



Section 24 – Shot Clock Official Rules

24.1 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:

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

24.2 Signal and Timing Device

24.2.a Shot Clock. The rink should have a separate clock, in addition to the game clock, that counts down time in seconds. Two identical display units are required, one in each end zone. The display unit shall be mounted behind and above the end boards, and should be no higher than the top of the glass, in line with the free pass dots to the goalkeeper's left. The position of the display units relative to the goal should be identical in each end zone

24.3 Playing Rule

- 24.3.a The shot clock shall be set to 30 seconds at the beginning of each period.
- 24.3.b The shot clock shall be set to 30 seconds after the scoring of a goal.
- 24.3.c 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.
- 24.3.d The shot clock shall be reset to 30 seconds when:

- 24.3.d (1) the team in possession of the ring takes a shot on goal.
- 24.3.d (2) control of the ring changes from one team to the other team.
- 24.3.d (3) a delayed penalty is signalled. If additional delayed penalties are signalled before play is stopped, the shot clock shall not be reset for each additional delayed penalty.
- 24.3.d (4) a penalty causes the non-penalized team to commit a violation, and play is stopped as a result.
- 24.3.d (5) a player on the team not in control of the ring commits a violation, and play is stopped as a result
- 24.3.d (6) a player on the team not in possession of the ring is injured, and play is stopped as a result.
- 24.3.d (7) the shot clocks are displaying different times during a stoppage in play.

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

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

NOTE: A Goalkeeper Ring may be awarded in place of a defensive free pass.

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

- 24.3.f (1) play is stopped.
- 24.3.f (2) the shot clock is reset to 30 seconds.
- 24.3.f (3) the ring is awarded to:
 - 24.3.f (3) (a) the team last in control of the ring, in the nearest circle within the zone in which the ring was last contacted or controlled.
 - 24.3.f (3) (b) the non-penalized team during the delayed calling of a penalty. Ring placement shall be per 10.4.b based on play being stopped due to the penalty.

NOTE: A Goalkeeper Ring may be awarded in place of a defensive free pass.

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

24.3.h The shot clock display units 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.

Cases

Case 1: Team A is awarded a free pass to begin the game. The whistle is blown to start play.

Ruling 1: The shot clock begins counting down from 30 seconds. (Rule 24.3.a)

Case 2: Play is stopped.

Ruling 2: The shot clock is stopped. It is not necessarily reset. (Rule 24.3.d)

Case 3: A1 shoots the ring toward Team B's goal and the ring legally enters the net.

Ruling 3: Play is stopped when a goal is scored. (Team B is awarded a free pass in the centre zone.) The shot clock is reset and starts when the whistle is blown to start play. (Rule 24.3.b)

Case 4: A1 shoots the ring toward Team B's goal and the ring enters the net. The goal is nullified.

Ruling 4: Play is stopped when the entire ring crosses the goal line.
The shot clock is reset and starts when the whistle is blown to start play. (Rules 24.1.a & 24.3.d(1))

Case 5: A1 shoots the ring toward Team B's goal and the ring hits a goal post.

Ruling 5: The shot clock is reset when the ring contacts the goal post. The shot clock immediately begins to count down. Team B has not yet gained

control of the ring so Team A has up to 30 seconds to take another shot. (Rules 24.1.b & 24.3.d(1))

- Case 6: A1 shoots the ring toward Team B's goal. Team B's goalkeeper is inside the goal crease. The ring:
- would have missed the net anyway. The ring is deflected off Team B's goalkeeper and back into play outside the goal crease.
 - would have gone into the net, but the ring is deflected off Team B's goalkeeper and back into play outside the goal crease.
 - is passed by Team B's goalkeeper back into play outside the goal crease.
 - is caught by Team B's goalkeeper and is returned into play where it is picked up by player B2.

