

30 SECOND SHOT CLOCK RULES

Description: The purpose of this trial is to increase the spectator appeal of Ringette by reducing the amount of "ring-ragging". The 30 second shot clock should force the team in possession of the ring (normally the attacking team) to make a conclusive play quickly and, ideally, 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.

Minor Official: 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.

Equipment: A separate clock, in addition to the game clock, that counts down time in seconds is required.

1. Control Unit. The control unit must enable the operator to start, stop and reset the shot clock. The shot clock time shall appear simultaneously on both display units.
 - a) Location. The control unit should be located in the penalty bench.
 - b) Start. The shot clock shall count down to zero.
 - c) Stop. The shot clock shall suspend the count down.
 - d) Reset. The shot clock shall reset to 30 seconds. If counting down when reset, the shot clock will count down from 30 seconds. If stopped when reset, the shot clock will remain at 30 seconds until started.
 - e) Zero. When the count down is complete (the shot clock reaches 0 seconds) the shot clock shall generate an audible signal.
2. Display Units
 - a) Two identical display units are required. Each display unit must be not less than 45.72cm (18 in.) in height and width, and display two digits. The displayed numbers must be of sufficient size, and brightness or contrast, that the on-ice participants and spectators can easily see them.
 - b) In each end zone, one display unit shall be mounted behind and above the end boards. The position of the display units relative to the goal must be identical in each end zone. **The preferred location of the display units is approximately 4 – 6 feet off center to the net on the opposite side to where the net official is normally positioned.**

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:
- 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.

Playing Rules:

- S.1 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 The shot clock shall be reset when:
- the team in possession of the ring takes a shot on goal.
 - control of the ring changes from one team to the other team.
 - a delayed penalty is signaled. If additional delayed penalties are signaled before play is stopped, the shot clock shall not be reset again.
 - a penalty causes the non-penalized team to commit a violation and play is stopped as a result
 - it is the start of a new period.**
- S.3 When the shot clock reaches zero seconds:
- play is stopped, as the team last in control of the ring has committed a violation.
 - the shot clock is reset.
 - the ring is awarded to the non-offending team in the zone in which the ring was last contacted or controlled.
- S.4 If the shot clock's audible signal sounds in error:
- play is stopped.
 - the shot clock is reset.
 - the ring is awarded to the team last in control of the ring in the zone in which play was stopped.
- S.5 If the shot clock is reset in error, play continues.
- S.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).**
- S.7 On-Ice 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.
- If the net official signals for the shot clock to be reset, the free play line official need not repeat the signal.
 - If the free play line official signals for the shot clock to be reset, the net official shall repeat the signal.

Rule Cases:

S.1

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)

S.2

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.

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 last controlled the ring (when Team B's goalkeeper prevented the ring from entering the net) so Team B has up to 30 seconds to take a 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) 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.

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 commits a penalty and a delayed penalty is signaled. Team B has possession of the ring and passes the ring through the goal crease and it deflects off goalkeeper A1 back out into play. The ring would have missed the net anyway.

Ruling 6: The shot clock is reset when the ring contacts the goalkeeper inside the goal crease. The shot clock immediately begins to count down. Team A has not yet gained control of the ring so Team B has up to 30 seconds to take another shot.

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: Play is stopped. Team A has control of the ring. To resume play, the ring is awarded to Team B.

Ruling 11: 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 12: A1 has the stick in the ring. Skater B1 enters the goal crease and a delayed violation is signaled. A1 passes the ring, but B2 intercepts the pass before the delayed violation is nullified.

Ruling 12: 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 13: A1 passes the ring toward A2. B1 intercepts the pass.

Ruling 13: The shot clock is reset and immediately begins to count down. Team B has up to 30 seconds to take a shot.

Case 14: Team A has possession of the ring. B1 slashes A1 and a delayed penalty is signaled.

Ruling 14: The shot clock is reset and immediately begins to count down. Team A has up to 30 seconds to take a shot.

Case 15: Team A has possession of the ring. B1 slashes A1 and a delayed penalty is signaled. Before play is stopped, B2 trips A1 causing a second delayed penalty to be signaled.

Ruling 15: When the first delayed penalty is signaled, the shot clock is reset and immediately begins to count down. The shot clock is not reset again when the second delayed penalty is signaled.

Case 16: Team A has possession of the ring. A penalty by B1 causes skater 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 16: The shot clock is stopped when play stops. The shot clock is reset and begins to count down when play is resumed.

S.3

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 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 3: 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 4: 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 4: 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.4

Case 1: A1 takes a shot on goal, but 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 1: Play is stopped. The shot clock is reset (to 30 seconds) and begins to count down when play is resumed. Team A is awarded a free pass.

Case 2: 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 2: Play is stopped. The shot clock is reset (to 30 seconds) and begins to count down when play is resumed. Team B is awarded a goalkeeper ring to resume play.

Case 3: A1 passes the ring and B1 intercepts the ring. The shot clock is not reset immediately

Ruling 3: Play continues.

Case 4: Team A gains control of the ring with 10 seconds remaining on the shot clock. The shot clock is reset but only one of the shot clocks displays 30 seconds while the other still displays 10 seconds.

Ruling 4: Play continues. If the shot clock's audible signal sounds prematurely, play shall be stopped, the shot clock reset, and the ring is awarded to Team A in the zone in which the ring was last contacted or controlled.

S.5

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.6

Case 1: A violation by Team A results in Team B being awarded a free pass with 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.