

## 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 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.
- S.2.c The shot clock shall be reset to 30 seconds when:
  - S.2.c (1) the team in possession of the ring takes a shot on goal.
  - S.2.c (2) control of the ring changes from one team to the other team.
  - S.2.c (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.c (4) a penalty causes the non-penalized team to commit a violation, and play is stopped as a result.
  - S.2.c (5) a player on the team not in control of the ring commits a violation, and play is stopped as a result.
  - S.2.c (6) a player on the team not in possession of the ring is injured, and play is stopped as a result.
- S.2.d When the shot clock reaches zero seconds, an audible signal will sound:
  - S.2.d (1) play is stopped, as the team last in control of the ring has committed a violation.
  - S.2.d (2) the shot clock is reset to 30 seconds.
  - S.2.d (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.
- S.2.e If the shot clock's audible signal sounds in error:
  - S.2.e (1) play is stopped.

- S.2.e (2) the shot clock is reset to 30 seconds.
- S.2.e (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.
- S.2.f If the shot clock is reset in error, play continues.
- S.2.g 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 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.