- Ruling 6: The shot clock is reset when the ring contacts the goalkeeper inside the goal crease. The shot clock immediately begins to count down.
- Team B has not yet gained control of the ring so Team A has up to 30 seconds to take another shot. (Rules 24.1.c & 24.3.d(1))
 - Team B has not yet gained control of the ring so Team A has up to 30 seconds to take another shot. (Rules 24.1.c & 24.3.d(1))
 - Team B last controlled the ring (when Team B's goalkeeper propelled the ring with the stick) so Team B has up to 30 seconds to take a shot. (Rule 24.3.d(2))
 - Team B last controlled the ring (when Team B's goalkeeper caught the ring) so Team B has up to 30 seconds to take a shot. (Rule 24.3.d(2))
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- Case 7: A1 shoots the ring toward Team B's goal. The ring would have gone into the net, but while the ring is outside the goal crease:
- the ring deflects off Team B's goalkeeper, away from the goal crease and into play.
 - Team B's goalkeeper bats the ring, away from the goal crease and into play.

- Ruling 7: The shot clock is reset when the ring contacts the goalkeeper.

The shot clock immediately begins to count down.

- a. Team B has not yet gained control of the ring so Team A has up to 30 seconds to take another shot. (Rules 1.5, 24.1.d & 24.3.d(1))
- b. Team B last controlled the ring (when Team B's goalkeeper batted the ring) so Team B has up to 30 seconds to take a shot. (Rules 1.4 & 24.3.d(2))

Case 8: Team A has a delayed penalty. Team B passes the ring through the goal crease and it deflects off goalkeeper A1 back out into play. Had the ring continued unobstructed, the ring would NOT have entered the net.

Ruling 8: Play continues as Team A has not gained control of the ring. The shot clock is reset as Team B has taken a shot on goal by having the ring contact the goalkeeper while within the goal crease. (Rules 24.1.c & 24.3.d(1))

Case 9: A1 shoots the ring toward Team B's goal. The ring deflects off skater B2.

Ruling 9: The shot clock is not reset and the countdown continues, as control of the ring has not changed. B2 has possession of the ring, but B2 has not yet gained control of the ring. (Rules 1.4, 1.5 & 24.3.d(2))

Case 10: A1 shoots the ring toward Team B's goal. Skater B2 hits the ring with the stick, redirecting the ring.

Ruling 10: The shot clock is reset and immediately begins to count down.
Team B last controlled the ring (when B2 propelled the ring with the stick) so Team B has up to 30 seconds to take a shot. (Rules 1.4 & 24.3.d(2))

Case 11: A1 shoots the ring toward Team B's goal. The ring hits a goal post and comes to rest inside the goal crease.

Ruling 11: The shot clock is reset when the ring hits the goal post and the shot clock immediately begins to count down. (Team B has not yet gained control of the ring so Team A has up to 30 seconds to take another shot.) The shot clock is reset again when the ring comes to rest inside the goal crease and

the shot clock immediately begins to count down. (Team B has gained control of the ring, so that team has up to 30 seconds to take a shot.) (Rules 1.4, 24.1, 24.3.d(1) & 24.3.d(2))

Case 12: Play is stopped. To resume play, the ring is awarded to the team that had control of the ring when play was stopped.

Ruling 12: 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 continues the count down when play is resumed. (Rules 24.3.c & 24.3.d)

Case 13: Team A has control of the ring. A penalty by B1 causes A1 to enter the goal crease. Play is stopped, the penalty is assessed, and Team A is awarded a free pass to resume play.

Ruling 13: The shot clock is stopped when play stops. The shot clock is reset, even though control of the ring remains with Team A, as the Team B penalty caused the violation by Team A that resulted in the stoppage of play. The shot clock begins to count down when play is resumed. (Rule 24.3.d(4))

Case 14: Play is stopped. Team A has control of the ring. To resume play, the ring is awarded to Team B.

Ruling 14: The shot clock is stopped when play stops. The shot clock is reset, as control of the ring has changed from Team A to Team B. The shot clock begins to count down when play is resumed. (Rule 24.3.d(2))

Case 15: A1 has the stick in the ring. Skater B1 enters the goal crease and a delayed violation is signalled. A1 passes the ring, but B2 intercepts the pass before the delayed violation is nullified.

