



2025 Boy's  
Lacrosse Shot  
Clock Rules  
and  
Procedures



- **Experimental for the 2025 season**

**Varsity & Junior Varsity Boys' Lacrosse games, a 60-second shot clock will be used.**

**Rationale for implementations:**

- \* Increase the pace of play.***
- \* Remove the responsibility from the officials to determine stalling.***
- \* Remove current regulations that control the final two minutes of play.***

# NYS Experimental Shot Clock Rule 2025

**A 60-second shot clock will be started when the ball has been advanced into the goal area with possession or after Team A gains possession and the 10-second count has been satisfied.**

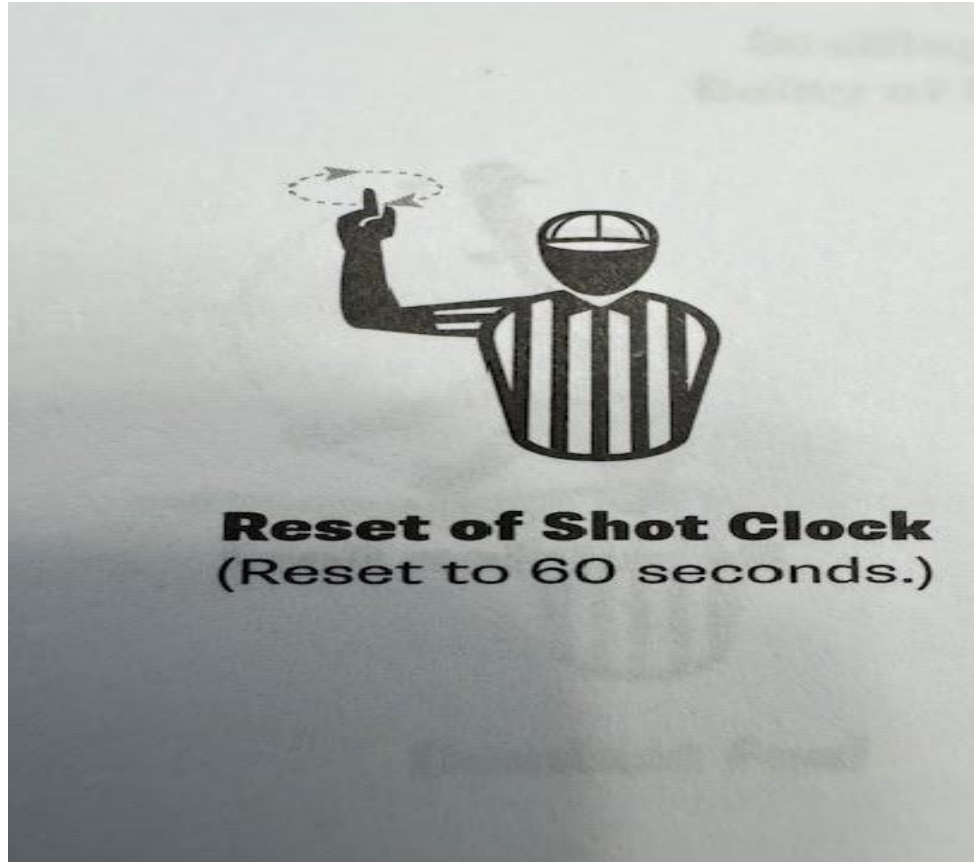
**If the shot clock expires without a valid shot, the ball is awarded to the defensive team.**

**Rule 4.14 that applies to advancing the ball into the goal area within 10 seconds will include:**

- a. After crossing the center with possession.**
- b. After initially gaining possession in the offensive half of the field.**
- c. After regaining possession in the offensive half of the field following a defensive possession.**
- d. When the ball touches anything within area or a player with possession touches the line or is inside goal area.**

**Note: The *over and back* rule will apply once the offensive team has gained possession in the attack area box and the *shot clock has started*.**

## Shot Clock Resets to 60-seconds will occur

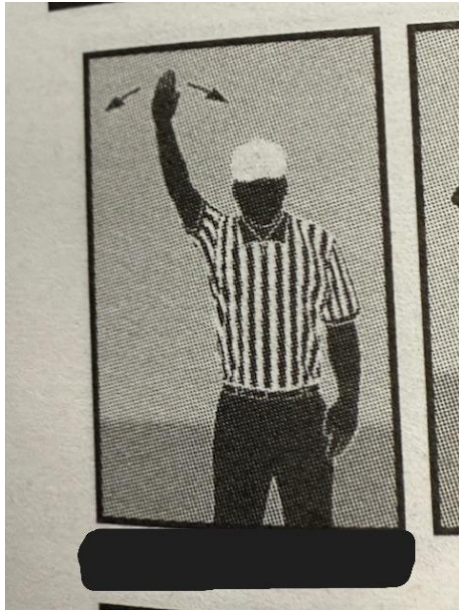


1. After regaining possession in the goal area offensive following a defensive possession.
2. After a valid shot that hits the goalkeeper or goal pipe and possession is regained by the offense in the offensive end.
3. After a loose ball play-on situation and the offensive team regains possession. The shot clock stops. Reset when possession is gained and official signals (twirls)
4. After adjudication of a defensive foul. Reset (New 60-seconds)

**Note:** Officials will signal the shot clock to start or reset with one hand raised in a twirling motion. Shot Clock is off, until Team A player has clear possession.

