Fouls

Personal Foul

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

Common Foul

A personal foul which is neither flagrant nor intentional nor committed against a player trying or tapping for a goal, nor a part of a double, simultaneous or multiple foul.

Intentional Foul

A personal or technical foul that may or may not be premeditated and not based solely on the severity of the act.
1. Contact that neutralizes opponents position
2. Contact away from the ball with an opponent not involved in the play
3. Contact that is not a legitimate play on the ball designed to stop or start the clock
4. Excessive contact with an opponent while the ball is live or until airborne shooter returns to the floor.
5. Contact with a thrower-in

Flagrant Foul

Personal or technical foul of a violent or excessive nature or a technical non-contact foul which involves unacceptable conduct. If personal, it could involve violent contact such a striking, kicking or kneeing an opponent. If technical, it will involve dead-ball contact or non-contact at any times which is extreme or persistent or vulgar and abusive conduct. Fighting is a flagrant act.

Technical Foul
1. Foul by a non-player
2. Non-contact foul by a player
3. Intentional or Flagrant contact foul while ball is dead.
4. Direct technical charged to head coach due to actions.
5. Indirect, charged to head coach due to actions of bench personnel

Player Control

Common foul committed by player while in control of the ball or by an airborne shooter.

Team Control

A Common foul committed by a team member of the team who has team control or member of throw-in team from the start of the throw in until player control is obtained in-bounds.

Double Foul

A situation where two opponents commit personal fouls at the same time

Double Technical Foul

A situation where two opponents commit technical fouls at the same time.

Simultaneous Foul
A foul (personal or technical) committed by opposing players in which there are fouls by both teams at the same time.

Multiple Foul
A situation where two or more teammates commit personal fouls against the same opponent at the same time.

Team Foul
A personal or technical foul (Not Direct or Indirect Technical Fouls) committed and charged to either team. All team fouls count towards the bonus.

Unsporting Foul
A noncontact foul for unfair, unethical or dishonorable conduct or any conduct not in accordance with the spirit of play.

Foul Procedures

All player control fouls and team control fouls must be administered at a designated throw-in spot nearest to where the foul occurred.

All personal and commons fouls, unless the bonus rule is in effect or in the act of shooting, must be administered at a designated throw-in spot nearest to where he foul occurred.

All double personal, all double technical and simultaneous fouls shall be administered from the point of interruption.

All non-shooting personal fouls and the offended team has reached the bonus rule, shall be administered with one free throw (if made) followed by an additional free throw. (Exception if a player or team control occurs after the bonus rule is in effect, no free throws will be awarded).

All shooting fouls will be administered by awarding two free throws. An additional free throw will be awarded if the shooting foul occurs behind the 3-point arc.

On a successful field goal and a foul is called, one free throw will be attempted.

If a technical foul, two free throws and division line throw in is awarded.

Foul Scenarios

A personal foul while in the act of shooting followed by a technical foul situation by the same team will be administered as follows: Two free throws for the personal foul will be administered first followed by two free throws and division line throw in for the technical fouls.

A personal foul in the act of shooting by Team A followed by a technical foul by Team B will be administered as follows. Team B will be awarded two free throws at his/her basket followed by two free throws and division line throw in for Team A.

If Team A and Team B are accessed technical fouls at the same time, no free throws are awarded and the ball is put in play at the point of interruption.

During a fight, Team A has two players involved and Team B has one player involved, Team B will be awarded 2 free throws and the ball at the point of interruption.