

Fouls and Violations

GAME TIME

A regulation game will consist of two 15-minute halves in which the clock will remain running with the following exceptions: (clock is turned on when ball is put back in play)

1. During Time-outs.
2. During the last two (2) minutes of the 1st half and 2nd half, the clock will stop on dead balls. Also, during the last minute of the 1st Over Time and during each subsequent 1 minute Over Time period.
3. During all Technical Fouls.
4. After every basket the last 30 seconds of the second half or last 30 seconds of any overtime periods. No subs allowed.
5. When referee designates the clock to be turned off.

OVERTIME/TIES

In case of a tie at the end of the regulation play, a two (2) minute overtime period will be played. During the last minute of play, the clock will stop on all dead balls. If the game is tied at the end of the overtime period, a second one (1) minute overtime will be played. If the score is still tied, successive one (1) minute overtimes will be played until winner is declared. Each overtime period will start with a jump ball. During each 1 minute overtime the clock will stop on all dead balls. Each team gets 1 time out per overtime period.

TIMEOUTS

Each team will be allowed two (2) time outs per regulation game and one (1) time out during each overtime period, not to be accumulated.

Time out periods: 1 minute

Time between halves: 3 minutes

PRESS

If your team is up by 10 or more you can NOT full court press.

FOULS

1. All technical fouls are penalized with two free throws. All unsportsmanlike technical fouls are also charged as a personal foul to the offender.
2. Players are disqualified after five personal fouls to the offender.
3. There are no shot clocks.
4. Bonus free throws will be awarded on the seventh fouled in a half. Beginning with the team's tenth personal foul in the half, two free throws are awarded for each common foul except player control fouls.
5. Profanity, abusive or obscene language will not be allowed by players or coaches. "Taunting" players is punishable with a technical foul or ejection.
6. **Personal fouls:** Personal fouls include any type of illegal physical contact.
 - Hitting
 - Pushing
 - Slapping
 - Holding
 - Illegal pick/screen - when an offensive player is moving. When an offensive player sticks out a limb and makes physical contact with a defender in an attempt to block the path of the defender.

7. **Personal foul penalties:** If a player is shooting while being fouled, then he gets two free throws if his shot doesn't go in, but only one free throw if his shot does go in.
 - Three free throws are awarded if the player is fouled while shooting for a three-point goal and they miss their shot. If a player is fouled while shooting a three-point shot and makes it anyway, he is awarded one free throw. Thus, he could score four points on the play.
 - Inbounds. If fouled while not shooting, the ball is given to the team the foul was committed upon. They get the ball at the nearest side or baseline, out of bounds, and have 5 seconds to pass the ball onto the court.
 - 1 and 1. If the team committing the foul has seven or more fouls in the game, then the player who was fouled is awarded one free throw. If he makes his first shot, then he is awarded another free throw.
 - Ten or more fouls. If the team committing the foul has ten or more fouls, then the fouled player receives two free throws.
8. **Charging.** An offensive foul that is committed when a player pushes or runs over a defensive player. The ball is given to the team that the foul was committed upon.
9. **Blocking.** Blocking is illegal personal contact resulting from a defender not establishing position in time to prevent an opponent's drive to the basket.
10. **Flagrant foul.** Violent contact with an opponent. This includes hitting, kicking, and punching. This type of foul results in free throws plus the offense retaining possession of the ball after the free throws.
11. **Intentional foul.** When a player makes physical contact with another player with no reasonable effort to steal the ball. It is a judgment call for the officials.
12. **Technical foul.** Technical foul. A player or a coach can commit this type of foul. It does not involve player contact or the ball but is instead about the 'manners' of the game. Foul language, obscenity, obscene gestures, and even arguing can be considered a technical foul, as can technical details regarding filling in the scorebook improperly or dunking during warm-ups.

VIOLATIONS

1. **Walking/Traveling.** Taking more than 'a step and a half' without dribbling the ball is traveling. Moving your pivot foot once you've stopped dribbling is traveling.
2. **Half court violation** – teams have ten (10) seconds to get the ball past half court.
3. **Carrying/palming.** When a player dribbles the ball with his hand too far to the side of, sometimes, even under the ball.
4. **Double Dribble.** Dribbling the ball with both hands on the ball at the same time or picking up the dribble and then dribbling again is a double dribble.
5. **Held ball.** Occasionally, two or more opposing players will gain possession of the ball at the same time. In order to avoid a prolonged and/or violent tussle, the referee stops the action and awards the ball to one team or the other on a rotating basis.
6. **Goaltending.** If a defensive player interferes with a shot while it's on the way down toward the basket, while it's on the way up toward the basket after having touched the backboard, or while it's in the cylinder above the rim, it's goaltending and the shot counts. If committed by an offensive player, it's a violation and the ball is awarded to the opposing team for a throw-in.
7. **Backcourt violation.** Once the offense has brought the ball across the mid-court line, they cannot go back across the line during possession. If they do, the ball is awarded to the other team to pass inbounds.
8. **Time restrictions - 5 second.** A player passing the ball inbounds has five seconds to pass the ball. If he does not, then the ball is awarded to the other team. Other time restrictions include the rule that a player cannot have the ball for more than five seconds when being closely guarded.