# Additional Officials Signals

The official shall raise an arm above his head and wave side to side (like a fair catch signal)



Shot Clock Off

The official shall tap the top of his head to indicate the shot clock has expired resulting in a turnover (like failure to advance signal)



Shot Clock Violation

# **Shot Clock Procedures and Situations**

## **A Valid Shot:**

**Is an attempt to score that is taken above the goal line extended (GLE) that makes contact with the goalkeeper, his equipment, hits the goal pipe or scores a goal.**

- During a shot clock Team A shoots and the ball hits the goal post or the goalkeeper, The shot clock stops. A reset to 60-seconds will start upon Team A gaining possession.**

## **Shot Clock Technical Foul:**

**During a shot clock a loose ball technical foul occurs by defense, the shot clock stops. If the offended player gains possession or the whistle is blown and the ball is awarded to the team that was fouled, the shot clock will reset to 60-seconds.**

# **Shot Clock Procedures and Situations**

## **Flag Down During Shot Clock:**

During a shot clock, a flag-down slow-whistle situation foul occurs by defense. The shot clock does not stop, it shall continue to run until a stoppage of play. Once adjudicated, the shot clock will be reset to 60-seconds and starts when play is resumed.

## **A Valid Shot That Returns to Defensive Half of Field:**

During a shot clock, a valid shot returns to the defensive half of the field the shot clock will turn off.

If offensive team gains possession, they have 20-seconds to advance beyond center line.

If defensive team gains possession, they have 10-seconds to advance into goal area.

## **Over & Back During a Shot Clock:**

During a shot clock, a loose ball that leaves the offensive half of the field caused by the defense, the shot clock will continue to run.

If team A gains possession, they may use the entire field of play for the remaining time on the shot clock. Once the ball returns to offensive half, then over & back is in force. (No Reset)

# **Shot Clock Situations**

## **Goal Counted or Not Counted:**

**A Goal shall be disallowed when the ball is released after the period has ended or *the shot clock has expired*.**

**If the ball was released prior to the shot clock expiring, the Goal will be allowed.**

## **Shot clock will stop. Then restart with game clock from the point of stoppage:**

- If Game Clock Stops**
- When Team or Officials Call Timeout**
- For Injuries**
- For Equipment Situations**
- When Inadvertent flag and/or inadvertent whistle has occurred**
- If an Extra-player situations at end of period with offense in possession or entitled to possession**



## **Shot Clock Situations**

### **Shot Clock Operator Error:**

**When the shot clock does not start within 5-seconds of the official's signal to start play or reset the shot clock, the officials should stop play and adjust the shot clock.**

**NOTE: In the event of an imminent scoring opportunity, officials shall allow the play to continue.**

### **Period Ends During a Shot Clock**

**If the period ends, during a shot clock, it shall carry over to the next period if due to time served penalty(s) on the defense were in progress and offensive team was in possession or entitled possession to start the next period. The shot clock will restart at the point of the stoppage.**

**If new or additional fouls occur between periods and the offensive team is awarded or entitled to possession, the shot clock will be reset to 60-seconds.**

**Shot clock is turned off if a face-off is pending or defensive team is entitled to possession to start the next period during extra player situation.**

## **Procedure for Shot Clock Malfunctions or Not Available**

- **Have a digital handheld timer with the ability to count down**
- **Refer to the game clock.**

**It must be monitored by the table area shot clock operator and verbally communicated with 10 seconds remaining to the officials and coaches.**

**A horn should be sounded either by the actual clock or table timer at the expiration of the shot clock.**

**When referring to a game clock, it is recommended that the shot clock operator maintain written notation of when the shot clock will expire.**

# **Shot Clock Operators**

**The home coach shall provide two trained clock operators: one for the shot clock and one for the game clock.**

**A shot clock shall be located at each end of the field visible to players, coaches and game officials. If only one clock is available, it shall be located at the midfield opposite the table.**

**If the shot clock is not operated at field level, two-way communication should be available between the table and the clock operators.**

**Note: A separate shot clock procedure document is available**

# **Rules Affected**

**Rule: 1 Section 3 Goal Lines**

**Rule: 4 Section 14 Article 3 Advancing the Ball**

**Rule: 6 Section 10 Article 1,2,3 Stalling**



Have a great season!