



Guelph Ringette Association - Shot Clock Information Sheet

Prepared December 14, 2007 - Adapted from Ringette Canada Official Rules 2005-2008, Annex A – Shot Clock and September 28, 2007 Summary of Rules Changes for 2007-2008

Shot Clock Operator

The shot clock operator is a minor official. As a minor official the shot clock operator is responsible for assisting the on-ice officials with the game through the operation of the shot clock. Ideally you should be positioned so that you 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 sign the Official Game Report.

Shot Clock

There should be two identical clocks that count down time in seconds. One should be mounted in the same location in each end zone behind and above the end boards, not higher than the top of the glass, over the goalkeepers left shoulder.

Relevant Definitions

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:

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

Control

Control of the ring is gained when

- a skater places the stick into the ring, propels the ring with the stick, or bats or kicks the ring
- a goalkeeper, within the goal crease, prevents the ring from entering the net and the ring comes to rest inside or contacting the goal crease
- a goalkeeper, while not preventing the ring from entering the net, propels the ring with the stick, or bats or kicks the ring.
- 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.

Relevant Referee Signals

- *Delayed penalty* – Arm extended straight up.
- *Delayed violation* – Arm bent so that forearm and hand are upright. May include a five second count.
- *Shot clock rest* – Arm extended straight up with a forefinger extended and making a circular motion with the finger.



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Shot Clock Rules

At the start of the each period the shot clock will be set to 30 seconds. The shot clock only counts down when the play is on, therefore the shot clock shall be started when play is started and stopped when play is stopped. The shot clock does not run when there is less time remaining in the period that there is on the shot clock.

The shot clock shall be reset to 30 seconds when:

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

... in simpler terms the shot clock is reset when:

- there is a shot on goal
- control of the ring changes teams
- a delayed penalty is signaled
- play is stopped as a result of a violation
- play is stopped because a player on the team not in possession of the ring is injured.

When the shot clock reaches zero seconds, an audible signal will sound:

- play is stopped, as the team in control of the ring has committed a violation.
- the shot clock is reset to 30 seconds.
- the ring is awarded to the other team, in the zone in which the ring was last contacted or controlled.

If the shot clock's audible signal sounds in error:

- play is stopped.
- the shot clock is reset to 30 seconds.
- the ring is awarded to the team in control of the ring, in the zone in which play was stopped.

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