

FAKE A FOUL



Definition

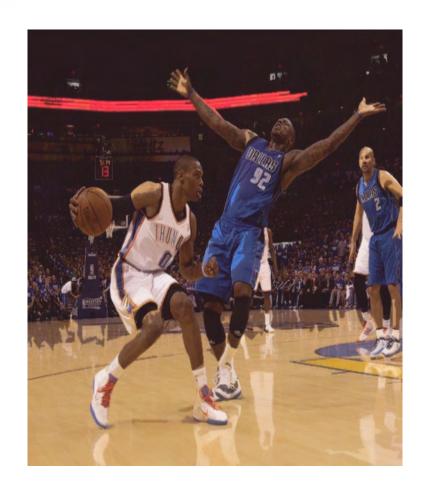
Fake is any action by a player to pretend being fouled or to make theatrical exaggerated movements in order to create an opinion of being fouled and therefore gaining an unfair advantage.



FAKING



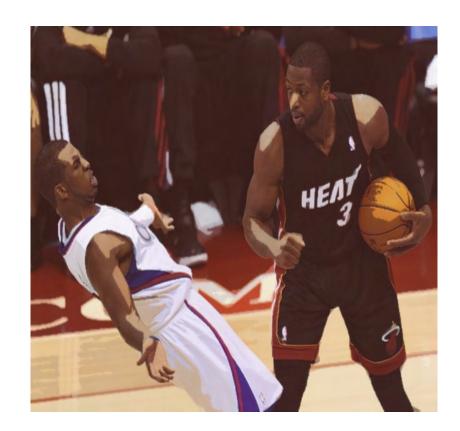
- Normally practiced in charging and screening situations.
- Referees must know the game and the technical movements and tactics of the players, this prevents buying a fake.
- This type of behavior does not fit within the spirit of sportsmanship and fair play.
- Clean up the game clean it early!



FAKING



- Some players try to trick the referees faking a contact caused by an opponent, or maximizing a marginal contact.
- Some defensive players without a Legal Guarding Position (LGP), try to cause contact onto the torso and fall backwards flopping an offensive foul.



NORMAL FAKING



- A player fakes being fouled but does not generate any illegal contact:
 - An official warning is given to the player and to the Head Coach during the next game interruption.
 - 2. Any repetition of faking by same team lead to Technical Foul.
 - Each team is entitled for one warning.



EXCESSIVE FAKING



- A player fakes excessively (without any contact with the opponent) and does not generate any illegal contact:
 - Direct Technical Foul (unsportmanlike behavior)

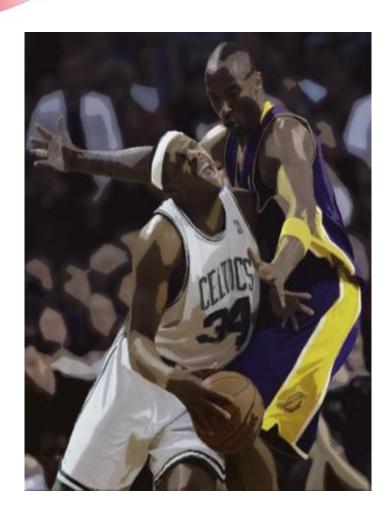


FAKING & ILLEGAL CONTACT



If a player:

- Fakes generating an illegal contact, call foul on a faker!
- If there is a foul on the play, there cannot be a fake on the same play.



FAKE PROTOCOL



Fake a foul signal

New "Raise-the-lower-arm"-signal twice (starting from the top)

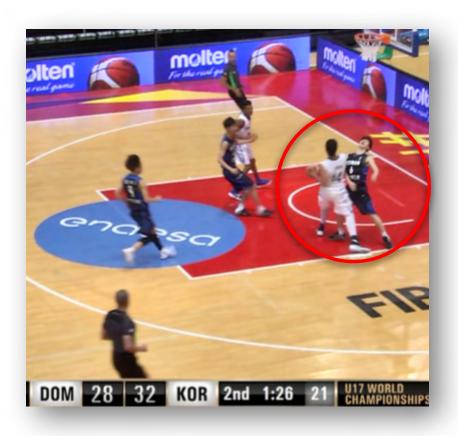


FAKE PROTOCOL WARNING DURING THE PLAY



Protocol for the warning (during the play)

- a) A fake action by the player during the play (no stop)
- b) Show the "Raise-the-lower-arm"-signal to indicate the "fake action".





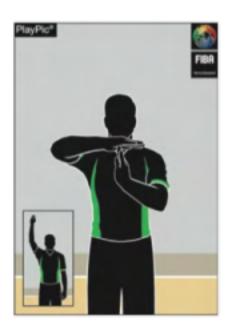
FAKE PROTOCOL WARNING NEXT INTERRUPTION



Protocol for the warning (next stop clock period-game interruption)

- a) Communicate the warning to the affected player and the coach plus coofficial(s).
- b) Show the "Raise-the-lower-arm"-signal and demonstrate the "Technical Foul" signal.



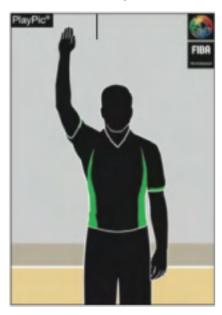


FAKE PROTOCOL REPETITION OR EXCESSIVE



On repetition or on excessive* action resulting in a technical foul Whistle with

- a) "Stop-the-clock"-signal,
- b) "Raise-the-lower-arm"-signal,
- c) followed by the "Technical foul" signal.







^{*} No contact on the play or excessive action (faking)

STANDARD QUALITY

GLOBAL CONNECTION

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