
RULE 10

Fouls and Penalties

Section 1. Personal Fouls

Art. 1. A player shall not hold, push, charge, trip or impede the progress of an opponent by extending arm(s), shoulder(s), hip(s) or knee(s) or by bending his or her own body into other than a normal position; nor use any unreasonably rough tactics.

Art. 2. A player shall not contact an opponent with his or her hand unless such contact is only with the opponent's hand while it is on the ball and is incidental to an attempt to play the ball.

Art. 3. A player shall not use his or her hand(s) on an opponent to inhibit the freedom of movement of the opponent in any way or to aid an opponent in starting or stopping.

Art. 4. A player shall not extend the arm(s) fully or partially other than vertically so that freedom of movement of an opponent is hindered when contact with the arm(s) occurs.

Art. 5. A player shall not use the forearm and hand to prevent an opponent from attacking the ball during a dribble or when trying for goal.

Art. 6. A player may hold his or her hand(s) and arm(s) in front of his or her own face or body for protection and to absorb force from an imminent charge by an opponent.

Art. 7. Contact caused by a defensive player approaching the player with the ball from behind is pushing; contact caused by the momentum of a player who has tried for goal is charging.

Art. 8. A dribbler shall neither charge into nor contact an opponent in the dribbler's path nor attempt to dribble between two opponents or between an opponent and a boundary, unless the space is sufficient to provide a reasonable chance for the dribbler to pass through without contact.

Art. 9. When a dribbler, without contact, passes an opponent sufficiently to have head and shoulders beyond the front of the opponent's torso, the greater responsibility for subsequent contact shall be that of the opponent.

Art. 10. When a dribbler has obtained a straight-line path, the dribbler may not be crowded out of that path; when an opponent is able to legally obtain a defensive position in that path, the dribbler shall avoid contact by changing direction or ending the dribble.

Art. 11. The player intending to become the dribbler shall not be permitted additional rights to start a dribble or in executing a jump try for goal, pivot or feint.

Art. 12. A player shall adhere to the rules pertaining to illegal contact, including but not limited to, guarding as in 4-35, rebounding as in 4-55, screening as in 4-59, and verticality as in 4-72.

Art. 13. A player shall not flagrantly or excessively contact an opponent while the ball is live (includes fighting).

PENALTY: (Section 1) Personal fouls apply toward the team-foul total and toward an individual's five personal fouls for disqualification. The ball shall be put back in play by the offended player/team as follows:

- a. **A throw-in (no free throws) for:**
 1. **Each common foul before the bonus rule takes effect.**
 2. **A player-control personal foul.**
 3. **A team-control foul.**

- b. **Point of interruption for:**

Any double personal fouls or simultaneous personal fouls, even when one or both of the fouls are flagrant or intentional.

- c. **One free throw for:**
 1. **A personal foul against a player who attempts a field goal and whose try is successful.**
 2. **Each foul that is a part of a multiple personal foul, but is not a flagrant personal foul, player-control foul or team-control foul, regardless of whether the offended team is in the bonus.**

3. Each foul of a multiple foul, when a two-point try is successful or unsuccessful.
 4. Each foul of a multiple foul when the three-point try is successful.
- d. **Bonus free throw for:**
- Each common foul committed by the defensive team, beginning with a team's seventh foul during the half, provided that the first attempt is successful.
- e. **Two free throws for:**
1. A personal foul against a player who attempts a field goal and whose try is unsuccessful.
 2. An intentional personal or flagrant personal foul and the ball awarded at a designated spot nearest to where the foul occurred.
 - a. Any flagrant personal foul shall result in ejection of the offender.
 3. (Women) A blocking personal foul against the airborne shooter when the basket is missed.
 4. Each common foul committed by the defensive team, beginning with a team's 10th foul of the half.
 5. Each flagrant personal foul of a multiple personal foul and the ball awarded to the offended team at a designated spot nearest to where the foul occurred.
 6. The situation when either personal foul of a multiple foul is intentional or flagrant, after which the ball shall be awarded at a designated spot nearest to where the foul occurred.
 7. Each foul of a multiple foul when a three-point try is unsuccessful.
- f. **Three free throws for:**
- A personal foul against a player who attempts a three-point field goal and whose try is unsuccessful. When the personal foul is intentional or flagrant, the ball also

shall be awarded to the offended team at a designated spot nearest to where the foul occurred.

g. In the case of a false double foul or a false multiple foul, each foul shall carry its own penalty. When one of the fouls is a technical foul, the ball shall be put back in play at the point of interruption.

