



Shot Clock Basics

The purpose of the shot clock is to keep the game flowing by forcing play to the nets as rapidly as possible and preventing a “keep-away” game. The shot clock is reset when:

- A shot on goal happens
- Control changes from one team to another
- A delayed penalty is signaled
- The official calls for a reset

The shot clock only runs during the game. Start and stop the shot clock with each whistle.

Shot on Goal

Any of the following are considered a shot on goal:

- The ring contacts the goaltender when they are completely in the crease
- The ring hits the crossbar or post
- The ring contacts the goaltender when they are not within the crease AND the shot was potentially a goal

Note: the reset occurs immediately when the ring contacts the goaltender, not when the goaltender picks it up.

The following are NOT considered a shot on goal:

- The ring goes over the net
- A player passes the ring to their own goaltender

Control

Control can be explained simply as any player having a stick in the ring, or intentionally causing the ring to move using a stick, hand, or skate. If the ring stops in the goal crease, it is considered to be controlled by the goaltender.

A reset occurs when control changes from one team to another.

Contact such as a ring hitting a skate, player, or stick without movement does not count as control. Blocking a shot is not control.

Every stoppage in play is NOT necessarily a reset. There are times the ring is given back to the team last in control of the ring.

Other Resets

A delayed penalty is also a reset but only the first one in the play. If the second official calls a penalty later in the play, it is not an additional reset.

The final reason is by direction of an official, it is important that on-ice officials are always the final decision on the ice. They may have seen something you could not see from your vantage point, or could be wrong. In any case the call for reset is final.

Other Rules

A reset also occurs in these cases:

- A player on the non-controlling team is injured causing a stoppage in play
- 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

Official's Signal

On-ice officials are always the final decision on the ice. The following is the signal for a shot clock reset:

Bent arm so that forearm and hand are upright with forefinger extended and making a circular motion with that finger.



Common Scenarios

Here are a few common scenarios to explain the application of the rules above:

1. Red is in control of the ring and takes a shot on goal. The goalie blocks the ring and it deflects into the corner where it is picked up by black.

There are 2 resets in this scenario. The first reset is when the goaltender contacts the ring. The block is not considered control, so the controlling team is still red. When black picks up the ring, an additional reset should occur as a new team has gained control.

If the goaltender catches the ring, or blocks and stops the ring in the crease, the shot and change of control occur at the same time so only one reset is needed.

2. Red is in their defensive zone and passes back to their goaltender.

In this case there is no reset. The goaltender is also a red player. Since control does not change, there is no reason to reset, this is a common error.

3. A shot is taken by red. From your vantage point, you are not sure if it contacted the goaltender or if it was untouched and flew over the net.

If you do not clearly see a reason to reset DON'T, wait for prompting (hand circling overhead) from the referee.

4. Red, in control of the ring, is tied up on the boards with black. The referee blows the whistle and returns the ring to red.

In this case you stop the shot clock when the referee stops the play. Since the ring was given back to the same team, you resume the clock where it left off. You will want to be certain of which buttons you push so you do not accidentally reset the shot clock when play resumes.

5. There is a scrum along the boards and you can't see the ring or stick. At the end of the scrum, the opposing team has control of the ring.

Reset as soon as you are aware of a change in possession, and look for referee prompting.