

2024-25 NFHS BASKETBALL TEAM WARNINGS AND TEAM TECHNICALS

TEAM DELAY WARNING

TEAM BENCH WARNING

TEAM FLOPPING WARNING

Dave Romano

IHSA # 22738

TEAM DELAY WARNING	TEAM COACH/BENCH CONDUCT	TEAM FAKING BEING FOULED WARNING (FLOPPING)
1 per game	1 per game	1 per game
Announced to coach and scorer	Announced to coach and scorer	Announced to coach and scorer
Mandatory for 1st violation (5)	Not mandatory= T or warning	Mandatory for 1st violation
Second time in game= Team Tech	Second time= Direct or Indirect T charged to Head Coach	Second time in game= Team Tech
Team Tech added to Team Foul count	Direct Tech added to team foul count (Indirect NO)	Team Tech added to Team Foul count
Head coach does not lose box for Warning or Technical	Tech= loses box/Warning=NO	Head coach does not lose box for Warning or Technical
No official mechanic	No official mechanic	NEW NFHS MECHANIC
Team Warning only applies to 5	Define bench personell	Best practices guidelines = Team Control /Arrow/POI/Spots

TEAM DELAY WARNING (4-47)

Mandatory TEAM DELAY warning by rule (10-2, 9-2-10) for first violation #1 through #5

- 1. Interfering with a ball after goal**
- 2. Thrown in plane violation**
- 3. FT huddle delay**
- 4. Failure to immediately pass the ball to the nearer official after whistle (NEW)**
- 5. Failure to have the court ready following a time out**

*** With clock running, and 5 sec or less in game #1 and #2 are ignored**

*** If opponent makes contact with ball or player making Throw in (TECH/INT Foul)-Team warning also given**

(Rule 9-2-10, Case book pg. 71)

TEAM TECHNICAL =NO WARNING GIVEN- Coach does NOT LOSE BOX, +1 team foul count/2 shots + ball

- A. Dunking or attempting to dunk in PREGAME or INTERMISSION (NEW)**
- B. More than 5 players on court**
- C. All 5 players do not return to court approximately same time following a TIME OUT or INTERMISSION**
- D. Request excess Time Out**
- E. After Resumption of Play procedure/ 5 players not ready to start either half (>1 min)**

(4-48) Coach and Team Conduct Warning (BENCH WARNING) // BENCH TECHNICAL

- **Warning not required/ Technical constitutes the warning**
- **ALL Bench Tech's charged to HEAD COACH in form of (Direct/Indirect)**
- **Warning= coach does not lose box/ Technical = lose box, +1 foul team count, 2 shots +ball to opponent**
- **Some Bench conduct = Bench Tech (Fighting, profane language, remove jersey/shorts near bench)**

Bench Personnel = Head Coach, Asst coaches, players in uniform or not, any individual sitting on bench (trainers, managers, ball boys, stats). Subs at table, disqualified player (once Coach notified)

ALL Players during PREGAME, INTERMISSION or between QUARTERS. Time out (5 players last in game legal players, all other are bench personnel)

Coach/Bench personnel/Player : 1 Flagrant foul/ 2 Technical fouls= EJECTION (Adult must leave visual confines of court, no further contact with team) *Notify Assignor, IHSA Special Report

Head Coach: 2 Direct/3 Indirect or the third Technical of either =EJECTION

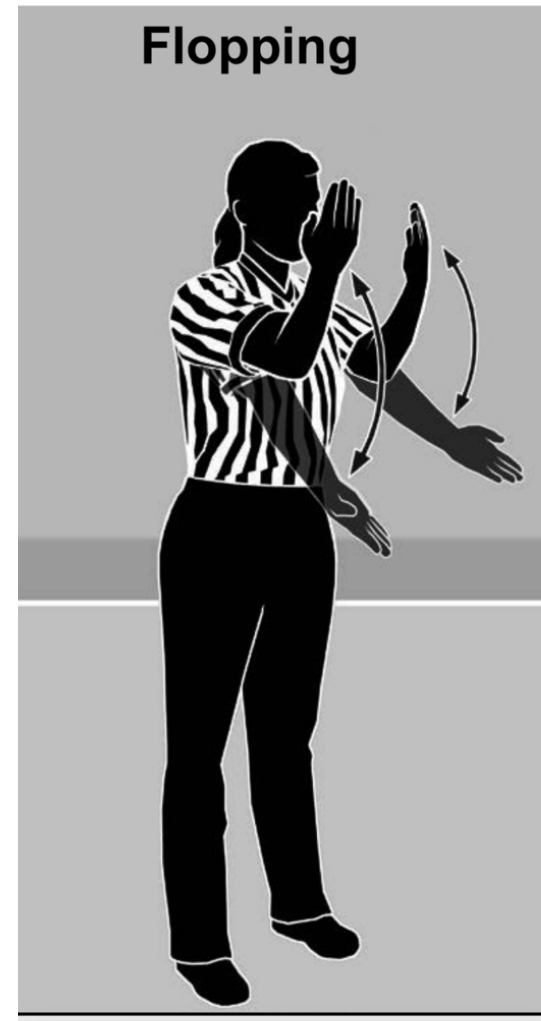
TEAM WARNING FOR FAKING BEING FOULD (FLOPPING) (4-49)

Art 1. “Faking being fouled (flopping) occurs when a player simulates being fouled , makes theatrical or exaggerated movements when the is no illegal contact”

- * **If there is Illegal contact=Call the foul/not the flop**
- * **1st violation in game is mandatory TEAM WARNING,
Next violation is a **TEAM TECHNICAL****
- * **Identify Team Control when whistle sounds (POI)**

DEFENSE FLOPS= patient whistle on scoring plays or act of shooting (no whistle/Flop signal). Ball goes in=good, or
If defense gains control= **TEAM WARNING** on defense.

OFFENSE FLOPS= whistle when occurs, if ball released on shot, if goes in= good, issue **TEAM WARNING** on offense.
No team control during shot= **NO REBOUND** on MISS.
Result is A/P Arrow.



Dunking or Attempting to Dunk

- * **LEGAL** to dunk or attempt to dunk a live ball
- * **LEGAL** to hang on the rim (prevent injury)
- * **NOT LEGAL** to dunk or attempt to dunk a dead ball
- * **NOT LEGAL** to dunk or attempt to dunk during PREGAME or INTERMISSION **(NEW)**
PENALTY= TEAM TECHNICAL, Coach does NOT LOSE BOX, +1 team foul count/ 2 shots +ball

(NEW) PREGAME FOULS : ALL fouls the are equal in number =OFFSET

- * **No Free throws**
- * **Coach does not lose box**
- * **Fouls added to team counts**
- * **Game starts with Jump Ball**