1. When one of the fouls is a single (men) intentional technical foul or a single flagrant technical foul, the penalties shall be administered in the order of occurrence and the ball shall be awarded to the offended team at the division line on either side of the playing court.

h. Personal-foul penalty exception: After the game-clock horn sounds to end the second half or an extra period, only those free throw(s) necessary to determine a winner or whether an (other) extra period is necessary shall be awarded.

Section 2. Administrative Technical Fouls

Art. 1. The home team shall comply with the following court/equipment requirements:

- a. Have a properly marked division-line and center-circle as in Rules 1-4 and 1-5.
- b. **(Women)** Have the proper game-clock display, red/LED light and mounted shot clock as in Rules 1-17.3, 1-17.4 and 1-18.3.

Art. 2. A team shall comply with lineup and roster requirements as follows:

- a. Supply the scorers with names and numbers of team members and the designated starters by the 10-minute time limit specified in 3-3.1.
- b. After the 10-minute time limit specified in 3-3.1 and before the start of the game, a team may not:
 1. Add name(s) to the squad list.
 2. Change squad member's number(s) without reporting the change(s) to the scorers and an official.

3. Make changes in the starting lineup, except when the changes are necessitated by obvious injury or illness, or to replace a designated starter to shoot a technical-foul free throw.

PENALTY: Two free throws awarded to the offended team. The ball shall be put back in play at the point of interruption.

(Art. 1). One administrative technical foul only for all requirements regardless of the number of infractions. Penalized before the start of the game.

(Art. 2) One administrative technical foul only for all requirements regardless of the number of infractions that occur and regardless of when they occur.

(Art. 2.a) Penalized when discovered before the ball becomes live to start the game.

(Art. 2.b.1 and 2) Penalized when discovered while the rule is being violated.

(Art. 2.b.3) Penalized when discovered before the ball becomes live to start the game.

Art. 3. A team or team member shall not wear:

- a. A number that is identical to that of a teammate.
- b. An illegal number (3-5.8).
- c. An illegal game jersey (3.5).

PENALTY: Two free throws awarded to the offended team. The ball shall be put back in play at the point of interruption.

(Art. 3.a) Penalized when discovered after the 10-minute time limit in 3-3.1.

(Art. 3.b, 3.c) Penalized when discovered before the ball becomes live when the individual is a player.

(Art. 3.c) When more than one team member violates, only one administrative technical foul shall be assessed.

Art. 4. The official scorer shall not remove the scorebook and take it to the home team's locker room.

Art. 5. A team shall not delay the game, when the game clock is not running by:

- a. Consuming a full minute by not being ready when it is time to start either half or any extra period.
- b. After a team warning has been issued, repeatedly delaying the game by preventing the ball from being promptly put in play, such as delaying the administration of a throw-in or free throw by engaging in a team huddle any place on the playing court.
- c. After a team warning has been issued, failure to have the court ready for play after the final horn to end any timeout.

PENALTY: (Art. 4 and 5) Two free throws awarded to the offended team. The ball shall be put back in play at the point of interruption.

Art. 6. A team shall not have more than five players legally on the playing court to participate.

Art. 7. (Men) Failure to have all players return to the playing court at approximately the same time following a timeout or intermission.

PENALTY: Two free throws awarded to the offended team. The ball shall be put back in play at the point of interruption.

PENALTY: (Art. 6 and 7) Penalized when discovered while rule is being violated.

Art. 8. A team shall not be granted excessive timeouts.

