

# Shot Clock Operator

## Duties of the Shot Clock Operator (from Ringette Canada Rulebook 2019, Annex A)

- The shot clock operator is a minor official, responsible for the operation of the shot clock.
- The shot clock operator shall be positioned so that they 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.

## Clocks

- When using portable shot clocks or installed but independent shot clocks, the shot clock operator will need to start and stop the shot clock upon the referees whistle.
- Some installed shot clocks are tied to the scoreboard and will start and stop whenever the Timekeeper starts or stops the game clock.
  - This type of shot clock usually cannot be used to time intermissions or time outs.
  - When the shot clock is supposed to be held (end of a period, during warm up etc), the operator may have to hold the shot clock by continuously pressing reset.
  - This type of clock is enabled either by plugging the remote into the scoreboard controller or by an “option” or “setting” on the game clock.
  - Some installations have a run/hold switch which can hold the shot clock while the game clock is running.
- If replacing batteries in a wireless remote, be careful not to disturb any configuration switches that may be present (or the remote will no longer communicate correctly).

## Tips and Hints

- **MOST IMPORTANT** – When in doubt, **DO NOT** reset, look to the referees for them to signal reset. For shots from the side of the net, look to the referees to signal if it is a reset or not, as their angle is much better than the shot clock operators.
- Get in the habit of stopping the shot clock on a whistle, and then resetting if necessary.
- Shot clock is **RESET** on a shot on goal which:
  - Comes into contact with the goalkeeper or acting-goalkeeper while the goalie is in the crease (whether the shot would have gone into the net or not); or
  - Hits the goalpost or crossbar (but not the side of the net) – unless the referee signals a ‘reset’, possibly because the ring contacted the goalie’s stick.
- Shot clock is **RESET** on a change in **CONTROL** which means:
  - The stick is in the ring;
  - The ring has been directed by a player or goalkeeper of the team not in possession of the ring, by an intentional action on the part of that player (Note: not a deflection off or by a player like a shot on goal that deflects or rebounds off a defensive player)
- Injury – ‘Reset’ if the play is stopped due to an injury of a player from the team **NOT** in possession of the ring. Do **NOT** ‘reset’ if the injured player is on the team in possession.
- Delayed penalty – ‘Reset’ when one of the referees signals a delayed penalty. Do not reset again for any further delayed penalties that are called before the play is stopped; however, the clock is still ‘reset’ for each valid shot on goal.
- Delayed penalty – ‘Reset’ when one of the referees signals a delayed penalty but not for any additional penalties during that sequence. The clock is still ‘reset’ for each valid shot on goal.

- Second Reset –When a goalkeeper makes a save and it rebounds to their teammate, a second ‘reset’ is required. One ‘reset’ for the shot on goal as the team shooting is still in possession of the ring; and the second ‘reset’ for the change of control when that teammate physically controls the ring.
  - This could be only a second or two, but with a long rebound into the corner it might be 3 or 4 seconds before the teammate gains control. This second ‘reset’ is required.
  - There is NOT a second reset if the goalie controls the ring in their crease on a save and then puts the ring back into play by throwing it or passing it to a teammate. The ‘reset’ for change of control is simultaneous with the shot in this case.
  - There is also NOT a second ‘reset’ if a player passes the ring back into their own goal crease so the goalkeeper can restart the offensive action.
- Shot clock out of sync – If during the play you notice that the two shot clocks are out of sync for some reason, do NOT ‘reset’ and allow the opportunity for a reset during the normal course of play. If one of the clocks does sound, the referees will sort it out.
- Last 30 seconds of a period – When there is less than 30 seconds left on the game clock in any period and a ‘reset’ is required in accordance with the rules, the shot clock is ‘reset’ to 30 seconds and stopped for the remainder of that period. This is so the players, coaches, referees and spectators know to look at the game clock to see how much time is actually remaining in that period. There should never be more time showing on the shot clock than on the game clock.
- Two Blue Line Pass – If the ring is passed over both blue lines, there is only a reset when the ring changes possession (control has changed). For example, if the ref signals “all play”, there is no reset if the team that passed it over both blue lines is the team that skates away with the ring (without there being a change in control).
- Helpful Hint – Pick a distinct colour from each of the team uniforms and use that colour to talk to yourself and keep track of who has possession of the ring.

