

SHOT CLOCK – STATE ASSOCIATION ADOPTION

In accordance with Rule 4-13, each state association may adopt a 70-second shot clock. The following procedures apply to states that choose to implement the shot clock.

SHOT CLOCK DISPLAYS

A visible game clock and a visible 70-second shot clock are required.

SHOT CLOCK REQUIREMENTS

1. Two visible 70-second shot clocks, one at each end of the field, are recommended.
2. One visible 70-second shot clock located at midfield satisfies the rule requirement.
3. If only one clock is used, it is recommended that it be located at midfield opposite the team benches for optimal visibility.
4. A visible backup shot clock is recommended in case of malfunction.
5. An audible signaling device (generally an air horn) is required at the scorer's and timer's table on the sideline.

GAME AND TABLE OFFICIALS

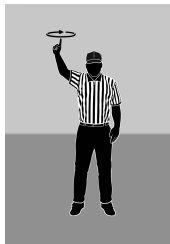
A shot clock operator is required and shall be located at the scorer's and timer's table on the sideline. It is recommended that the shot clock operator duties be separate from the timer and scorer.

OFFICIALS' GENERAL DUTIES

Officials shall use the shot clock to administer the 70-second shot clock once a team gains possession in its offensive half of the field.

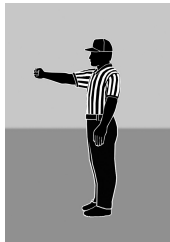
SHOT CLOCK START/RESET SIGNAL

To indicate that the shot clock shall start or be reset, all officials shall use a circling motion of the pointed index finger above the head. The officials will verbally call "Reset."



OVER AND BACK NOT ALLOWED SIGNAL

When the shot clock reads 60 seconds, all officials will point forward with a closed fist and call "Under."





THE SHOT CLOCK OPERATOR SHALL

Start or Reset the Shot Clock When the Officials Give the Start/Reset Signal Which Includes:

1. A team crosses the center line with possession.
2. A team initially gains possession on their offensive half of the field.
3. A team is awarded possession in their offensive half of the field following a defensive possession.
4. The offense regains possession in their offensive half of the field after a shot hits the goal pipe or the goalkeeper or their equipment in the crease.
5. The offensive team gains possession after a play-on for a technical foul on the defense while the shot clock is active.
6. Play resumes after administration of a penalty on the defense.
7. A team gains possession in their offensive half of the field following a faceoff.

Stop and Restart the Shot Clock When:

1. The game clock is stopped and restarted.
2. If the game is running time, the shot clock should continue to run with the game clock unless there is a goal scored, the defense gains possession, during penalty administration, a team time-out is called or an official's time-out is called including for an injury.

Additional Duties

1. Sound the horn immediately upon expiration of the possession clock.
2. Operate the shot clock throughout regulation and overtime play.
3. Maintain an alternate-timing device or procedure in the event of clock failure or unavailability.