PENALTY: Two free throws awarded to the offended team.

(Art. 8) Penalized when discovered before the ball becomes live. (Men) The ball shall be put back in play at the point of interruption. (Women) The ball shall be put back in play at the point of interruption to the offended team.

Art. 9 Team followers, as in Rule 4-27, commit an unsportsmanlike act, including, but not limited to, the following:

- a. Using musical instruments, amplified music or artificial noisemakers while the game is in progress, except timeouts and intermission.
- b. Using laser pointers.
- c. Throwing debris on the court after officials' jurisdiction has begun.

- d. Delaying the game by preventing the ball from being promptly made live or by preventing continuous play, such as but not limited to, followers entering the playing court before the player activity has been terminated. When the delay does not interfere with play, it shall be ignored.
- e. Using profanity or language that is abusive, vulgar or obscene.

***Note 1:** Before penalizing a follower(s) of a team for violating Rule 10-2.9, the officials shall have knowledge as to which team's follower(s) committed the act.*

***Note 2:** When the misconduct of the follower(s) is extreme or excessive, such behavior may be penalized by the official requesting home/contest management to eject from the premises the team follower(s) involved in the misbehavior. In such a case, a technical foul shall not be assessed.*

PENALTY: (Art. 9) Two free throws awarded to the offended team. The ball shall be put back in play at the point of interruption.

PENALTY: Section 2 Administrative Technical Fouls:

(Women) The administrative technical fouls in this section do apply toward the team-foul total but not toward any individual for disqualification or ejection.

(Men) The administrative technical fouls in this section do not apply toward the team-foul total nor toward disqualification or ejection.

Section 3. (WOMEN) Player/Substitute Technical Fouls

Art. 1. Committing an unsportsmanlike act, including, but not limited to, the following:

- a. Disrespectfully addressing or contacting an official or gesturing in such a manner as to indicate resentment.
- b. Using profanity or vulgarity; taunting, baiting or ridiculing another player or bench personnel; or pointing a finger at or making obscene gestures toward another player or bench personnel.
- c. Non-flagrant foul that involves contact or causes contact with an opponent while the ball is dead.

- d. Purposely obstructing an opponent's vision by waving or placing hand(s) near her eyes.
- e. Climbing on or lifting a teammate to secure greater height.
- f. Knowingly attempting a free throw to which she is not entitled.
- g. Inciting undesirable crowd reaction.
- h. Using tobacco.

Art. 2. A team member dunking or attempting to dunk a dead ball during the game.

Art. 3. Grasping either basket in an excessive, emphatic manner during the officials' jurisdiction when the player is not, in the judgment of an official, trying to prevent an obvious injury to self or others.

Art. 4. Intentionally slapping or striking the backboard or causing either the backboard or ring to vibrate while the ball is in flight during a try, or while the ball is touching the backboard, is on the basket ring, in the basket net or the cylinder.

Art. 5. Placing a hand(s) on the backboard or ring to gain an advantage.

Art. 6. Touching a ball in flight (goaltending) during a free throw.

Art. 7. After a team warning has been issued, the opponents of the thrower-in having any part of their person beyond the vertical inside plane of any boundary line before the ball has crossed that boundary line.

Art. 8. Reaching through the throw-in boundary-line plane and touching or dislodging the ball while it is in possession of the thrower or being passed to a teammate outside the boundary line as in 7-5.8.a. This act shall also serve as a team warning for reaching through the boundary. (See Rule 4-17.1.g)

Art. 9. Deceptively leaving the playing court for an unauthorized reason and returning at a more advantageous position.

Art. 10. Purposely delaying her return to the playing court after being legally out of bounds.

Art. 11. After a team warning has been issued, attempting to gain an advantage by interfering with the ball after a goal or by failing to immediately pass the ball to the nearest official after the whistle has blown.

Art. 12. A substitute entering the playing court without reporting to the scorers or without being beckoned onto the playing court by an official (unless during an intermission).

