

2024-25 Faking Being Fouled (FBF)

Offensive Team A “Fakes Being Fouled” (Flops)

1. Example: Offensive Player, A1, is dribbling the ball and fakes being fouled by a defender. This is described in the rules as *using a “head bob” to simulate illegal contact*. In this play, the team that is faking being fouled is on offense and there is player control of the ball. (4-49-1b)

When does the official blow the whistle and signal for both the first and subsequent infractions?

As soon as the official identifies the behavior, that in their opinion, rises to the level of faking being fouled the whistle should be blown and the faking signal (New #15) should be displayed.

First infraction- Team A has control of the ball, so the official will report the warning to the table, notify the head coach, and then go to the point of interruption (POI). If Team A1 is in Team A's frontcourt when the warning occurred, Team A will have a throw-in at one of the four designated throw-in spots closest to where the faking being fouled occurred. If A1 is in Team A's backcourt, the throw-in will be from the spot out of bounds closest to where the faking being fouled occurred. (4-36-2a) **The shot clock does not get a reset.**

Subsequent infraction(s)- A team technical foul is charged to Team A. Team B will shoot two free throws and get the ball for a division line throw-in opposite the scorer's table. (10-2-1h, 10-2 PENALTY) **The head coach does not lose the privilege of the coaching box. Team B is entitled to a full reset of 35 seconds on the shot clock.**

2. Example: Offensive Player, A1, after releasing a jump shot, goes to the floor without contact or after incidental contact. This is described in the rules as *overtly embellishing the impact of incidental contact on an attempted try for goal*. In this play, the team that is faking being fouled is again on offense; however, there is NO team control since the ball was released on a try for goal. (4-49-1a)

When does the official blow the whistle and signal for both the first and subsequent infractions?

As soon as the official identifies behavior, that in their opinion, rises to the level of faking being fouled the whistle should be blown and the faking signal (New #15) should be displayed.

First infraction (Successful Try)- There is NO team control, so when the try is successful, the basket will count, the official will report the warning to the table, notify the head coach and Team B will be awarded the ball on the endline. Team B may move along the endline as after any successful try. (7-5-7) **Team B is entitled to a full reset of 35 seconds on the shot clock.**

First infraction (Unsuccessful Try)- There is NO team control, and since the try was unsuccessful the ball became dead when the try ended. There is NO rebounding on this play. The official will report the warning to the table, notify the head coach and the ball will be awarded based on the possession arrow. If Team A retains control in its frontcourt, the throw-in will be from one of the four designated throw-in spots nearest to where the faking being fouled occurred. If Team B gains control in its backcourt, the throw-in will be from the spot out of bounds closest to where the faking being foul occurred. (6-4-3, 6-4-4g) If Team A retains control of the ball per the alternate possession and the try hit the rim, the shot clock will be reset to 35 seconds. If Team A retains control of the ball per the alternate possession and the try did not hit the rim the shot clock is not reset and Team A has the remaining time on the shot clock when the ball became dead to attempt a try. Team B is entitled to a full reset of 35 seconds on the shot clock.

Subsequent infraction- A team technical foul is charged to Team A. Team B will shoot two free throws and get the ball for a division line throw-in opposite the scorer's table. (10-2-1h, 10-2 PENALTY) The head coach does not lose the privilege of the coaching box. Team technical fouls do count toward team fouls as counted to reach the bonus free throws for the quarter in which they are assessed. Team B is entitled to a full reset of 35 seconds on the shot clock.