



# Shot Clock

## Summary

**MOST IMPORTANT - When in doubt, DO NOT reset**, look at the on-ice officials for them to signal reset. When there is shot from the side of the net, look at the on-ice officials for them to signal if it is a reset or not, as their angle is much better than the shot clock operators.

**THE REFEREE (on-ice official) has the final say regardless of whether you agree or not. If the referee signals 'reset' the shot clock is 'reset'.**

### Shot clock is RESET on a shot on goal which is:

Shot on the goalkeeper or AGK – Acting Goal Keeper (ring contacts the goalie while the goalie is in the crease).

Shot on the net (must hit a post or the crossbar, not the side of the net) - unless on ice official signals a reset, possibly because the ring contacted the goalie's stick.

### Shot Clock is RESET on change in Control which is:

Stick in the ring

Ring is intentionally propelled by the player or goalie whose team is not in possession of the ring (not on a deflection off or by a player, like on a shot that deflects or rebounds off of a defender)

**Stoppages** - Always **STOP** the shot clock on a stoppage of play, then determine if there should be a reset or not.

Only reset if the ring is being awarded to the team that did not have control of the ring, or if the on-ice officials signal for you to. Sometimes it is hard to tell when the ring ends up being in group of feet and sticks, so when in doubt, don't reset and look at the on-ice officials for their signal to reset or not.

**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 of the ring.

**Delayed penalty** - Reset when you see one of the on-ice officials signal for a delayed penalty. There is not a second reset if the other official puts their arm up to signal a second penalty before the play is stopped.

**Second Reset is needed** - When a goaltender makes a save and it rebounds to a teammate of the goaltender, there is a second reset needed once the defender controls the ring. The first reset is for the shot, and the attacking team still has possession of the ring until the goalie's team controls the ring after the rebound. Now possession has changed to the goaltender's team so this requires a second reset. Usually it is only a matter of a couple of seconds, but on a big rebound that goes off to a corner, it could be about 3 seconds.

There is NOT a second reset if the goalie controls the ring in their crease on a save by throwing the ring out or passing the ring with their stick. The reset for change in control is simultaneous with the shot.

There is not a reset if the defending team passes the ring into their own crease for their goalie to play.

**Shot Clocks Out of Sync** – If during play, the two shot clocks become out of sync for some reason, do NOT reset. Allow for the opportunity for a reset during normal course of play. Most of the time there will be a natural reset. However, if one of the shot clocks does reach zero during this out of sync time and the horn goes off, the on-ice officials will stop the play and give the ring back to the team that had possession of the ring.

**Last 30 seconds in each period** - When there is less than 30 seconds left on the game clock in each period of regulation time and overtime, and a reset is required, reset the shot clock to 30 and hold it there for the remainder of that period. This is so the players, coaches, and on-ice officials know to look at the game clock to see how much time is actually remaining in that period.

**Two Blue Line Pass** – If the ring is passed over both blue lines, there is only a reset when control of the ring changes. For example, if the ref signals “all play”, there is no reset if the team that passed it over both blue lines is the same team that skates away with the ring (there has not been a change in control in this situation).

**Helpful Hint** - Pick a distinct colour (one that the other team does not have in their uniform) from each of the team's uniforms and use that colour to talk to yourself with to keep track of who has possession of the ring. For example, say to yourself "Red, white, white, white, red, red, white, red, white, white, red, red, red, red, white". Whenever the colour switches because the other team controlled the ring, or a shot was taken (and hit the goalie or the post or crossbar), then reset. I find this helps me to stay focused on the shot clock and helps my mind from wandering or forgetting who actually had the ring.