## References

[Ringette Canada Rule Book](#)

# Shot Clock Rules from 2019-2021 Ringette Canada Rulebook

## Section 24 – Shot Clock

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:

- a) the ring enters the net.
- b) the ring contacts a goal post or the cross bar.
- c) the ring contacts the goalkeeper or AGK within the goal crease.
- 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

- 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

- a) The shot clock shall be set to 30 seconds at the beginning of each period.
- b) The shot clock shall be set to 30 seconds after the scoring of a goal.
- 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.
- d) The shot clock shall be reset to 30 seconds when:
  - 1) the team in possession of the ring takes a shot on goal.
  - 2) control of the ring changes from one team to the other team.
  - 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.
  - 4) a penalty causes the non-penalized team to commit a violation, and play is stopped as a result.
  - 5) a player on the team not in control of the ring commits a violation, and play is stopped as a result
  - 6) a player on the team not in possession of the ring is injured, and play is stopped as a result.
  - 7) the shot clocks are displaying different times during a stoppage in play.
- e) When the shot clock reaches zero seconds, an audible signal will sound:
  - 1) play is stopped, as the team last in control of the ring has committed a violation.
  - 2) the shot clock is reset to 30 seconds.
  - 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.

- f) If the shot clock's audible signal sounds in error:
  - 1) play is stopped.
  - 2) the shot clock is reset to 30 seconds.
  - 3) the ring is awarded to:
    - 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.
    - 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.

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

## Shot Clock Cases from 2019-2021 Ringette Canada Rulebook

#	Case	Ruling
1	Team A is awarded a free pass to begin the game. The whistle is blown to start play.	The shot clock begins counting down from 30 seconds. (Rule 24.3.a)
2	Play is stopped.	The shot clock is stopped. It is not necessarily reset. (Rule 24.3.d)
3	A1 shoots the ring toward Team B's goal and the ring legally enters the net.	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)
4	A1 shoots the ring toward Team B's goal and the ring enters the net. The goal is nullified.	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))
5	A1 shoots the ring toward Team B's goal and the ring hits a goal post.	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))
6	A1 shoots the ring toward Team B's goal. Team B's goalkeeper is inside the goal crease. The ring: <ul style="list-style-type: none"> <li>a. would have missed the net anyway. The ring is deflected off Team B's goalkeeper and back into play outside the goal crease.</li> <li>b. would have gone into the net, but the ring is deflected off Team B's goalkeeper and back into play outside the goal crease.</li> <li>c. is passed by Team B's goalkeeper back into play outside the goal crease.</li> <li>d. is caught by Team B's goalkeeper and is returned into play where it is picked up by player B2.</li> </ul>	The shot clock is reset when the ring contacts the goalkeeper inside the goal crease. The shot clock immediately begins to count down. <ul style="list-style-type: none"> <li>a. 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 &amp; 24.3.d(1))</li> <li>b. 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 &amp; 24.3.d(1))</li> <li>c. Team B last goalkeeper propelled the ring with the stick) so Team B has up to 30 seconds to take a shot. (Rule 24.3.d(2))</li> <li>d. 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))</li> </ul>
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: <ul style="list-style-type: none"> <li>a. the ring deflects off Team B's goalkeeper, away from the goal crease and into play.</li> <li>b. Team B's goalkeeper bats the ring, away from the goal crease and into play.</li> </ul>	The shot clock is reset when the ring contacts the goalkeeper. The shot clock immediately begins to count down. <ul style="list-style-type: none"> <li>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 &amp; 24.3.d(1))</li> <li>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 &amp; 24.3.d(2))</li> </ul>
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.	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))

