



Canoe Polo

Appendix V – Shot Clock

The following Shot Clock rules will be used in any World Games, World Championships and are recommended for use in Continental Championships.

(The shot clock rules may also be used for any other competition provided all teams are clearly notified it will be used).

1. A team must attempt a shot at goal within 60 seconds of gaining possession or control of the ball. Failure to do so will result in possession being awarded to the other team. Signals 11 and 15 applies.
2. The shot clock will be operated by the time keeper. The shot clock will be directly linked to the main game clock and will stop whenever the main game clock stops either after a goal or when either referee calls time out.
3. The shot clock will be clearly visible to all players and spectators on the field either directly above, or to the side of each goal, or in the corner of the field, on the same side as the controlling referee.
4. The shot clock will have an audible signal device of a distinctive tone that can be clearly heard by all players and officials involved in a game. The tone of the shot

Clock signal must be different to the main time-keepers signal. The shot clock signal will sound once with 20 seconds remaining and with a triple tone at the completion of 60 seconds indicating that the shot clock time has expired. The referees will confirm the change of possession with a single blast of the whistle and the appropriate signal.

5. For a goal to be scored, the shot at goal must have been taken prior to the start of the shot clock expiry signal.



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6. The shot clock will be reset whenever there is a shot at goal or a change in team possession. If a team attempts a shot at goal and the ball rebounds out of bounds or back into play, the shot clock will be reset even if the same team that took the shot at goal regains possession of the ball. (Rewards attacking team for attempting shot in time).
7. If a team that is not attempting a shot at goal loses control of the ball out of bounds and regain possession as a result of a sideline throw or corner throw, the shot clock will not be reset. (Covers loose ball situations where 2 players compete for it).
8. If two players of opposing teams momentarily share possession or control of the ball, the shot clock will only be reset if there is a clear change of possession of the ball to the other team. (Covers loose passes or deflections where control is lost momentarily- rewards defence for pressure).
9. If a team momentarily loses control or possession of the ball and that team regains control or possession the shot clock will not be reset. (Covers blocked passes that go out of bounds and therefore rewards defending team for pressure).
10. The shot clock will be reset if a team receives a free shot as a result of a foul by the opposing team. (Prevents teams repeatedly fouling to cause shot clock time to run out- should also results in cards).