therefore Red is awarded the ring to resume play in the same zone. **RESET** The shot clock is reset. **START** The shot clock is started when the whistle blows to start play.

38	White shoots the ring toward the Red goal. The shot clock reaches zero seconds and the audible signal sounds, before the entire ring crosses the goal line. Play is stopped with no goal	**SHOT CLOCK ALLOWED TO SOUND** The shot clock should be allowed to sound for a sufficient duration to call attention to the stoppage. **STOP** Play is stopped when the shot clock reaches zero seconds and the whistle blows to stop play. White has committed a violation so Red is awarded the ring. **RESET** The shot clock is reset. **START** The shot clock is started when the whistle blows to start play.
39	White has control of the ring in the attacking zone. The shot clock reaches zero seconds and the audible signal sounds; however, the on-ice officials are not aware of it and the play continues. White continues to the net, shoots the ring and scores a goal.	**SHOT CLOCK ALLOWED TO SOUND** The shot clock should be allowed to sound for a sufficient duration to call attention to the stoppage. **STOP** The shot clock is stopped when it reaches zero seconds. If possible, the shot clock is not reset and remains displaying 00.

a) The On-ice officials confer with the off-ice officials and determine the goal was scored after the shot clock reached zero seconds. The goal is nullified.	**a) RESET** The shot clock is reset and Red is awarded a defending free pass **START** The shot clock is started when the whistle blows to start play.
b) The On-ice officials confer with the off-ice officials and cannot determine with any certainty that the goal was scored after the shot clock reached zero seconds. The goal stands.	**b) RESET** The shot clock is reset and Red is awarded a free pass in the centre zone circle. **START** The shot clock is started when the whistle blows to start play. **NOTE:** You should be attentive to when the shot clock is nearing zero, and be prepared to assist the on-ice officials in making a goal scoring situation in a case like this.

40	White passes the ring from the centre zone across the blue line into the Red defending zone. The shot clock reaches zero seconds before any other player contacts or controls the ring. Play is stopped.	**SHOT CLOCK ALLOWED TO SOUND** The shot clock should be allowed to sound for a sufficient duration to call attention to the stoppage. **STOP** The shot clock is stopped when it reaches zero seconds and the whistle blows to stop play. White has committed a violation so Red is awarded a free pass in the centre zone. **RESET** The shot clock is reset. **START** The shot clock is started when the whistle blows to start play.

41	White passes the ring from the centre zone across the blue line into the Red defending zone where the ring deflects off another player's skate. The shot clock reaches zero seconds. Play is stopped.	**SHOT CLOCK ALLOWED TO SOUND** The shot clock should be allowed to sound for a sufficient duration to call attention to the stoppage. **STOP** Play is stopped when the shot clock reaches zero seconds and the whistle blows to stop play. White has committed a violation so Red is awarded a goalkeeper ring. **RESET** The shot clock is reset. **START** The shot clock is started when the whistle blows to start play.

42 White passes the ring from their defending zone across both blue lines into their attacking zone where the ring deflects off another player's skate. The shot clock reaches zero seconds. Play is stopped.

SHOT CLOCK ALLOWED TO SOUND
The shot clock should be allowed to sound for a sufficient duration to call attention to the stoppage.

STOP
Play is stopped when the shot clock reaches zero seconds and the whistle blows to stop play. White has committed a violation so Red is awarded a goalkeeper ring.

RESET
The shot clock is reset.

START
The shot clock is started when the whistle blows to start play.

43 White takes a shot on goal and Red goalkeeper catches the ring but the shot clock is not reset. Although the On-ice official signals for the shot clock to be reset, the shot clock reaches zero seconds and the audible signal sounds. Play is stopped.

SHOT CLOCK ALLOWED TO SOUND
The shot clock should be allowed to sound for a sufficient duration to call attention to the stoppage.

STOP
Play is stopped when the shot clock reaches zero seconds and the whistle blows to stop play.

RESET
The shot clock is reset and Red is awarded a goalkeeper ring to resume play.

START
The shot clock is started when the whistle blows to start play.

44	White passes the ring and Red intercepts the ring with 20 seconds remaining on the shot clock but the shot clock is not reset. Play continues.	**RESET** The shot clock is reset and begins to count down as soon as You recognize the change in control or the On-ice official signals for a reset. **NOTE**: The Red team, in this example, may have in excess of 30 seconds of playing time to take a shot on goal, but the time on the shot clock will take precedence.

45 White shoots the ring toward the Red goal. The ring is deflected off Red goalkeeper and back into play outside the goal crease but the shot clock is not reset. White regains control of the ring. Although the On-ice official signals for the clock to be reset, the shot clock reaches zero seconds and the audible signal sounds. Play is stopped.

SHOT CLOCK ALLOWED TO SOUND
The shot clock should be allowed to sound for a sufficient duration to call attention to the stoppage.