PENALTY: (Arts. 1 through 12) **Two free throws awarded to the offended team unless double fouls are assessed. For double fouls, no free throws are awarded. In either case, the ball shall be put back in play at the point of interruption. A player/substitute technical foul shall apply toward an individual's five personal fouls toward disqualification, two technical fouls toward ejection and the team-foul total.**

Art. 13. Participating after changing her uniform number without reporting the change to the official scorer and an official.

Art. 14. Participating after having been disqualified.

Art. 15. Leaving the playing court and going into the stands when a fight may break out or has broken out.

Art. 16. A player flagrantly or excessively contacting an opponent while the ball is dead.

Art. 17. Fighting as in Rule 4-26.

PENALTY: (Arts. 13 through 17) **Flagrant technical fouls. Two free throws shall be awarded to any player on the offended team, unless double fouls are assessed. For double flagrant technical fouls, no free throws are awarded. For any flagrant technical foul, the ball shall be awarded to the offended team at the point of interruption. When a single flagrant technical foul occurs during intermission for the second or any extra period, play shall resume with a throw-in to the offended team on either side of midcourt. These flagrant technical fouls apply toward the team-foul total and the offender(s) is ejected. Any player(s) who actively participates in a fight shall be ejected and subject to suspension (See Rule 10-7).**

EJECTION (Section 3): A single flagrant foul or a second technical foul charged to a player/substitute shall result in ejection.

Section 4. (WOMEN) Bench Technical Fouls

The head coach is responsible for the conduct and behavior of all bench personnel.

Art. 1. Committing an unsportsmanlike act, including, but not limited to, the following:

- a. Disrespectfully addressing an official.
- b. Attempting to influence an official's decision.
- c. Using profanity or language that is abusive, vulgar or obscene.
- d. Taunting or baiting an opponent.
- e. Objecting to an official's decision by rising from the bench or using gestures.
- f. Inciting undesirable crowd reactions.
- g. Entering the playing court unless done with the permission of an official to attend to an injured player.
- h. Using tobacco.
- i. Refusing to occupy the team bench to which the team was assigned or to occupy the location for a timeout or before any extra period as described in Rule 4-7.2.

Art. 2. Using electronic transmission (e.g., headsets, cellular telephones, modular telephones, television, radio, audio or video Internet broadcast), or knowledge gained resulting from thereof, to communicate to and from the bench area or using television monitors or replay equipment at courtside for coaching purposes.

Art. 3. When there is evidence that the head coach or bench personnel instructed for the scorebook to be removed from the scorer's table.

Art. 4. All bench personnel shall remain seated on the bench while the ball is live, except as follows:

- a. The head coach, who may stand and shall remain in his or her team's coaching box.
- b. To spontaneously react to an outstanding play, immediately sitting down on the bench afterward.
- c. A team member reporting to the scorers' table.

- d. A coach, team member or team attendant may leave the bench area at any time to point out a scoring or timing mistake, or to request a timeout to ascertain whether a correctable error needs to be rectified (Rule 2-12; 5-10.5).
- e. A coach or team attendant may leave the bench area to seek information from the official scorer or official timer during a timeout or an intermission.

Art. 5. The head coach shall replace a disqualified or injured player within 20 seconds when a substitute is available.

Art. 6. Using a laser pointer.

Art. 7. Delaying the game by preventing the ball from being promptly made live or by preventing continuous play, such as bench personnel entering the playing court before player activity has been terminated. When the delay does not interfere with play, it shall be ignored.

PENALTY: (Arts. 1 through 7) **Two free throws shall be awarded to the offended team unless double fouls are assessed. For double fouls no free throws are awarded. In either case, the ball shall be put back into play at the point of interruption. These bench technical fouls shall count toward an individual's five personal fouls for disqualification (if a team member), two technical fouls for ejection and the team-foul total. The foul is charged to the offender (if not the head coach) and also charged indirectly to the head coach. If the head coach is the offender, the foul is charged directly to him/her.**

(Art. 1, 4, 7) When there is more than one offender (excluding the head coach) or a single offender that cannot be identified, one bench technical foul shall be assessed regardless of the number of offenders. This technical foul is also charged indirectly to the head coach.

