

2023-24 MIAA shot clock resets

- Full (30s) shot clock reset
 - Any *live ball* change of possession (for example: steal in front court or backcourt)
 - Defensive fouls in backcourt
 - Offensive rebounds controlled in backcourt (not common)

- Partial (20s) shot clock reset
 - Fouls
 - If there is a common foul by the defense in the frontcourt and the shot clock is below 20 seconds, then the shot clock resets to 20 seconds.
 - The shot clock remains unchanged if there is 20s or more when the foul occurs.
 - Fouls in the backcourt result in a full 30s resets.
 - Offensive rebounds
 - If the offense takes a shot that hits the ring and secures the rebound in the front court, then the shot clock is reset to 20s
 - Offensive rebounds in the front court after a free throw result in a 20s reset.
 - Shots that are deflected out of bounds by the defense in the FC after hitting the ring result in a 20s reset
 - A held ball that occurs in the FC after a shot hits the ring but before either team gains possession results in a 20s reset if the offense has the arrow. ○ If the offense gains possession in the backcourt after a shot hits the ring then the shot clock is reset to 30s.
 - Adoption of this rule requires that the shot clock be equipped with a partial reset button that can be programmed to 20s. If no 20s reset button is available then 15s partial resets may be used. If available equipment does not allow for partial resets during a live ball, then full resets may be used on offensive rebounds.
 - Dead ball turnovers
 - If the defense gains possession in their front court after a turnover by the offense in which the ball becomes dead (e.g. violation, held ball, offensive foul, etc...) the shot clock is set to 20s.
 - Kicked/fisted ball
 - Kicked/fisted ball by the defense results in a 20s reset if the shot clock is below 20 seconds.
 - No reset if the SC above 20s
 - Kicked/fisted ball by the offense results in a 30s reset
 - This rule applies in the front and back courts

- Notes:
 - Free throws – set to 30s and reset 20s if offense regains control in FC following free throw
 - Pregame - Communicate with table
 - Does the operator have a partial reset button that is programmed to 20s?
 - Can the clock operator set SC to a specific time?
 - If there is no partial reset button use full resets on all shots that hit rim but partial reset on fouls/dead ball turnovers in FC