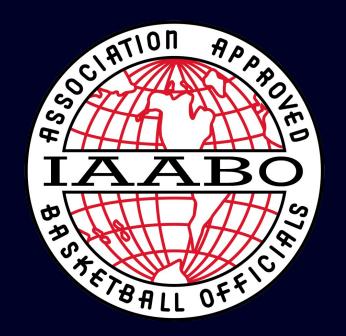
2024-2025 IAABO Board 41 Interpretation Meeting





POINT OF EMPHASIS

FAKING BEING FOULED PROCEDURE

The National Federation of High Schools approved a rules change and adopted a Point of Emphasis for *faking being fouled*. The rule itself appears very straightforward; however, determining when to stop plays to adjudicate the rule is going to present a challenge to officials.

The following guidelines do not yet appear in the IAABO manual. Based on information we have received from the NFHS, we believe it is important to have these procedures documented for the upcoming season.



FAKING BEING FOULED

When a player commits the first faking-being-fouled infraction, a warning is issued to the team.

The warning is an administrative procedure by an official that is recorded in the scorebook by the scorer and reported to the head coach.

After receiving an official warning for faking being fouled, any subsequent faking or flopping infractions by a player on the same team result in a team technical foul.



FAKING BEING FOULED

STOPPING PLAY

When officials sound the whistle to stop play, they should use the appropriate signal for the infraction that has occurred.

First Offense (Warning)

signal



Subsequent Offense (Technical Foul)

signal





FAKING BEING FOULED

The following are guidelines for officials to follow to have support for when play should be stopped and how the rule should be enforced. These guidelines do not cover every situation where an infraction could occur. There will be times when officials will need to exercise good judgment when to stop play. The goal is to stop play at a time that does not benefit the offending team.

The NFHS has outlined three specific play situations and how the rule should be adjudicated in these instances.

- 1) Faking by a dribbler
- 2) Faking by a shooter
- 3) Faking by a defender.

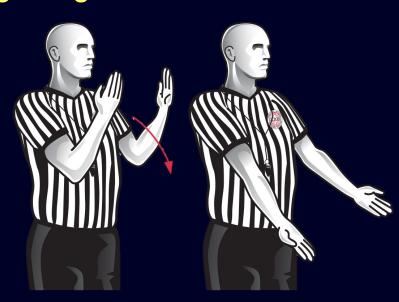
The guideline for each scenario is explained on the following slides.



SIGNALS

This is the new signal for faking being fouled or "flopping."

- Note that the arrow only goes one direction downward. This signal is intended to be displayed one time.
- If the signal is done repeatedly, it will give the appearance that we are telling the player to "get up," which is not the case.





FAKING BEING FOULED BY A DRIBBLER

When a ball handler uses the tactic known as a "head bob," the team that is faking is Wheffensenter control of the ball.

 The official should sound the whistle immediately and display the faking signal.

First infraction:

- The official reports the warning to the scorer and the head coach.
- Play is resumed at the point of interruption.
- If the ball was in the frontcourt when play was stopped, the throw-in is from the nearest of the four designated frontcourt throw-in spots.
- If the ball was in the backcourt, the throw-in is from the nearest spot.



FAKING BEING FOULED BY A DRIBBLER

Each subsequent infraction:

A team technical foul is charged.

The team technical counts toward the total team foul count.

 The opponents are awarded two free throws plus a throw-in at the division line, opposite the scorer's table.





FAKING BEING FOULED BY A SHOOTER

When a jump shooter fakes being fouled after the release of the try, there is no team control when the infraction occurs. When an infraction occurs:

 The official should sound the whistle immediately display the faking signal.

First infraction – If the try is successful:

- The goal counts.
- The official reports the warning to the scorer and coach.
- Play is resumed at the point of interruption. The opponents are awarded a throw-in with the privile moving along the endline.





FAKING BEING FOULED BY A SHOOTER

First infraction – If the try is unsuccessful:

There is no team control, so the ball becomes dead when the try ends.

• The ball is awarded to the team entitled to the ne under the alternating-possession procedure.

The official reports the warning to the scorer and

 If the shooting team is awarded the throw-in, it is nearest of the four designated frontcourt throw-in

 If the defensive team is awarded the throw-in, it is throw-in from the spot nearest to where the infraction





FAKING BEING FOULED BY A SHOOTER

Each subsequent infraction on an unsuccessful try:

- A team technical foul is charged.
- The team technical counts toward the total team
- The opponents are awarded two free throws plus at the division line, opposite the scorer's table.





FFENSIVE PLAYER FAKING BEING FOULED - WARNING

<u>Player</u>	Stopping Play	<u>Play is</u> <u>Resumed</u>	Ensuing Throw-In Location
Ball Handler	Immediately	POI	If the ball was in the frontcourt when play was stopped, the throw-in is from the nearest of the four designated frontcourt throw-in spots.
			If the ball was in the backcourt, the throw-in is from the nearest spot.
Shooter – Try is <u>successful</u>	Immediately	POI	The opponents are awarded a throw-in with the privilege of moving along the end line.
Shooter – Try is not successful	Immediately	AP Arrow	If the shooting team is awarded the throw-in, it is from the nearest of the four designated frontcourt throw-in spots.
			If the defensive team is awarded the throw-in, it is a backcourt throw-in from the spot nearest to where the infraction occurred.