Note: An assistant coach who replaces the ejected head coach shall not inherit any technical fouls the head coach has accumulated. However, the assistant coach shall be responsible for technical fouls previously assessed to him/her.

Art. 8. Bench personnel leaving the bench area when a fight may break out or has broken out. The head coach may leave the bench area in this case to prevent the situation from escalating.

PENALTY: (Art. 8) **Flagrant technical fouls.** Two free throws shall be awarded to any player on the offended team, unless double fouls are assessed. For double flagrant fouls, no free throws are awarded. For any flagrant technical foul, the ball shall be awarded to the offended team at the point of interruption.

When anyone other than the head coach leaves the bench and enters the playing court but does not participate in the fight, only one technical foul shall be assessed regardless of the number of offenders. This one foul is charged indirectly to the head coach. For any single flagrant technical foul, the ball shall be awarded to the offended team at the point of interruption. When a single flagrant technical foul occurs during intermission for the second or extra period, play shall resume with a throw-in to the offended team on either side of midcourt. This flagrant technical foul applies toward the team-foul total and the offender(s) shall be ejected but not subjected to suspension.

Art. 9. Fighting by bench personnel as in Rule 4-26.

PENALTY: (Art. 9) Two free throws shall be awarded to any player on the offended team, unless double fouls are assessed. For double flagrant fouls, no free throws are awarded. For any flagrant technical foul, the ball shall be awarded to the offended team at the point of interruption. When a single flagrant technical foul occurs during intermission for the second or extra period, play shall resume with a throw-in to the offended team on either side of midcourt. These flagrant technical fouls apply toward the team-foul total and the offender(s) is ejected. Any bench personnel who actively participates in a fight shall be ejected and subject to suspension (See Rule 10-7)

EJECTION (Section 4): A single flagrant foul, the second direct technical foul, the third indirect technical or a combination

of one direct technical and two indirect technicals charged to the head coach results in ejection. A single flagrant foul or a second technical foul charged to a member of bench personnel results in that individual's ejection.

Section 5. (MEN) CLASS A Unsporting Technical Infractions

Art. 1. A player or substitute committing an unsportsmanlike act including, but not limited to, the following:

- a. Disrespectfully addressing or contacting an official or gesturing in such a manner as to indicate resentment.
- b. Using profanity or vulgarity, taunting, baiting or ridiculing another player or bench personnel; or pointing a finger at or making obscene gestures toward another player or bench personnel.
- c. Inciting undesirable crowd reaction.
- d. Intentionally contacting an opponent in an excessive but non-flagrant manner while the ball is dead.
- e. A flagrant non-contact infraction that involves extreme, sometimes persistent, vulgar, abusive conduct when the ball is dead or live.
- f. Participating after having been disqualified (non-contact flagrant technical).
- g. A player flagrantly or excessively contacting an opponent while the ball is dead.
- h. Leaving the playing court and going into the stands when a fight may break out or has broken out (flagrant non-contact infraction).
- i. Fighting as in Rule 4-26.

PENALTY: Two free throws shall be awarded to any member of the offended team. No free throws shall be awarded for a double or offsetting technical foul. Counts toward the team-foul total. Applies toward disqualification and ejection (Art. 1.a through d). Flagrant technical foul(s) (Art. 1.e through i) are non-applicable toward disqualification since they lead to automatic ejection. An assessed technical foul that cannot be charged to an individual shall be charged to the head coach (ex. Art. 1.f).

RESUMPTION OF PLAY: For any technical foul(s), play shall resume at the point of interruption except for a single intentional or a single flagrant technical foul. For a single intentional or a single flagrant technical foul, the ball shall be awarded to the offended team at a designated spot at the division line on either side of the playing court.

EJECTION: All CLASS A technical fouls shall apply toward ejection when the following have been assessed: a maximum of two CLASS A technical fouls (AA) as defined in Art. 1.a through d, one flagrant technical foul (A) or a combination of one CLASS A technical foul and two CLASS B technical fouls (ABB).

