

BASKETBALL RULES SUMMARY

Rule: 10 Fouls and Penalties

- 1 Officials can call four types of fouls. Those four types are:
 - a. Personal Fouls: These are live ball fouls that are committed by a player against another player. Only one personal foul can take place while the ball is dead. That is a foul on or against the airborne shooter. Free throws could be awarded.
 - b. Intentional Fouls: Mostly these are personal fouls which are designed to negate an opponent's obvious advantageous position, cause the clock to stop or not be started, contact away from the ball. The severity of the act is not the sole consideration when determining intentional fouls. With intentional fouls, always award 2 FTs and the ball out of bounds at the spot of the foul.
 - c. Flagrant Fouls: Most of these would be personal fouls as well. This is a foul of a violent or savage nature. They involve striking, kicking, kneeing or fighting. If non-contact it would be actions or words that display unacceptable behavior (very abusive). With a flagrant foul, the offender is **always disqualified**, there are always 2 FTs and the ball is always awarded to the offended team for a spot throw in nearest to the foul.
 - d. Technical Fouls: Any dead ball foul **must be** a technical foul. However, not all technical fouls occur when the ball is dead. When a technical foul is called, the offended team is awarded 2 FTs (to be shot by any member of the offended team), the ball out of bounds at the division line opposite the table. The only exception to this is a double technical foul and this is to be put in play at the point of interruption.
 - i. Team Technical
 1. Not providing name & number of participants and designating 5 starters by 10 minutes prior to tip
 2. After 10 minute limit:
 - a. Changing starter unless necessitated by 3-2-2a
 - b. Add a team member
 - c. Change a number in the book
 - d. Player change jerseys
 - e. Identical jersey numbers
 3. Using TV/reply equipment
 4. Failing to occupy team bench
 5. Allow the game to get actionless:
 - a. Not being ready to start a half

b. Delay the game (4 ways)

6. Have more than 5 players on the court
7. Request an excess time-out
8. Commit an unsporting foul
9. Fail to have players come on the court following time-out/intermission
10. Allow players to lock arms with teammates to restrict opponent's movement

ii. Substitute Technical

1. Enter without reporting
2. Enter without being beckoned by official (except between quarters)

iii. Player Technical

1. Participate after changing number w/o reporting it (Flagrant)
2. Purposely delay returning to the court after legally being out of bounds
3. Dunk/grab rim during dead ball, pre-game or intermission(s) (Exception)
4. Illegally contact backboard/rim by
 - a. Putting hand on ring/backboard for advantage
 - b. INTENTIONALLY slapping backboard and affect ball's flight
5. Delay game by:
 - a. Preventing ball from being made live promptly
 - b. Not giving ball to official immediately after whistle
 - c. Free thrower not in FT semi-circle (exception)
 - d. Repeated throw-in violations
6. Unsporting foul
 - a. Disrespecting official; Using profane language/gestures; Baiting/taunting opponent;
 - b. Face-guarding; climbing on or lifting teammate for height
 - c. Faking being fouled or purposely attempting a FT when not entitled to it; using tobacco, removing shirt/pants in playing area

7. Intentionally or flagrantly contacting an opponent during a dead ball
8. Fighting
9. Goaltending during a FT
10. Reach through throw-in boundary plane and touch the ball

iv. Bench Technical

1. Head coach is responsible for his conduct and bench personnel. The head coach nor bench personnel should commit an unsporting foul (listed above) or
2. Standing at the team bench unnecessarily
3. Leave the confines of the bench during a fight

v. Head Coaches' Rule

1. SC uses coaching box (14') and may stand in it for a few reasons
2. Must replace a DQ'ed player within 20 seconds
3. HC may not allow a team member to participate after being DQ'ed or while wearing an illegal uniform

e. Contact