

Annex A – Shot Clock

Definition

SD.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:

SD.1.a the ring enters the net.

SD.1.b the ring contacts a goal post or the cross bar.

SD.1.c the ring contacts the goalkeeper or AGK within the goal crease.

SD.1.d the ring contacts the goalkeeper outside the goal crease and that contact prevents the ring from entering the net.

Signal and Timing Device

S.1 Shot Clock. The rink shall 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, no higher than the top of the glass, between the centre of the goal and the beginning of the arc of the corner to the goalkeeper's left. The position of the display units relative to the goal must be identical in each end zone.

Playing Rule

S.2 Shot Clock

S.2.a The shot clock shall be set to 30 seconds at the beginning of each period.

S.2.b The shot clock shall be set to 30 seconds after the scoring of a goal.

S.2.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.

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.

Case 2: Play is stopped.

- Ruling 2: The shot clock is stopped. It is not necessarily reset. (Rule S.2.c)
- S.2.d The shot clock shall be reset to 30 seconds when:
- S.2.d (1) the team in possession of the ring takes a shot on goal.
 - S.2.d (2) control of the ring changes from one team to the other team.
 - S.2.d (3) a delayed penalty is signalled. If additional delayed penalties are signalled before play is stopped, the shot clock shall not be reset again.
 - S.2.d (4) a penalty causes the non-penalized team to commit a violation, and play is stopped as a result.
 - S.2.d (5) a player on the team not in control of the ring commits a violation, and play is stopped as a result
 - S.2.d (6) a player on the team not in possession of the ring is injured, and play is stopped as a result.
- Case 1: A1 shoots the ring toward Team B's goal and the ring legally enters the net.
- Ruling 1: 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.
- Case 2: A1 shoots the ring toward Team B's goal and the ring enters the net. The goal is nullified.
- Ruling 2: 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.
- NOTE: A free pass or a goalkeeper ring may be awarded to resume play, depending upon the circumstances.*
- Case 3: A1 shoots the ring toward Team B's goal and the ring hits a goal post.
- Ruling 3: 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.

- Case 4: A1 shoots the ring toward Team B's goal. Team B's goalkeeper is inside the goal crease. The ring:
- a. would have missed the net anyway. The ring is deflected off Team B's goalkeeper and back into play outside the goal crease.
 - 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.
 - c. is passed by Team B's goalkeeper back into play outside the goal crease.
 - d. is caught by Team B's goalkeeper and:
 - (1) is returned into play where it is picked up by player B2.
 - (2) is accidentally thrown into Team B's net, resulting in a goal for Team A.

- Ruling 4: The shot clock is reset when the ring contacts the goalkeeper inside the goal crease. 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.
 - b. Team B has not yet gained control of the ring so Team A has up to 30 seconds to take another shot.
 - c. 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.
 - d.
 - (1) 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.
 - (2) 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.

- Case 5: 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:
- a. the ring deflects off Team B's goalkeeper, away from the goal crease and into play.
 - b. Team B's goalkeeper bats the ring, away from the goal crease and into play.

- Ruling 5: 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.
 - 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.

- Case 6: 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 6: 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.
- Case 7: A1 shoots the ring toward Team B's goal. The ring deflects off skater B2.
- Ruling 7: The shot clock is not reset and the count down 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.
- Case 8: A1 shoots the ring toward Team B's goal. Skater B2 hits the ring with the stick, redirecting the ring.
- Ruling 8: 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.
- Case 9: A1 shoots the ring toward Team B's goal. The ring hits a goal post and comes to rest inside the goal crease.
- Ruling 9: 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.)
- Case 10: Play is stopped. To resume play, the ring is awarded to the team that had control of the ring when play was stopped.
- Ruling 10: 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 begins to count down when play is resumed.
- Case 11: 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 11: 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.
- Case 12: Play is stopped. Team A has control of the ring. To resume play, the ring is awarded to Team B.
- Ruling 12: 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.
- Case 13: 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 13: 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.
- Case 14: A1 passes the ring toward A2. B1 intercepts the pass.
- Ruling 14: The shot clock is reset and immediately begins to count down. Team B has up to 30 seconds to take a shot.
- Case 15: Team A has control of the ring. Skater B1 slashes A1 and a delayed penalty is signalled.
- Ruling 15: The shot clock is reset and immediately begins to count down. Team A has up to 30 seconds to take a shot.
- Case 16: 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 16: 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.
- Case 17: 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 17: Play is stopped immediately. The shot clock is reset and Team B is awarded a centre zone free pass.
- Case 18: Team A has control of the ring. Goalkeeper B1 stumbles and dislodges the net from its normal position.

