

Foul Reporting Mechanics

At the completion of this module, we should be able to identify:

- The different types of fouls.
- What is incidental and excessive contact.
- What are the automatic contact fouls.
- What is considered an illegal screen.
- How RSQB and LGP come into play.



Contact – Rule 10-6

Players shall not:

Hold, push, charge, trip or impede the progress of an opponent by extending arm(s), shoulder(s), hip(s) or knee(s), or by bending his/her body into other than a normal position, nor use any rough tactics.



Guidelines to Enforce Illegal Contact

When contact occurs that affects the rhythm, speed, balance and quickness of the player, illegal contact has occurred.

Illegal contact must be called regardless of time and score.



Judgment Guideline

Contact which affects the player's:

- Rhythm
- Speed
- Balance
- Quickness

is an illegal act and must be called a foul.



Automatic Fouls

The following acts constitutes a foul when committed against a ball handler/dribbler:

- \star Placing two hands on the player.
- \star 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 hand.



Illegal Contact Examples



A personal foul must be called when illegal contact occurs on a player holding or dribbling the ball.

Shooting Fouls

- Illegal contact during the offensive player's habitual motion to the basket.
- Contact applies on a try or tap for goal.
- The shooting player is allowed to finish the motion to the basket.
- Being on or off the floor are not factors.

Legal Guarding Position

To attain Legal Guarding Position, the defender must be facing the offensive player and must have both feet on the floor.

Once LGP is established, the defender is allowed to maintain that position by moving backward or diagonally.

The defender is no longer legal if he/she is moving toward the player with the ball when contact occurs. The defender is never allowed to move into the path of an airborne shooter.









Three Types of Contact

"Basketball is not a non-contact sport" --NFHS Basketball Handbook

There are three types of contact:

- Incidental
- Marginal
- Contact which warrants a foul

Incidental Contact

Contact which may result when opponents are in equally favorable positions to perform normal defensive or offensive movements, should not be considered illegal, <u>even though contact may be</u> <u>severe</u>





There are two types of screens

- In the field of vision
- Blind

The screener can face any direction. Time and distance are relevant. A "moving screen" without contact is not a foul.

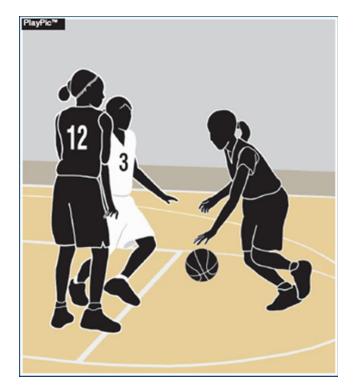
Screening Basics

The screener must be stationary, except when both the screener and the screened player are moving in the same path and direction.

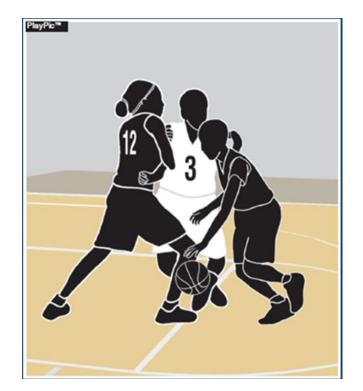
The screener must stay in his/her vertical plane with a stance shoulder width apart. This is often referred to "within the framework of their body".

Inside the Vertical Plane?

Legal Screen



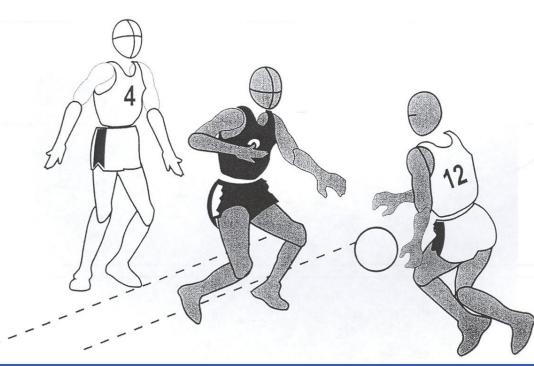
Illegal Screen







On blind screens, the screener must allow a step of the screened player.



Screening Make Sure All Screens Are Legal

Illegal Blind Screen

Freedom of Movement

A player shall not extend their arms so that freedom of movement of an opponent is hindered when contact occurs.

The disruption of RSBQ also applies to players without the ball who are trying to get to a new spot on the floor.



Displacement

To obtain or maintain legal rebounding position, a player may not:

- Displace, charge or push an opponent.
- Bend his/her body in an abnormal position to hold or displace an opponent.
- **Violate the principle of verticality.**





When a player dislodges an opponent from an established position by pushing or "backing them in", it is a foul.

When a player use their hands, forearms or elbows to prevent an opponent from maintaining a legal position, it is a foul.

Illegal Post Play Examples

- **Hooking by the offensive player.**
- Pushing, holding or slapping an opponent.
- Dislodging an opponent by using a leg or knee to the rear of an opponent.
- Dislodging an opponent back backing them down.

Officiating Post Play

- The lead official is mostly responsible for post play.
- Each player has the right to a position on the floor.
- The offense does not get any special consideration.
- Don't let rough post play ruin your game.



Dead Ball Officiating

Reminders for officials:

- ***** See the whole play.
- See the actions of all players.
- Don't react so quickly that you do not see the second action or antics of a player that is inciting an opponent to react.
- Be aware of the whole situation so to penalize the correct player.



Officials should be alert when the ball is dead, at least one official should observe the players at all times and be ready to respond to any extra activity among players, immediately.

Intentional Foul

- May or may not be premeditated.
- Not based solely on the severity of the act.
- Neutralizes an opponents' obvious advantage.
- Contact away from ball who is not in play.
- Contact that is not a legitimate attempt to play the ball.
- ***** Excessive contact.



Contact Above the Shoulders

With a continued emphasis on reducing concussions and decreasing excessive contact situations, more concern exists in penalizing contact above the shoulders.

It is important to state that contact above the shoulders is not always illegal, but the proper penalties must be enforced for illegal activity.





Foul Calling Review

What are the four automatic contact fouls?

What are the abbreviations RSBQ, LGP and FOM?

What components make a screen illegal?