

Shot Clock Help

Rule No1: Never Panic

(You probably know more than the person sitting next to you!)

Rule No2: Do it with a partner (2 people takes the pressure off!)

The Buttons:

START

STOP

RESET

SCORE UP

PLAYER OUT

1. Press **START** when the swimmer in the swim-off touches the ball, **NOT** when the referee blows the whistle to start the game.
2. Press **STOP** when the referee blows the whistle to call a foul.
3. Press **START** to recommence the game after a foul as soon as the player **plays the ball**. There is no longer a time limit, however the player must move the ball and then it has been played.
4. Press **RESET** if there is a change of possession during play, you don't have to press **STOP** and **START**. The shot clock will automatically go back to 30 seconds.
5. Press **STOP AND PLAYER OUT** if there is AN EXCLUSION, the shot clock will be reset to 30 seconds. (If a penalty **STOP AND RESET**)

Tell the secretary the time of the exclusion. press **STOP AND PLAYER OUT**, a rectangle will appear on the LCD display of the shot clock (Sutho clock). The rectangle will disappear when the player can be called back in (20 seconds of play). Multiple exclusions can occur at once and there will be more than one rectangle appear.

6. Press **SCORE UP** if there is a goal. Tell the Secretary the time that the goal was scored.

Remember, if you hear the whistle, stop the clock, wait to see what the ref is indicating and then either reset (change of possession) or start the clock when the player plays the ball. Reset for ball under (*always is a change of possession*), exclusion, 2m free, or if there is a shot on goal (even if the goal shot is blocked, falls short or is saved). It is your decision to make if you think it was a shot on goal. If the ball after a shot goes over the back of the goals, stop the clock, reset and wait for the goalie to play the ball before restarting the clock.

If the ball is 'dumped' the change of possession doesn't occur until the opposition touches the ball, so restart the clock when they touch it, not immediately after the shot clock sirens. A change of possession **IS NOT** if the opposition touches the ball, rather if they control it. Don't reset the clock unless possession has changed!

NB: If all else fails, refer to RULE No 1!