- Ruling 18: Play is stopped immediately. The shot clock is reset and Team A is awarded a free pass to resume play.
- Case 19: 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 19: Play is stopped immediately. The shot clock is reset and Team A is awarded a free pass to resume play.
- Case 20: A1 shoots the ring toward Team B's goal. The ring deflects off skater B1 and proceeds out of play.
- Ruling 20: Play is stopped immediately. The shot clock is reset and Team A is awarded a free pass to resume play.
- Case 21: 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.
 - Skater B1 proceeds directly to the ring. B1 stumbles without any influence from Team A and falls on top of the ring holding it out of play.
- Ruling 21: a. Play is stopped immediately. The shot clock is reset and Team A is awarded a free pass to resume play.
b. Play is stopped immediately. The shot clock is reset and Team A is awarded a free pass to resume play.
- Case 22: A1 shoots the ring, which leaves the playing area.
- The ring deflects off a Team A player and out of the playing area.
 - The ring deflects off a Team B player and out of the playing area.
- Ruling 22: a. Play is stopped immediately. The shot clock is reset and Team B is awarded a free pass to resume play.
b. Play is stopped immediately. The shot clock is reset and Team A is awarded a free pass to resume play.
- Case 23: A1 shoots the ring and it becomes lodged under the boards or the net.
- Ruling 23: Play is stopped immediately. The shot clock is not reset and Team A is awarded a free pass to resume play.
- Case 24: Team B has control of the ring. A1 is injured.
- Ruling 24: Play is stopped immediately. The shot clock is reset and Team B is awarded a free pass to resume play.

Case 25: Team A has control of the ring. A1 is injured.

Ruling 25: Play is stopped immediately. The shot clock is not reset. Team A is awarded a free pass to resume play.

Case 26: 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 26: 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.

b. The on ice official shall signal for a reset before starting play.

S.2.e When the shot clock reaches zero seconds, an audible signal will sound:

S.2.e (1) play is stopped, as the team last in control of the ring has committed a violation.

S.2.e (2) the shot clock is reset to 30 seconds.

S.2.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.

Case 1: A1 has the stick in the ring. The shot clock reaches zero seconds (the audible signal sounds).

Ruling 1: 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.

Case 2: 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 2: 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.

- Case 3: 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.
- 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 3:
- a. The goal is nullified.
 - b. The goal stands.
- Case 4: 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 4: 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).
- Case 5: 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 5: 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.)
- S.2.f If the shot clock's audible signal sounds in error:
- S.2.f (1) play is stopped.
 - S.2.f (2) the shot clock is reset to 30 seconds.
 - S.2.f (3) the ring is awarded to the team last in control of the ring, in the nearest circle within the zone in which play was stopped.
- Case 1: 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 1: Play is stopped. The shot clock is reset. Team B is awarded a goalkeeper ring to resume play.

Case 2: A1 passes the ring and B1 intercepts the ring. The shot clock is not reset immediately

Ruling 2: Play continues.

Case 3: 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 3: Play is stopped. The shot clock is reset. Team A is awarded a free pass.

Case 4: 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 4: 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.

S.2.g If the shot clock is reset in error, play continues.

Case 1: 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 1: Play continues.

S.2.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.

Case 1: A violation by Team A results in Team B being awarded a free pass with 0:25 seconds left in the period.

Ruling 1: The shot clock is turned off as there is less time remaining in the period than on the shot clock.

Shot Clock Operator

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.