

# Shot Clock Operators

Always watch the ring and do not get involved in the game or socialize with some one else. When in doubt as to when to reset the shot clock, look to the referee(s) for hand signal or "RESET" call.

The shot clock shall be reset to 30 seconds when:

- 1) The team in possession of the ring takes a shot on goal – reset (see definitions below)
- 2) **Control** of the ring changes from one team to the other team - reset.
- 3) A delayed penalty is signalled by hand raised – reset.(only the first delayed penalty on a play). When the play is whistled stopped, the clock will be reset before resuming.
- 4) A player on the team not in possession of the ring is injured and play is stopped as a result of the injury - reset
- 5) A player on the team not in control of the ring commits a violation, and play is stopped as a result – reset.

## Definitions of a 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:

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

If the ring passes the net without hitting the goalie, post, or cross bar, no reset, even if it goes through the crease.

IF the shot clock is reset in error, play continues. Don't worry about it.

When you hear a whistle, stop the clock. Only hit reset if the ring changes to the other team. Start the clock again by pushing the stop/start button on hearing the whistle.

When there is less time remaining in the period than there is on the shot clock, the shot clock units shall be turned off (or reset to 30 and stopped).

Watch the refs for raised hand in a circular motion to reset. Listen for "RESET" call from the referee.

Tip – say the colour that has control over & over under your breath, possibly while humming a tune. i.e. blue blue blue white white white white etc