

Shot Clock Resets NCAA Modified for WCAC, MAC, IAC

Resets to 30:

1. After a score by an opponent.
2. After a change of team control and the ball remains live.
3. Held Ball in the **Offensive Front Court**- The AP Arrow favors the defense.
4. A try or tap strikes the ring or flange and control is gained by the non-shooting team.
5. Single Personal Foul against the defensive team while the ball is in control of the offensive team in the back court.
6. On all single technical fouls. (NF)
7. Inadvertent whistle and neither team are in control. The game will continue with a 30 second reset when the ball is inbounded in the back court.
8. During a jump ball and there is an out of bounds violation and the awarded team receives the ball in their back court.

Resets to 20 seconds or the time remaining whichever is greater:

1. A personal foul ruled on the defensive team in the offensive team's front court.
2. Kicking Violation by the Defense in the Offensive Team's Front Court or Back Court.
3. Fisting Violation by the Defense in the Offensive Team's Front Court or Back Court.
4. An inadvertent whistle occurs when there was no player or team control at the time of the whistle and the AP Arrow favors either team for a throw-in in the front court.

Resets to 20 Seconds:

1. The Offensive Team is the first to gain control of the ball in their front court after an unsuccessful field goal or free throw that remains in play, that contacts the ring or flange.
2. Rebound Foul against the defense that occurs on an unsuccessful free throw that will remain in play, an unsuccessful field goal that strikes the ring or flange; or during a successful try and the offensive team is not in the bonus and the offense is inbounding the ball in the front court.
3. The offensive team retains possession after an unsuccessful free throw that remains in play, or unsuccessful field goal that contacts the ring or flange and the ball goes out of bounds.
4. The Offensive Team retains possession after a Held Ball in the front court. The AP Arrow favors the offensive after an unsuccessful free throw that will remain in play, or an unsuccessful field goal attempt that contacts the ring or flange.
5. Try or Tap Striking the Ring or Flange and there is a Kicking or Fisting Violation on the Defense.
6. The Offense turning the ball over in their **back court** as a result of a violation or player control or team control foul.
7. A Held Ball occurs in a Team's Backcourt and the ball is awarded to their Opponent's in their Front Court.
8. A5 in their front court throws a pass to A4 and the ball goes out of bounds in Team

A's backcourt. Team A caused the ball to go out of bounds.

9. During a jump ball, one team causes the ball to go out of bounds, the other team is awarded the ball in their front court.

No reset:

1. Time Outs.
2. Double Personal Fouls.
3. Double Technical Fouls.
4. Injury
5. Blood Scenarios.
6. Pass hitting the Ring.
7. Held Ball and the Arrow favors the Offensive Team when the Offensive Team did not lose Team Control
8. Loss of Contact lenses.
9. Ball caused to be out of bounds by the defensive team.
10. Try or Tap not touching the Ring or Flange.
11. Inadvertent Whistle and a Team is in Control.n Control.