

MIAA SHOT CLOCK RESET RULES 2026-2027

🕒 Full (30s) shot clock reset:

- Any *live-ball* change of possession (for example: steal in frontcourt 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 are 20 seconds or more when the foul occurs.
- Fouls in the backcourt result in a full 30-second reset.

➤ OFFENSIVE REBOUNDS

- If the offense takes a shot that hits the ring and secures the rebound in its front court, then the shot clock is reset to 20 seconds.
- If the offense takes a shot that hits the ring and secures the rebound in its back court, then the shot clock is reset to 30 seconds.
- If the offense regains control of a missed free throw in its front court, then the shot clock is reset to 20 seconds.
- If the offense regains control of a missed free throw in its back court, then the shot clock is reset to 30 seconds.
- If a shot by the offense that hits the rim is deflected out of bounds by the defense in the front court, then the shot clock is reset to 20 seconds.
- If a shot by the offense that hits the rim is deflected out of bounds by the defense in the back court, then the shot clock is reset to 30 seconds.
- A held ball that occurs in the front court after a shot hits the ring but before either team gains possession results in a 20-second reset if the offense has the arrow.
- Adoption of this rule requires that the shot clock be equipped with a partial reset button that can be programmed to 30 seconds and 20 seconds. If a 20-second reset is not available, then 15-second partial resets may be used. If available equipment does not allow for any 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 (Front Court and Back Court)

- Kicked/fisted ball by the defense results in a 20 second reset if the shot clock is below 20 seconds (no reset if above 20 seconds).
- Kicked/fisted ball by the offense results in a 30 second reset.
- NOTE: If this is committed by the defense in the offense's backcourt the offense will have a "new" 10 seconds to get the ball into its frontcourt.

 OPERATOR NOTES:

- During FREE THROWS set the shot clock to 30 seconds (reset to 20 seconds is offense regains control)
- During PREGAME, communicate with the table to determine if:
 - There is a partial reset button that is programmed to 20 seconds.
 - Can the shot clock be reset to a specific time?
- If there is no partial reset button, use full resets on all shots that hit the rim but partial reset on fouls/dead ball turnovers in the front court.

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