Ruling 15: Play is stopped when Team B gains control of the ring. The ring is awarded to Team A to resume play. The shot clock is reset and begins to count down when play is resumed. (Rule 24.3.d(2))

Case 16: A1 passes the ring toward A2. B1 intercepts the pass.

Ruling 16: The shot clock is reset and immediately begins to count down. Team B has up to 30 seconds to take a shot. (Rule 24.3.d(2))

Case 17: Team A has control of the ring. Skater B1 slashes A1 and a delayed penalty is signalled.

Ruling 17: The shot clock is reset and immediately begins to count down. Team A has up to 30 seconds to take a shot. (Rule 24.3.d(3))

Case 18: Team A has control of the ring. Skater B1 slashes A1 and a delayed penalty is signalled. Before play is stopped, Skater B2 trips A1 causing a second delayed penalty to be signalled.

Ruling 18: When the first delayed penalty is signalled, the shot clock is reset and immediately begins to count down. The shot clock is not reset after signalling the second delayed penalty. (Rule 24.3.d(3))

Case 19: A1 commits a penalty infraction by tripping B2 who, as a result of the infraction, falls and moves the ring from the centre zone into Team B's attacking zone.

Ruling 19: Play is stopped immediately. The shot clock is reset and Team B is awarded a centre zone free pass. (Rule 24.3.d(4))

Case 20: Team A has control of the ring. Goalkeeper B1 stumbles and dislodges the net from its normal position.

Ruling 20: Play is stopped immediately. The shot clock is reset and Team A is awarded a free pass to resume play. (Rule 24.3.d(5))

Case 21: Team A has control of the ring. Skater A1 and skater B1 come together resulting in B1 falling and sliding into the net such that it is dislodged from its normal position.

Ruling 21: Play is stopped immediately. The shot clock is reset and Team A is awarded a free pass to resume play. (Rule 24.3.d(5))

Case 22: A1 shoots the ring toward Team B's goal. The ring deflects off skater B1 and proceeds out of play.

Ruling 22: Play is stopped immediately. The shot clock is reset and Team A is awarded a free pass to resume play. (Rule 24.3.d(5))

Case 23: A1 shoots the ring toward Team B's goal. The ring completely misses the net and the goalkeeper and continues into the corner. Skaters A1 and B1 proceed directly to the ring. In attempting to establish position over A1, B1 stumbles and falls on top of the ring holding it out of play.

Ruling 23: Play is stopped immediately. The shot clock is reset and Team A is awarded a free pass to resume play. (Rule 24.3.d(5))

Case 24: A1 shoots the ring, which leaves the playing area.

- a. The ring deflects off a Team A player and out of the playing area.
- b. The ring deflects off a Team B player and out of the playing area.

Ruling 24:

- a. Play is stopped immediately. The shot clock is reset and Team B is awarded a free pass to resume play. (Rule 24.3.d(2))
- b. Play is stopped immediately. The shot clock is reset and Team A is awarded a free pass to resume play. (Rule 24.3.d(5))

Case 25: A1 shoots the ring and it becomes lodged under the boards or the net.

Ruling 25: Play is stopped immediately. The shot clock is not reset and Team A is awarded a free pass to resume play. (Rules 10.4.e & 24.3.d)

Case 26: Team B has control of the ring and:

- a. A1 is injured

b. B1 is injured

- Ruling 26:**
- a. Play is stopped immediately. The shot clock is reset and Team B is awarded a free pass to resume play. (Rule 24.3.d(6))
 - b. Play is stopped immediately. The shot clock is not reset and Team B is awarded a free pass to resume play. (Rule 24.3.d)
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Case 27: 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.
- b. During a stoppage in play

- Ruling 27:**
- a. The 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, and the ring will be returned to the team last in control in the zone in which play was stopped. (Rule 24.3.d)
 - b. The on ice official shall signal for a reset before starting play. (Rule 24.3.d(7))
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Case 28: A1 has the stick in the ring. The shot clock reaches zero seconds (the audible signal sounds).

