



Focus on the Rules

Rule 10: Fouls & Penalties



Focus on the Rules



Rule 10: Fouls & Penalties – The Essentials

- ❖ **Contact**
- ❖ **Fighting**
- ❖ **Technical Fouls**

Personal Foul / Illegal Contact

A personal foul is a player foul which involves illegal contact with an opponent while the ball is live, which hinders an opponent from performing normal defensive and offensive movements.



Personal Foul / Illegal Contact

A personal foul is a player foul which involves illegal contact with an opponent while the ball is live, which hinders an opponent from performing normal defensive and offensive movements.



Contact

The Automatics: The following acts constitutes a 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 hand.

Contact

The Concepts: The following acts constitutes a foul when committed against an opponent:

- ★ Disruption of rhythm, speed, balance or quickness
- ★ Impeding a player's freedom of movement
- ★ Displacing an opponent by moving them to a new position

DID = Disrupt, Impede, Displace

Contact

The Concepts: The following acts constitutes a foul when committed against an opponent:

- ★ Disruption of rhythm, speed, balance or quickness
- ★ Impeding a player's freedom of movement
- ★ Displacing an opponent by moving them to a new position

DID = Disrupt, Impede, Displace

Foul Penalties

- **No free throws are shot for a common foul before the bonus rule is in effect or for player-control or team control fouls; double or simultaneous fouls; or at the end of the game where the free throws have no affect on the outcome of the game.**
- **One free throw is awarded if fouled in the act of shooting and the try is successful.**
- **A bonus free throw is awarded for the seventh, eighth and ninth free throw in each half if the first free throw is successful.**

Foul Penalties

- **Two free throws are awarded for all intentional, flagrant or technical foul, plus the ball for the throw-in.**
- **Two free throws are awarded for a foul in the act of shooting if the two-point try is unsuccessful.**
- **Three free throws are awarded for a foul in the act of shooting if the three-point try is unsuccessful.**

Types of Technical Fouls

By definition, a technical foul is:

- A foul by a non-player.
- A non-contact foul by a player.
- An intentional or flagrant contact foul while the ball is dead, except by an airborne shooter.
- A direct technical, charged to the head coach, because of his/her actions.
- An indirect technical, charged to the head coach, because of a bench technical being assessed to team bench personnel.

Team Technical Foul

Administrative Issues as in Rule 10-1:

★ Rosters, Starters, Numbers, Scorebook Issues

Penalty: One technical for the entire game even if additional issues are found later

Scorebook issues that can be resolved prior to the ten minute rule must be resolved. At all costs, prevent starting the game off on the wrong foot.

Team Technical Foul

Other Issues as in Rule 10-1:

- ★ Delay of Game (interfere after basket, violate throw-in plane, free throw huddle, not ready after timeout) *The second delay of game instances, regardless of type, results in a technical foul*
- ★ Excessive timeouts
- ★ Non-sporting acts (six players, teammates locking arms, all players not returning to floor)

Substitute Technical Foul

Rule 10-2: A player shall not enter the court:

- 1. Without reporting to the scorer; or**
- 2. Without being beckoned on the court**

Try to avoid calling these infractions by making the player properly enter the court.

Player Technical Foul

Acts Include: Unsporting act; unsporting conduct; reaching through plane to touch or dislodge ball; contact opponent during dead ball; grasping basket; dunking a dead ball; illegally slapping backboard; goaltend a free throw; use of tobacco; removing jersey/pants; changing number without reporting; delaying return; illegal face-guarding; fighting.

A single flagrant technical foul or the second technical foul charged to a player results in disqualification of the offender to the team bench.

Bench Technical Foul

Acts include: unsporting action; unsporting conduct; fighting; leaving bench during altercation; leaving court/bench for unauthorized reasons; grasping basket or dunking during warmups.

All bench personnel technical fouls result in an indirect technical foul also being assessed to the head coach.

Direct Technical Foul

Unsporting acts, unsporting conduct, having illegal jerseys/pants/numbers; not replacing a player within 15 seconds; playing a disqualified player; or team members leaving the court/bench for unauthorized reasons all count as a direct technical foul being charged to head coach.

Head Coach's Rule

The head coach may stand in the designated coaching box. Any direct or indirect technical foul charged to the head coach results in loss of coaching-box privileges.

Do the Math

A single flagrant foul, the second direct technical foul or the third technical (any combination of direct or indirect) charged to the head coach results in disqualification and ejection.

Penalty Assessment Fundamentals

Penalty — Each single technical foul carries the penalty of two free throws (FT's) and the offended team taking possession of the ball at the division line.

Shoot FT's In Order — If A1 is fouled in the act of shooting, and B1 receives a technical foul for protesting the call, A1 shoots the FT's FIRST (with no players lined up), THEN Team A shoots the FT's for the technical foul.

Penalty Assessment Fundamentals

Anyone can shoot a technical free throw — A player in the game or substitute can shoot. Multiple players can shoot the different shots.

Shoot The FT's At The Right Basket — An obvious statement, but not always automatic when your heart is racing a bit and you're moving from both benches and the scorer's table explaining the call.

Double Technical Fouls — (i.e. A-1 and B-1 start jawing at each other) result in NO FT's being awarded to either team, and play is resumed at the Point Of Interruption (POI).

Penalty Assessment Fundamentals

ALL Technical Fouls are tallied towards the Team Foul Count as it relates to the Bonus situation.

In situations where a technical is charged to bench personnel, disqualified player on the bench or an assistant coach AND an indirect technical also is charged to the head coach for that same offense, only one team foul will be recorded.

Penalty Assessment Fundamentals

Players and bench personnel can receive a maximum of TWO technical fouls before being disqualified from the game.

Head Coaches are disqualified after TWO direct technical fouls, or a combination of THREE direct/indirect technical fouls.

Penalty Assessment Fundamentals

Any SINGLE flagrant foul (personal or technical) results in the automatic ejection of the player, coach or bench personnel, and the offended team will shoot TWO FT's and receive the ball at the division line.

Penalty Assessment Fundamentals

**Players that are ejected from a game must remain on bench;
(unless their continued action is disruptive to further play).**

**Adults that are disqualified from the contest must leave the
confines of the playing court**

ANY
QUESTIONS?

