



KRA Shot Clock Information Sheet

Prepared 2016: resource material from Ringette Canada Official Rules

Shot Clock Operator is a minor official who is responsible for assisting the on-ice officials with the operation of the shot clock. The shot clock operator should be positioned so the on-ice officials can communicate with you. Shot clock operators must sign the official game sheet. The remote for the shot clock can be obtained at the office at Lions Arena.

Shot Clock / Remote location:

Two shot clocks are required to be located in the same location of the end zones of the ice.

Lions Arena: The remote is located at the 'arena

The Aud: The remote is located in the maintenance room (ask someone at the main service desk for directions), you will need to leave a set of keys with the arena attendant to obtain the remote.

Definitions:

- **Shot on Goal:** a shot on goal is completed when the team in possession of the ring legally moves the ring toward the others teams goal and several things can occur:
 - The ring enters the net
 - The ring contacts a goal post or the cross bar
 - The ring contacts the goalkeeper or 'active goal keeper/ player' within the goal crease
 - The ring contacts the goalkeeper outside the goal crease and that contact prevents the ring from entering the net
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- **Control:** control of the ring is obtained when
 - A skater places the stick into the ring, moves the ring with the stick, or purposely bats or directs the ring
 - A goalkeeper within the goal crease, prevents the ring from entering the net and the ring rests inside or contacts the goal crease
 - A goalkeeper, while not preventing the ring from entering the net moves the ring with the stick or directs the ring
 - The ring comes to rest inside or contacting the goal crease
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- **Possession:** the player that last contacted or controlled the ring has possession of the ring

Referee Signals to know:

- **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 reset:** *arm extended straight up with a forefinger extended and making a circular motion with the finger*

Shot Clock Rules:

At the beginning of the game the shot clock is set to 30 seconds. The shot clock counts down when the play is on, therefore the shot clock shall START when the play begins and is STOPPED when play stops.

The shot clock does not run when there is less time remaining on the clock than there is on the shot clock.

Shot Clock **is reset** to 30 seconds when:

- 'Control' of the ring changes from one team to the other team.
- The team in possession of the ring takes a shot on goal
- A delayed penalty is signaled. If additional delayed penalties are signaled before play is stopped, the shot clock is NOT to 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

To simplify:

- *Control of the ring changes hands*
- *There is a shot on goal*
- *A delayed penalty is signaled*
- *Play is stopped as a result of violation*
- *Play is stopped because a player on the team not in possession of the ring is injured.*

The shot clock will 'buzz' with an audible sound when it reaches zero seconds, therefore:

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

If the shot clocks 'buzz' sounds in error, then:

- 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 accidentally stopped

If shot clock is reset in error:

- Play continues

If you are not sure, do not reset the shot clock. It is the on-ice official's responsibility to ensure that the shot clock is reset properly before the start of all plays. They will advise you if changes are necessary.

Four Golden Rules:

1. Reset on a change of Possession
2. Reset on a shot on Goalkeeper/post/crossbar
3. Reset on a delayed penalty, as soon as the ref's arm goes up
4. When in doubt, default to the Ref

Hints:

- If a ring is shot by a player and it hits the side of the **net**, this is NOT considered eligible for a reset.
- To be considered as 'possession' and a reset occurs, the ring must be on a player's stick or in the goalies crease for possession purposes.
- Be patient, you can reset a second or two late, you can't undo a reset
- Handheld remote for the shot clock needs to be pointed at center ice, this ensures both of the clocks receive the signal to 'reset'
- Clocks not in sync: if you notice the clocks are not in sync after a 'reset' / change of possession, 'reset' again, or wait for the Ref to signal a 'reset'
- Batteries for remote: at times the signal for the remote will become weak and the batteries will need to be changed. If you are having trouble with the remote please check with the arena attendant who can give you new batteries.

Be watchful of (but wait for the Ref):

- Batting or directing the ring to purposefully change the direction is considered a change of possession
- There will be parts of the ice you cannot see clearly so just wait for the Ref for a reset
- **Not** every whistle is a reset. There must be a change in possession, if in doubt WAIT for the Ref to signal a reset
- If a Ref signals a reset, you MUST reset, even if you don't believe there should be one.