Ruling 28: Play is stopped immediately. Team A has committed a violation, so Team B is awarded the ring to resume play in the same zone. The shot clock is reset and begins to count down when play is resumed. (Rule 24.3.e)

Case 29: A1 shoots the ring toward Team B's goal. The shot clock reaches zero seconds (the audible signal sounds) before the entire ring crosses the goal line.

Ruling 29: No goal. Play is stopped when the shot clock reaches zero seconds. Team A has committed a violation, so Team B is awarded a goalkeeper ring. The shot clock is reset and begins to count down when play is resumed. (Rule 24.3.e)

Case 30: A1 has control of the ring in the attacking zone. The shot clock reaches zero seconds (the audible signal sounds) however, the on-ice officials are not aware of it and play continues. A1 continues to the net, shoots the ring and scores a goal. At the request of Team B:

- a. The on-ice officials confer with the minor officials and determine the goal was scored after the shot clock reached zero seconds.
- b. The on-ice officials confer with the minor officials and cannot determine with any certainty that the goal was scored after the shot clock reached zero seconds.

Ruling 30: a. The goal is nullified. (Rule 24.3.e)
b. The goal stands. (Rule 11.3.a)

Case 31: A1 passes the ring from the centre zone across the blue line into Team B's defending zone. The shot clock reaches zero seconds, before any other player contacts or controls the ring.

Ruling 31: Play is stopped immediately. Team A has committed a violation, so Team B is awarded a free pass in the centre zone (the zone in which the ring was last contacted or controlled). (Rule 24.3.e)

Case 32: A1 passes the ring from the centre zone across the blue line into Team B's defending zone where the ring deflects off another player's skate. The shot clock reaches zero seconds.

Ruling 32: Play is stopped immediately. Team A has committed a violation, so Team B is awarded a goalkeeper ring. (Team B is awarded the ring in the zone in which the ring was last contacted or controlled.) (Rule 24.3.e)

Case 33: A1 takes a shot on goal and goalkeeper B1 catches the ring. 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.

Ruling 33: Play is stopped. The shot clock is reset. Team B is awarded a goalkeeper ring to resume play. (Rule 24.3.f)

Case 34: A1 passes the ring and B1 intercepts the ring. The shot clock is not reset immediately

Ruling 34: Play continues. The on-ice official shall signal a reset. (Rule 24.3)

Case 35: A1 shoots the ring toward Team B's goal. The ring is deflected off Team B's goalkeeper and back into play outside the goal crease. The shot clock is not reset. Team A regains control of the ring. Although the on-ice official signals for the shot clock to be reset, the shot clock reaches zero seconds.

Ruling 35: Play is stopped. The shot clock is reset. Team A is awarded a free pass. (Rule 24.3.f)

Case 36: A1 shoots the ring toward Team B's goal. The ring is deflected off Team B's goalkeeper and back into play outside the goal crease. 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 before either team gains control of the ring.

Ruling 36: Play is stopped. The shot clock is reset. Team A is awarded a free pass as they were the team last in control of the ring. (Rules 1.4 & 24.3.f)

Case 37: A1 shoots the ring toward Team B's net, but misses. Team B has not gained control of the ring, but the shot clock is reset (in error).

Ruling 37: Play continues. (Rule 24.3.g)

Case 38: A violation by Team A results in Team B being awarded a free pass with 0:25 seconds left in the period.

Ruling 38: The shot clock is turned off as there is less time remaining in the period than on the shot clock. (Rule 24.3.h)

Case 39: A1 commits a slashing penalty while Team B is in control of the ring in their defending zone. The on-ice official signals the delayed penalty but the shot clock doesn't get reset and goes off in error.

Ruling 39: Play is stopped. The shot clock is reset. Team B is awarded a free pass in the centre zone. (Rule 24.3.f(3)(b))

Case 40: A1 passes the ring towards A2 in Team A's attacking zone. In attempting to get the ring, A2 commits a body contact penalty. The on-ice official signals the penalty but the shot clock doesn't get reset and goes off in error before anyone controls the ring.

Ruling 40: Play is stopped. The shot clock is reset. Team B is awarded a free pass in the centre zone. (Rule 24.3.f(3)(b))