



Rule 10

Fouls & Penalties

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- Officials can call Four types of Fouls:
 - Personal
 - Intentional
 - Flagrant
 - Technical

Rule 10

- Personal Fouls: These are LIVE ball fouls that are committed by a player against another player. Involves illegal contact which hinders an opponent from performing normal offensive or defensive movements. Free throws could be awarded.
- Exception--Only one personal foul can take place while the ball is dead. That is a foul on or against an airborne shooter.

Rule 10

- Reminder: The following acts constitute a Personal Foul when committed against a ball handler/dribbler:
 - Placing two hands on the player
 - Placing an extended arm bar on the player
 - Placing and keeping a hand on the dribbler
 - Contacting the player more than once with the same hand or alternating hands
 - A player becomes a ball handler when he or she receives the ball. This would include a player in the post position.
 - [Video Rule Book - Home](#) for extended forearm
 - [Video Rule Book - Home](#) for two hands/repeated jabbing



Rule 10

- Contact—usually leads to a personal foul
 - Player shall not hold , push, charge, trip, or impede the progress of an opponent by extending the arm(s), shoulder(s), hip(s), or knees, or by bending his/her body into other than a normal position ; nor use rough tactics
 - Player shall not use hands to inhibit freedom of movement of an opponent or acts as an aid to a player in starting or stopping

Rule 10

- Contact
 - A player shall not use the forearm and/or hand to prevent a player from attacking the ball during a dribble or when throwing for a goal
 - When a dribbler without contact, gets head and shoulder past an opponent, the opponent has the greater responsibility for any subsequent contact

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- Intentional Fouls—Illegal contact designed to negate an opponent's obvious advantageous position, cause the clock to stop or not to be started. Contact away from the ball with an opponent who is clearly not involved with play. EXCESSIVE CONTACT with an opponent while the ball is live or until an airborne shooter returns to the floor. Contact with a thrower-in who is out of bounds (9-2-10)

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- Flagrant Fouls: May be personal or technical and is of a violent or savage nature. Striking, kicking, or kneeing is considered flagrant personal. If technical, involves dead-ball contact or non-contact at any time which is extreme or persistent, vulgar or abusive conduct. Fighting is a Flagrant Foul.

Offender is disqualified (player goes to bench, coach goes to locker room.) Penalty is 2 free throws and the ball is awarded to the offended team at the spot nearest the foul.

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- Technical Fouls: Review Rule 4-19-5
 - Foul by a non-player
 - Non-contact foul by a player
 - An intentional or flagrant contact foul while the ball is dead

When a Technical Foul is called, the offended team is awarded two free throws (to be shot by any member of the offended team). Ball is awarded out of bounds to the offended team at the division line opposite the table.

Except when a double technical foul is called—No Shots, ball awarded at point of interruption

Rule 10

- Team Technical: Assessed for the following—
 - Not providing name & number of participants and designating 5 starters by the 10 minute mark prior to the tipoff.
 - After 10 minute limit:
 - Changing starter unless necessitated by injury or illness to designated starter
 - Adding a team member to the book
 - Changing a number in the book
 - Player changes jerseys
 - Players wearing identical numbers

Rule 10

■ Team Technical (cont.)

- Using electronic communication equipment during game (voice, audio OR to video to review game officials' decisions)
- Failing to occupy team bench
- Allowing the game to get action less: Not ready to start half or Team delaying game in one of 4 ways Rule 4-47
 - Throw-In plane violations
 - Huddle by either team
 - Interfering with the ball after a goal
 - Failure to have the court ready following a time out

Rule 10

- Team Technical (cont.)
 - Have more than five players on the court
 - Request an excess time out
 - Commit an unsporting foul
 - Fail to have all players come onto the court following a time-out or intermission
 - Allow players to lock arms or grasp a teammate to restrict opponent's movement

Rule 10

- Substitute Technical
 - Enter without reporting
 - Enter without being beckoned by an official

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- Player Technical
 - Participate after changing number without reporting change (Flagrant—player disqualified)
 - PURPOSELY Delay returning to the court after legally being out of bounds
 - Dunk/Grab rim during a dead ball, pre-game, or intermission

Rule 10

- Player Technical (cont.)
 - Illegally contact the backboard/ring by putting hand on ring/backboard to gain an advantage or **INTENTIONALLY** Slapping the backboard or causing the ring to vibrate while a try/tap is in flight or is in the cylinder
 - Delay the game by:
 - Preventing the ball from being made live promptly
 - Not giving the ball to nearest official immediately after a whistle
 - Free-thrower not in Free-Throw semi-circle
 - Repeated throw-in violations

Rule 10

- Player Technical:
 - Unsporting Foul
 - Disrespectfully Addressing/Contacting an official
 - Using profane/inappropriate language or obscene gestures
 - Taunting/Baiting an opponent
 - Face Guarding
 - Climbing on or Lifting teammate to secure greater height
 - Faking being fouled (Flopping), attempting a free throw or accepting a foul to which a player was not entitled

Rule 10

- Player Technical (cont.)
 - Using Tobacco
 - Removing uniform (jersey, pants, skirt) in visual confines of the playing area.
 - Leave the playing court for unauthorized reason to demonstrate resentment, disgust, or intimidation
 - Intentionally or Flagrantly contacting an opponent during a dead ball
 - FIGHTING
 - Goaltending during a Free Throw
 - Reach through the boundary plane and touch the ball during a throw in

Rule 10

■ Bench Technical

- The head coach nor bench personnel can commit unsporting fouls like listed above in Player Technicals
- Cannot stand in front of team bench while the clock is running. Personnel must remain seated most of the time unless:
 - Reacting spontaneously to a good play by a team member
 - Reporting to the table to substitute

Rule 10

- Head Coaches Rule
 - SC uses a 28' COACHING box. Coach may stand in it. Coach loses privilege to stand in coaching box if he receives a Direct or Indirect Technical Foul
 - Head Coach may enter court when there is a fight, so he can prevent the situation from escalating
 - Shall not permit team members to leave the bench area and/or playing court for unauthorized reason
 - Penalty is 2 free throws plus ball for throw-in at division line opposite the table.