When a defensive player fakes would officials will need to determine who penalized for the defensive team's

First infraction:

- The official withholds the whistle until the offensive team scores (which could include repeated tries for goal after offensive rebounds) OR until the offending team gains control of the ball.
- The faking signal should be displayed as soon as the infraction occurs (even before the whistle).
- When play is stopped, the official sounds the whistle and displays the faking signal once again.



First infraction (cont'd):

The ruling official reports the warning to the scorer and to the head coach.

 If a goal was scored, play resumes with a throw-in for the opponents, with the privilege of moving along the end line.

If no goal was scored, the game continues from the point

of interruption.





Each subsequent infraction:

- The official withholds the whistle until the offensive team scores (which could include repeated tries for goal after offensive rebounds) OR until the offending team gains control of the ball.
- The faking-being-fouled signal should be displayed as soon as the infraction occurs (even before the whistle).
- When play is stopped, the official sounds the whistle and displays the faking-being-fouled signal once again.
- A team technical foul is charged to the offending team
- The opponents are awarded two free throws plus a throw-in at the division line, opposite the scorer's table.



DEFENSIVE PLAYER FAKING BEING FOULED – WARNING

<u>Player</u>	Stopping Play	Play is Resumed	Ensuing Throw-In Location
	Withhold the whistle until the offensive team scores (which could include repeated attempts at the basket)	POI	If a goal is scored: The opponents are awarded a throw-in with the privilege of moving along the end line.
Defensive Player	until the offending team gains control of the ball or the ball becomes dead.	POI	If no goal was scored: If the ball was in the offending team's frontcourt when play was stopped, the throw-in is from the nearest of the four designated frontcourt throw-in spots.
			If the ball was in the offending team's backcourt, the throw-in is from the nearest spot.

Note: There will be times when it is appropriate for officials to stop play immediately. (e.g. No scoring play in progress, flop was



What if there is a foul that occurs while the officials are withholding the whistle to rule a technical foul for faking being fouled?

Three scenarios:

- Play 1 Defensive foul during the act of shooting
- Play 2 Player (or team-control) foul
- Play 3 Foul by the shooting team with no control



- Each subsequent infraction:
 - When officials withhold the whistle and to allow the offense to complete a play after a defensive faking-being-fouled infraction, it is possible that another foul could occur, causing the play to stop.
 - O Penalties are administered in the order the fouls will be reported.
 - 1. The first foul reported is the foul that caused the stoppage in play.
 - 2. The second foul reported is the technical foul charged to the offending team for faking being fouled.



FAKING BEING FOULED PLAY 1

Team B received a warning for faking being fouled in the first quarter. In the fourth quarter, defender B-1 fakes being fouled on A-1's unsuccessful try. **A-4 secures the rebound and then is fouled in the act of shooting by B-4.**

Penalty:

- The official who ruled the personal foul on B-4 reports that foul.
- The official who ruled the faking-being-fouled infraction then reports the technical foul on Team B.
- Both fouls count toward the bonus.
- A-4 attempts the two free throws for being fouled in the act of shooting.
- Team A is awarded two free throws for the technical foul charged to Team B.
- Team A is then awarded the ball for a division-line throw-in, opposite the table.

Note: The lane spaces are cleared for all free throws attempted.



FAKING BEING FOULED PLAY 2

Team B received a warning for faking being fouled in the first quarter. In the fourth quarter, defender B-1 fakes being fouled on A-1's unsuccessful try. A-4 rebounds A-1's unsuccessful try and then commits a player-control (or team-control) foul.

Penalty:

- The official who ruled the personal foul on A-4 reports that foul.
- The official who ruled the faking-being-fouled infraction then reports the technical foul on Team B.
- Both fouls count toward the bonus.
- Team A is awarded two free throws for the technical foul charged to Team B.
- Team A is then awarded the ball for a division-line throw-in, opposite the table.

Note: The lane spaces are cleared for all free throws attempted.



FAKING BEING FOULED PLAY 3

Team B received a warning for faking being fouled in the first quarter. In the fourth quarter, defender B-1 fakes being fouled on A-1's unsuccessful try. **A-4 commits a foul while the ball is bouncing on the rim, when there is therefore no team control.**

Penalty:

- The official who ruled the personal foul on A-4 reports that foul.
- The official who ruled the faking-being-fouled infraction then reports the technical foul on Team B.
- Both fouls count toward the bonus.
- If Team B is in the bonus, the offended player is awarded two free throws.
- Team A is awarded two free throws for the technical foul charged to Team B.
- Team A is then awarded the ball for a division-line throw-in, opposite the table.

Note: The lane spaces are cleared for all free throws attempted.

HAVE A GREAT SEASON!

