

Rule 10 Fouls & Penalties

Team Technicals

- Adding a name or number to roster, the penalty of a technical foul must be assessed before the ball becomes alive. This is an "Administrative Technical Foul"
- Electronic Devices result in technical foul but is not charged to the Head Coach
- Free Throw Huddles = Delay Warning, if happens again then a Technical Foul
- One Delay warning covers all delays, subsequent occurrence results in a Technical Foul
- Slapping the ball away from the throw in team after a good basket results in a warning first then Technical foul if repeated
- all delay warnings are reported to Official Scorer and Head Coach and all of the above technical fouls count as team technical
- Excessive Time Out = Team Technical
- Delaying Player Return after a time out results in a Technical Foul
- Illegal Substitution = technical foul if caught before ball becomes alive. Too late to penalize after ball becomes live
- Dunking or Grasping Basket = ignore if anyone is close. SAFETY RULE

Player cannot leave court to display dissatisfaction = Technical Foul

Throw In = defender reaching throw boundary plane and fouling the thrower in is an Intentional Foul

Defender slapping ball away that is in possession of thrower-in is a Technical Foul

Bench Technicals

- If on Head Coach is Direct
- Other Bench Personnel is Indirect with loss of box
- During Intermission- all team members are Bench Personnel = Indirect Technical to Head Coach
- Intermission Technical Foul - Player is assessed a technical foul = Team Technical and Indirect to the Coach with loss of Coaching Box
- Player Removes Their Shirt - Technical Foul to player, Indirect to Coach & Loss of Box

Fighting - -the two players on the court are charged with a Double Flagrant Foul
Resulting in DISQUALIFICATION & NO FREE THROWS attempted
Play resumes at the Point of Interruption

Any Reserves that come off the bench and enter the court are DISQUALIFIED

And if the number of reserves involved are EQUAL for BOTH Teams then NO Free Throws are Shot

Each Coach will receive an Indirect Technical if any of their players come on the Court and will receive a In-Direct Technical if a player (s) participate in the fight for EACH player. For example: If 3 players come off bench and participate, Head Coach is Charged with 3 In-Directs and is Ejected.

If players don't participate it is only 1 In-Direct T for the Coach

If the number of reserves involved from each team is not equal, free throws will be shot for each player that is not off setting. For example: If 4 reserve players from Team A are involved and 2 reserve players from Team B are involved, then Team B would shoot 4 Free Throws for the 2 Ts.

Leaving Bench Area before the end of the first half

- at the end of first half A1 is fouled for a bonus free throw, however Team B leaves the court and heads to locker room = Team B Coach is assessed a Technical Foul & Loss of Coaching Box for 2nd Half

Discuss with Scorers Table: - players leaving benches, fight participation or non-participation, Coach Technicals, Point of Interruption or Free Throws

Officials Discussion:

- Players off the bench involved with No Participation
- Players off the bench involved in Participation
- Meet & Discuss with Coach's on Penalties to be assessed
- Assess & Record Penalties