



# TECHNICAL FOULS AND PENALTIES

- TYPES OF TECHNICAL FOULS.
- WHO IS THE FOUL CHARGED TO?
- COUNTS TOWARD?
- WHAT IS THE HEAD COACH ASSESSED?

# Administrative Technical Fouls and Types (New)

- Not providing rosters, starters, numbers, changes, additions, etc.
- Team not ready to start the half.
- TV monitor or electronic communication.
- Not occupying the assigned bench.
- More than 5 players, excess time-outs, violation after a team warning for delay.
- All players not returning to the court at the same time following a time-out or delay.

# PRIOR TO 10 – MINUTE MARK GUIDELINES

- Failing to supply the scorer with the name and number of each team member who may participate and designate the five starting players at least 10 minutes prior to the start of the game results in 1 administrative technical foul. Penalized when it occurs.



# POST 10 – MINUTE MARK GUIDELINES

- Change a designated starter unless necessitated as in 3-2-2a (illness, injury, illegal equipment or apparel, etc.)\*
- Add a name to the team member list.\*
- Require the scorer to change a team member or members number in the scorebook.\*
- Require a player to change to the number in the scorebook.\*
- Have identical numbers on team members and/or players.\*

\*Only 1 administrative technical foul assessed regardless of the number of infractions.

# Administrative Technical Foul Penalties

1. Charged to the team.
2. Counts toward the team's foul count.
3. 2 shots and the ball at the division line to the offended team.
4. Head Coach is assessed **NOTHING**, and retains his/her coaching box privilege.

# REVIEW OF TYPES OF TEAM WARNINGS

A warning to a team for delay is an administrative procedure by an official which is recorded in the scorebook by the scorer and reported to the head coach for the following:

1. For throw-in plane violations.
2. For a huddle by either team prior to a free throw or contact with the free thrower prior to the free throw.
3. For interfering with the ball following a goal or made free throw.
4. For failure to have the court ready for play following any time-out.



# SUBSTITUTE TECHNICAL FOULS

When a substitute player does any of the following:

1. Enters the court.
2. Does not report to the scorer's table.
3. Enters the court without being beckoned by the official.

# SUBSTITUTE TECHNICAL FOUL PENALTIES

1. Direct technical foul charged to the substitute.
2. Counts towards the substitute's 2 technical limit.
3. Counts towards the substitute's 5 foul limit.
4. Counts towards the team's foul count.
5. 2 shots and the ball at the division line for the offended team.
6. Head Coach is assessed NOTHING.



# PLAYER TECHNICAL FOUL

When a player does any of the following:

1. Changes a number without reporting the change.
2. Face Guarding, delaying return to the court, grasping the basket, dunking a dead ball.
3. Slapping the backboard, delaying the game.
4. Unsporting act/conduct, goaltending a free throw.
5. Reaching through the plane to touch or dislodge the ball during a throw-in.

## PLAYER TECHNICAL FOUL (CONT.)

6. Contacting an opponent during a dead ball.
7. Use of tobacco.
8. Removing jersey or pants.
9. Fighting \*

\* Reminder – Any single flagrant act results in disqualification.

# PLAYER TECHNICAL FOUL PENALTIES

1. Direct technical foul charged to the offending player.
2. Counts towards the player's 2 technical limit.
3. Counts towards the player's 5 foul limit.
4. Counts towards the team's foul count.
5. 2 shots and the ball at the division line for the offended team.
6. Head Coach is assessed NOTHING.



# BENCH PERSONNEL TECHNICAL FOULS

1. Unsporting acts/conduct.
2. Enter the court without permission.
3. Use of tobacco.
4. Removing jersey/pants.
5. Grasping basket or dunking (pre-game).
6. Fighting\*
7. Leave the bench during a fight or possible fight.

# BENCH PERSONNEL TECHNICAL FOUL PENALTIES

1. Direct technical foul on the substitute or bench personnel.
2. Counts towards the player's 2 technical limit.
3. Counts towards the player's 5 foul limit.
4. Counts towards the team's foul count.
5. 2 shots and the ball at the division line to the offended team.
6. One indirect technical foul assessed to the Head Coach. The Head Coach loses his/her coaching box privilege.

# TECHNICAL FOUL CHARGED TO A DISQUALIFIED PLAYER ON THE BENCH WITH PENALTIES

Unsporting act/conduct.

1. Direct technical foul charged to the disqualified player.
2. Counts towards the team's foul count.
3. 2 shots and ball at the division line to the offended team.
4. One indirect technical foul charged to the Head Coach. The Head Coach loses his/her coaching box privilege.



# ASSISTANT COACH TECHNICAL FOULS AND PENALTIES

Unsporting act/conduct.

1. Charged directly to the assistant coach.
2. Counts towards assistant coach's 2 direct technical limit.
3. Counts towards the team's foul count.
4. One indirect technical foul assessed to the Head Coach. The Head Coach loses his/her coaching box privilege.

# HEAD COACH TECHNICAL FOULS

- Unsporting act/conduct
- Off the bench outside of the coaching box.
- Not replacing a disqualified player within 15 seconds.
- Playing a disqualified player.
- Illegal jerseys, pants, numbers
- Team members leaving the court/bench for unauthorized reasons.

# HEAD COACH TECHNICAL FOUL PENALTIES

1. Direct technical foul charged to the head coach.
2. Counts towards the head coach's 2 direct technical foul limit.
3. Counts towards the team's foul count.
4. 2 shots and the ball at the division line to the offended team.



# DISQUALIFICATION OF PLAYERS, COACHES, OR BENCH PERSONNEL

- Players are disqualified for two direct technical fouls, or one flagrant foul or flagrant technical foul.
- Bench personnel, including assistant coaches, trainers, etc., are disqualified for two direct technical fouls, or one flagrant unsporting technical foul.
- Head coaches are disqualified for two direct technical fouls, one flagrant unsporting technical foul, or any combination of direct and indirect technical fouls totaling three.

## REMINDER

- You, as an official, are required to submit a disqualification report to the PIAA Office within 24 hours of each and every ejection!