

Defensive Team B “Fakes Being Fouled” (Flops)

1. In all instances, the official shall immediately display the flopping signal (New #15, pg. 80), but will withhold the whistle until the offense scores a basket, the offense ultimately aborts the try for goal and kicks it out, the defense secures possession or the ball becomes dead.
 - a. 1st Infraction when Team A scores, basket counts, and a warning is issued to Team B with the ball put back in play at the Point of Interruption (POI)
 - b. All additional infractions, basket counts and a Team B Technical, 2 free throws and possession for Team A
 - c. 1st Infraction when the offense ultimately aborts the try for goal and kicks it out, Team B gains possession or the ball becomes dead, warning issued to Team B and the ball put back in play at the Point of Interruption (POI)
 - d. All additional infractions, a Team B Technical foul, 2 free throws and possession for Team A

Protocols when a foul occurs by either team after 2nd infraction by defense for FBF:

Officials wait until the play “completes,” i.e., the offense scores, the offense ultimately aborts the try for goal and kicks it out, or the defense gains control of the ball.

If we have "one of the 4 fouling situations" below during that period of time, penalize those first, and the FTs for the FBF technical ALWAYS GOES LAST, so that the team that was offended shoots their 2 FTs and then gets the ball at the division line opposite the scorers' table, as with all technical fouls.

- 1) Team A rebounds and is fouled in the act of shooting
- 2) Team A rebounds & commits a player-control foul
- 3) Team A, while rebounding fouls Team B...IF Team B is in the bonus, we go to the other end and shoot
- 4) Team A, while rebounding, is fouled by Team B ...If Team A is in the bonus, that player shoots. We then shoot the FTs for the team technical for flopping...it always goes LAST