STOP
Play is stopped when the shot clock reaches zero seconds and the whistle blows to stop play.

RESET
The shot clock is reset and White is awarded a free pass.

START
The shot clock is started when the whistle blows to start play.

46 White shoots the ring toward the Red goal. The ring is deflected off Red goalkeeper and back into play outside the goal crease but the shot clock is not reset. Although the On-ice official signals for the shot clock to be reset the shot clock reaches zero seconds and the audible signal sounds before either team gains control of the ring. Play is stopped.

SHOT CLOCK ALLOWED TO SOUND
The shot clock should be allowed to sound for a sufficient duration to call attention to the stoppage.

STOP
Play is stopped when the shot clock reaches zero seconds and the whistle blows to stop play.

RESET
The shot clock is reset and White is awarded a free pass as they were the team last in control of the ring.

START
The shot clock is started when the whistle blows to start play.

47	White gains control of the ring and passes it from their defending zone across both blue lines into their attacking zone where the ring deflects off a white player's skate. One of the shot clocks did not reset when White established control. That shot clock reaches zero seconds. Play is stopped.	**SHOT CLOCK ALLOWED TO SOUND** The shot clock should be allowed to sound for a sufficient duration to call attention to the stoppage. **STOP** Play is stopped when the shot clock reaches zero seconds and the whistle blows to stop play. The shot clock has sounded in error. White is awarded a free pass in their attacking zone. **RESET** The shot clock is reset. **START** The shot clock is started when the whistle blows to start play.
48	White shoots the ring toward the Red goal but misses. Red has not gained control of the ring, but the shot clock is reset in error. Play continues.	**NO ACTION** The shot clock continues to count down. **NOTE:** Once the shot clock is reset, this cannot be undone.

43 White takes a shot on goal and Red goalkeeper catches the ring but the shot clock is not reset. Although the On-ice official signals for the shot clock to be reset, the shot clock reaches zero seconds and the audible signal sounds. Play is stopped.

SHOT CLOCK ALLOWED TO SOUND
The shot clock should be allowed to sound for a sufficient duration to call attention to the stoppage.

STOP
Play is stopped when the shot clock reaches zero seconds and the whistle blows to stop play.

RESET
The shot clock is reset and Red is awarded a goalkeeper ring to resume play.

START
The shot clock is started when the whistle blows to start play.

44	White passes the ring and Red intercepts the ring with 20 seconds remaining on the shot clock but the shot clock is not reset. Play continues.	**RESET** The shot clock is reset and begins to count down as soon as You recognize the change in control or the On-ice official signals for a reset. **NOTE**: The Red team, in this example, may have in excess of 30 seconds of playing time to take a shot on goal, but the time on the shot clock will take precedence.

45 White shoots the ring toward the Red goal. The ring is deflected off Red goalkeeper and back into play outside the goal crease but the shot clock is not reset. White regains control of the ring. Although the On-ice official signals for the clock to be reset, the shot clock reaches zero seconds and the audible signal sounds. Play is stopped.

SHOT CLOCK ALLOWED TO SOUND
The shot clock should be allowed to sound for a sufficient duration to call attention to the stoppage.

STOP
Play is stopped when the shot clock reaches zero seconds and the whistle blows to stop play.

RESET
The shot clock is reset and White is awarded a free pass.

START
The shot clock is started when the whistle blows to start play.

46 White shoots the ring toward the Red goal. The ring is deflected off Red goalkeeper and back into play outside the goal crease but the shot clock is not reset. Although the On-ice official signals for the shot clock to be reset the shot clock reaches zero seconds and the audible signal sounds before either team gains control of the ring. Play is stopped.

SHOT CLOCK ALLOWED TO SOUND
The shot clock should be allowed to sound for a sufficient duration to call attention to the stoppage.

STOP
Play is stopped when the shot clock reaches zero seconds and the whistle blows to stop play.

RESET
The shot clock is reset and White is awarded a free pass as they were the team last in control of the ring.

START
The shot clock is started when the whistle blows to start play.

47	White gains control of the ring and passes it from their defending zone across both blue lines into their attacking zone where the ring deflects off a white player's skate. One of the shot clocks did not reset when White established control. That shot clock reaches zero seconds. Play is stopped.	**SHOT CLOCK ALLOWED TO SOUND** The shot clock should be allowed to sound for a sufficient duration to call attention to the stoppage. **STOP** Play is stopped when the shot clock reaches zero seconds and the whistle blows to stop play. The shot clock has sounded in error. White is awarded a free pass in their attacking zone. **RESET** The shot clock is reset. **START** The shot clock is started when the whistle blows to start play.

NOCP
PNCO

The National Officials Certification Pathway (NOCP) is the program responsible for all official training material and programs for officiating under Ringette Canada. This includes training for on-ice officials, shot clock operators, evaluators, and instructors.