9	A1 shoots the ring toward Team B's goal. The ring deflects off skater B2.	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))
10	A1 shoots the ring toward Team B's goal. Skater B2 hits the ring with the stick, redirecting the ring.	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))
11	A1 shoots the ring toward Team B's goal. The ring hits a goal post and comes to rest inside the goal crease.	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))
12	Play is stopped. To resume play, the ring is awarded to the team that had control of the ring when play was stopped.	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)
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.	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))
14	Play is stopped. Team A has control of the ring. To resume play, the ring is awarded to Team B.	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))
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.	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))
16	A1 passes the ring toward A2. B1 intercepts the pass.	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))
17	Team A has control of the ring. Skater B1 slashes A1 and a delayed penalty is signalled.	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))
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	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))

	causing a second delayed penalty to be signalled.	
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.	Play is stopped immediately. The shot clock is reset and Team B is awarded a free pass in their attacking. (Rules 10.4.b & 24.3.d(4))
20	Team A has control of the ring. Goalkeeper B1 stumbles and dislodges the net from its normal position.	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))
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.	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))
22	A1 shoots the ring toward Team B's goal. The ring deflects off skater B1 and proceeds out of play.	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))
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.	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))
24	A1 shoots the ring, which leaves the playing area. <ul style="list-style-type: none"> <li>a. The ring deflects off a Team A player and out of the playing area.</li> <li>b. The ring deflects off a Team B player and out of the playing area.</li> </ul>	<ul style="list-style-type: none"> <li>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))</li> <li>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))</li> </ul>
25	A1 shoots the ring and it becomes lodged under the boards or the net.	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)
26	Team B has control of the ring and: <ul style="list-style-type: none"> <li>a. A1 is injured</li> <li>b. B1 is injured</li> </ul>	<ul style="list-style-type: none"> <li>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))</li> <li>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)</li> </ul>
27	The on ice official notices one shot clock is displaying 24 seconds remaining while the other is showing 21 seconds: <ul style="list-style-type: none"> <li>a. While play is going on.</li> <li>b. During a stoppage in play</li> </ul>	<ul style="list-style-type: none"> <li>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 last contacted or controlled. (Rule 24.3.f (3)(a))</li> <li>b. The on ice official shall signal for a reset before starting play. (Rule 24.3.d(7))</li> </ul>

28	A1 has the stick in the ring. The shot clock reaches zero seconds (the audible signal sounds).	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)
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.	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)
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: <ul style="list-style-type: none"> <li>a. The on-ice officials confer with the minor officials and determine the goal was scored after the shot clock reached zero seconds.</li> <li>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.</li> </ul>	<ul style="list-style-type: none"> <li>a. The goal is nullified. (Rule 24.3.e)</li> <li>b. The goal stands. (Rule 11.3.a)</li> </ul>
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.	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)
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.	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)
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.	Play is stopped. The shot clock is reset. Team B is awarded a goalkeeper ring to resume play. (Rule 24.3.f)
34	A1 passes the ring and B1 intercepts the ring. The shot clock is not reset immediately	Play continues. The on-ice official shall signal a reset. (Rule 24.3)
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.	Play is stopped. The shot clock is reset. Team A is awarded a free pass. (Rule 24.3.f)

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.	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)
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).	Play continues. (Rule 24.3.g)
38	A violation by Team A results in Team B being awarded a free pass with 0:25 seconds left in the period.	The shot clock is turned off as there is less time remaining in the period than on the shot clock. (Rule 24.3.h)
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.	Play is stopped. The shot clock is reset. Team B is awarded a free pass in their attacking zone. (Rule 24.3.f(3)(b))
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.	Play is stopped. The shot clock is reset. Team B is awarded a free pass in their attacking zone. (Rule 24.3.f(3)(b))