Any individual who actively participates in a fight (Art. 1.i) shall be ejected and is subject to suspension (See Rule 10-7).

Art. 2. Bench personnel committing an unsportsmanlike act including, but not limited to, the following:

- a. Disrespectfully addressing an official.
- b. Attempting to influence an official's decision.
- c. Using profanity or language that is abusive, vulgar or obscene.
- d. Taunting or baiting an opponent.
- e. Objecting to an official's decision by rising from the bench or using gestures.
- f. Inciting undesirable crowd reactions.
- g. Fighting by bench personnel as in Rule 4-26.

PENALTY: Two free throws shall be awarded to the offended team. No free throws shall be awarded for double or offsetting technical fouls. Counts toward the team-foul total. Applies toward disqualification and ejection except for Art. 2.g which is non-applicable toward disqualification since it leads to automatic ejection.

Since the head coach is responsible for the conduct and behavior of all bench personnel, when a CLASS A technical foul (Art.2.a through g) is assessed to an offender, it shall

also be charged to the head coach as a CLASS B technical foul.

RESUMPTION OF PLAY: For any technical foul(s), play shall resume at the point of interruption. For a single flagrant technical foul (fighting, Art. 2.g), the ball shall be awarded to the offended team at a designated spot at the division line on either side of the playing court.

EJECTION: All CLASS A technical fouls shall apply toward ejection when the following have been assessed: a maximum of two CLASS A technical fouls (AA) as defined in Art. 2.a through f, one flagrant technical foul (A), or a combination of one CLASS A technical foul and two CLASS B technical fouls (ABB).

Any individual who actively participates in a fight (Art. 2.g) shall be ejected and shall be subject to suspension (See Rule 10-7).

Note: An assistant coach who replaces the ejected head coach shall not inherit any technical fouls the head coach has accumulated. However, the assistant coach shall be responsible for technical fouls previously charged to him.

Section 6. (MEN) CLASS B TECHNICAL INFRACTIONS

Art. 1. A technical foul shall be assessed to a player or a substitute for the following infractions:

- a. Purposely obstructing an opponent's vision by waving or placing hand(s) near his eyes.
- b. Climbing on or lifting a teammate to secure greater height.
- c. Knowingly attempting a free throw to which he is not entitled.
- d. Possessing or using tobacco.
- e. A team member dunking or attempting to dunk a dead ball before or during the game, or during any intermission.
- f. Grasping either basket in an excessive, emphatic manner during the officials' jurisdiction when the player is not, in the judgment of an official, trying to prevent an obvious injury to self or others.

- g. Intentionally slapping or striking the backboard or causing either the backboard or ring to vibrate while the ball is in flight during a try, or while the ball is touching the backboard, is on the basket ring, in the basket net or in the cylinder.
- h. Placing a hand(s) on the backboard or ring to gain an advantage.
- i. Touching a ball in flight (goaltending) during a free throw.
- j. Reach through the throw-in boundary-line plane and touch or dislodge the ball while it is in possession of the thrower or being passed to a teammate outside the boundary line as in 7-5.8.a.
- k. Deceptively leaving the playing court for an unauthorized reason and returning at a more advantageous position.
- l. Purposely delaying his return to the playing court after being legally out of bounds.
- m. After a team warning has been issued, attempting to gain an advantage by interfering with the ball after a goal or failing to immediately pass the ball to the nearest official after the whistle had been blown.
- n. A substitute entering the playing court without reporting to the official scorer or without being beckoned onto the playing court by an official (unless during an intermission).
- o. Participating after changing his uniform number without reporting the change to the official scorer and a game official.

