



Faking Being Fouled (FBF) Situations

A New Rule Defines Faking Being Fouled:

- **1st Infraction:** Warning recorded in the scorebook and reported to the head coach.
- **2nd and Subsequent Infractions:** Team technical foul.
(Rule References: 4-49 New, 6-4-4g, 10-2-1h New, 10-4-6f.)
- **Signal 15:** Hands at the chest with two swipes to indicate a faking-being-fouled violation.

Criteria for Faking Being Fouled

Officials should issue a warning or **team** technical foul when a player uses any of the following tactics to simulate being fouled:

1. Exaggerating contact (e.g., falling or flailing after minimal contact).
2. Using a “head bob” to simulate a hit.
3. Any other deliberate behavior intended to deceive the officials and gain an advantage.

Procedural Guidelines

- Officials must see the entire play before calling a violation. Start - Develop - Finish - Decide.
- If a player fakes being fouled, it must be addressed —the team committing the infraction cannot gain an advantage.
 - Signaling of the infraction should occur at or near the spot of the infraction.
- Best practice would be to wait, if possible, until a player is in possession of the ball.

Penalties for Faking Being Fouled

1. First Team Infraction:
 - Warning recorded in the scorebook.
 - i. Scorers should differentiate between delays recorded in the book. (Ex: bottom of document)
 - Ball returned to the **point of interruption (POI)**.
2. Second and Subsequent Infractions:
 - Team Technical Foul (counts towards the team foul total but not the player’s individual fouls and it is not directly or indirectly charged to the coach).
 - The offended team receives two free throws and possession at the division line, opposite table.

Scenarios for Offensive and Defensive Teams

Offensive Team (Team A) Fakes Being Fouled

A. When Team A has team control but is not shooting:

- First Infraction: Warning issued; Team A retains possession (POI).
- Subsequent Infractions: Team technical foul, 2 free throws for Team B, and possession at the division line.

B. When Team A is in the act of shooting:

- First Infraction: If the shot is successful, the basket counts, warning issued, and play resumes at the POI.

- Subsequent Infractions: Basket counts, team technical foul, 2 free throws for Team B, and possession at the division line.
- If the shot is unsuccessful, play continues until a rebound, team control, or dead ball occurs. A warning will then be issued, and play resumes at the POI.

Defensive Team (Team B) Fakes Being Fouled

- First Infraction:
 - If Team A scores, the basket counts, a warning is issued to Team B, and play resumes at the POI.
 - If Team B gains possession or the ball becomes dead, a warning is issued, and play resumes at the POI.
 - Note: Using the faking-being-fouled signal for first infractions, especially if delayed, is recommended. However, it is crucial to focus on play development. Officials make better decisions by following a “start-develop-finish-decide” process rather than reacting too quickly.
- Subsequent Infractions:
 - Basket counts (if applicable), team technical foul on Team B, 2 free throws for Team A, and possession at the division line.

General Rules for FBF Infractions

- On Defensive Infractions: Officials should delay the whistle until the offensive team completes the play (i.e., scores, turns over the ball, or it becomes dead).
- Order of Penalties: If other fouls occur during the play, penalize those fouls first. Free throws for the technical foul from the faking-being-fouled infraction are always administered last, with the lane cleared.

Examples of Fouling and Penalty Sequence

If multiple fouls occur when a player fakes being fouled, administer the Faking Being Fouled team technical AFTER all other fouls are adjudicated/administered. For reference, use the following order:

1. Team A rebounds and is fouled while attempting a shot – administer free throws.
2. Team A rebounds and commits a player-control foul – no free throws, ball to Team B.
3. Team A fouls Team B during a rebound – if Team B is in the bonus, shoot free throws.
4. Team A is fouled during a rebound – if Team A is in the bonus, shoot free throws.
 - After other fouls are addressed, administer the 2 free throws for the technical foul due to faking-being-fouled.

Reporting Procedure for FBF Infractions

1. Report any personal fouls or other infractions first.
2. Use Signal 15 to indicate the faking-being-fouled violation.
3. Record a warning in the scorebook for the first offense or issue a team technical for subsequent violations.
4. For technical fouls, administer the free throws with the lane cleared, and award possession at the division line.

TIME OUTS	1ST Q				TEAM FIRST							SECOND							TEAM TOTALS	
	1	2	3	4	1	2	3	4	5	6	7	1	2	3	4	5	6	7	FTM	PERCENT (FTM/FTA)

DOG
12 - 10:42 1H

BC
HC - 1:42 1H

FBF
1 - 1:42 2H