



Table Education SHOT CLOCK TIMER



SHOT CLOCK TIMER

- The shot clock is a crucial element in water polo.
- Primary purpose of the shot clock is to prevent teams from stalling and to maintain a fast-paced, dynamic game.
- Introduced in the 1970's.
- The shot clock is typically set to 30 seconds.

Starting the Shot Clock

- The shot clock starts when a team gains clear possession on the sprint or when a player puts the ball in play
- Referees will drop their arms to indicate the start

Stopping the Shot Clock

- The shot clock stops on any whistle
- It starts again when the player puts the ball into play
- Referees will lower their arm to indicate the restart

Resetting the Shot Clock(Part 1)

- The shot clock resets on:
 - Shot on goal (immediately when the ball leaves the player's hand)
 - Change of possession, including goals and contra-fouls (offensive fouls or ball under)

Resetting the Shot Clock (Part 2)

- The shot clock also resets on:
 - Exclusion or penalty shot committed by the defending team
 - Goalie tipping the ball over the goal line
 - Corner throws (2-meter throws, usually after a goalie tip)
 - Neutral throw ("Jump Ball")
 - End of period

Important Notes

- When a shot hits the crossbar and rebounds into the field of play, reset the shot clock when a team gains clear possession
- The shot clock (and game clock) does NOT reset on a double exclusion (one exclusion for each team)

Summary

- The shot clock is a crucial element in water polo, set to 30 seconds, ensuring a fast-paced and dynamic game.
- The shot clock starts when a team gains possession and stops on any whistle, with the operator closely following the referee's signals.
- The shot clock resets on various occasions, such as a shot on goal, change of possession, exclusions, penalty shots, and certain fouls.
- Effective communication between the shot clock operator and referees is essential for maintaining the flow and fairness of the game.