Art. 2. A technical foul shall be assessed to the coach and all bench personnel for the following infractions:

- a. Entering the playing court unless done with permission of an official to attend to an injured player.
- b. Possessing or using tobacco.
- c. Refusing to occupy the team bench to which the team was assigned or to occupy the locations for a timeout or for the start of any period as defined in Rule 4-7.2.
- d. Using electronic transmission (e.g. headsets, cellular telephones, modular telephones, television, radio, audio or video internet broadcast), or knowledge gained resulting from thereof, to communicate to and from the bench area or using television monitors or replay equipment at courtside for coaching purposes.

- e. When there is evidence that the head coach or bench personnel instructed for the scorebook to be removed from the scorer's table.
- f. All bench personnel shall remain seated on the bench while the ball is live, except as follows:
 - 1. The head coach who may stand but must remain completely and clearly in his coaching box. One warning shall be issued to the head coach before any subsequent infraction is penalized.
 - 2. To spontaneously react to an outstanding play, immediately sitting down on the bench afterwards.
 - 3. A team member reporting to the scorer's table.
 - 4. To point out, at any time, a scoring or timing mistake or to request a timeout to ascertain whether a correctable error needs to be rectified (Rule 2-12; 5-10.5).
 - 5. To seek information from the official scorer or official timer during a timeout or an intermission.
- g. The head coach shall replace a disqualified or injured player within 20 seconds when a substitute is available.
- h. Delaying the game by preventing the ball from being promptly made live or by preventing continuous play, such as bench personnel entering the playing court before player activity has been terminated. In such a case, when the delay does not interfere with play, it shall be ignored.
- i. Using a laser pointer.
- j. Bench personnel leaving the bench area when a fight may break out or has broken out. The head coach may leave the bench area in this case to prevent the situation from escalating.

PENALTY: Article 1 and Article 2.a through i. Two free throws shall be awarded to any member of the offended team. All infractions count toward ejection but do not count toward the team-foul total or disqualification.

The coach is responsible for the conduct of all bench personnel. When a CLASS B technical foul, as described in Article 2, is assessed against an offender, it shall also be charged to the head coach as a CLASS B technical foul.

RESUMPTION OF PLAY: Article 1 and Article 2. After the administration of the penalty, play shall resume at the point of interruption.

EJECTION: Article 1 and Article 2. CLASS B technical fouls apply toward ejection when the following have been assessed: a maximum of three CLASS B technical fouls (BBB) or a combination of one CLASS A and two CLASS B technical fouls (ABB).

Any individual who leaves the bench area and enters the playing court but does not participate in a fight (Art. 2.j) shall not be assessed a CLASS B technical foul (no free throws awarded). That individual shall be ejected but is not subject to suspension.

Note: An assistant coach who replaces the ejected head coach shall not inherit the accumulative technical fouls of the head coach. However, the assistant coach shall be responsible for technical fouls previously charged to him.

Section 7. Suspensions for Fighting

Art. 1. Any member or team personnel who participates in a fight (regardless of whether he or she is a player at the time) shall be assessed a flagrant technical foul. No free throws shall be attempted by either team when there are double flagrant fouls that are offsetting.

Art. 2. The first time an individual participates in a fight during the season (including exhibition games), the individual shall be suspended from participating in the team's next regular-season game (not an exhibition contest), including tournament competition.

Art. 3. When an individual participates in a second fight, that individual shall be suspended for the remainder of the season, including tournament competition.

Art. 4. When an individual participates in a fight during his or her team's final game of the season, that individual shall be suspended from participating in the team's next regular-season game (not an exhibition contest) for which that member or team personnel would be eligible.

Art. 5. When an individual with eligibility for the next season participates in a fight during his or her final game of the season and that

fight is the individual's second fight of the season, that individual shall be suspended for the first three regular-season games (not exhibitions) of the next season.

Art. 6. Any team member or other bench personnel under suspension for fighting shall not be in the team's bench area.

Art. 7. The referee may declare a forfeit when any individual fails to comply with any part of the penalties of this rule.

Art. 8. After a game, conference offices or the assigning authority may correct an error about who was involved in a fight but cannot change an official's ruling that a fight took place or lessen the severity of the penalty. The conference office or assigning authority may make those penalties more severe.