

**** The Home team is responsible for providing the Shot Clocks & the Shot Clock Operator.**

SHOT CLOCK OPERATION

The purpose of the shot clock is to increase the spectator appeal of Ringette by reducing the amount of "ring-ragging". The 30 second shot clock forces the team in possession of the ring (normally the attacking team) to make a conclusive play quickly and to attempt to score. This will give the team not in possession of the ring (normally the defending team) more opportunities to gain control of the ring.

The Shot Clock Operator is responsible to start, stop and reset the shot clock in accordance with the rules below or as directed by an on-ice official. The Shot Clock Operator is a minor official, in addition to the timekeeper and scorekeeper.

Playing Rules:

1. The shot clock shall count down only when the game clock counts down. The shot clock shall be started and stopped with each whistle. It is not necessarily reset with each whistle.
2. The shot clock shall be reset to 30 seconds when:
 - a. The team in possession of the ring takes a Shot on Goal.
 - i. 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 within the goal crease.
 4. The ring contacts the goalkeeper outside the goal crease and that contact prevents the ring from entering the net.
 - b. Control of the ring changes from one team to the other team.
NOTE: a defensive player who blocks a shot or deflects a pass has not gained control. They must clearly gain control before the clock is reset.
 - c. A delayed penalty is signaled. (if additional delayed penalties are signaled before play is stopped, the shot clock shall not be reset again.)
 - d. A player on the team not in control of the ring commits a violation, and play is stopped as a result.
 - e. It is the start of a new period.
3. When the shot clock reaches zero seconds:
 - a. Play is stopped, as the team last in control of the ring has committed a violation.
 - b. The shot clock is reset.
 - c. The ring is awarded to the non-offending team in the zone in which the ring was last contacted or controlled.
4. If the shot clock's audible signal sounds in error:
 - a. Play is stopped.
 - b. The shot clock is reset.
 - c. The ring is awarded to the team last in control of the ring in the zone in which play was stopped.
5. If the shot clock is reset in error, play continues.
6. The shot clock shall be turned off when there is less time remaining in the period than there is on the shot clock (providing the equipment is capable of this).
7. On-Ice Official's Signal – when in doubt of whether or not to reset, watch for the Official's Signal
If the shot clock is not reset immediately when a shot on goal is taken or control of the ring changes from one team to the other team, the on-ice official shall signal for the shot clock to be reset by extending an arm straight up with forefinger extended and making a circular motion with that finger.
Note: Although both on-ice officials are responsible to monitor the shot clock, the net official will be more easily seen by the Shot Clock Operator.