



FAKE A FOUL

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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:
 1. 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.
 3. 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:
 1. 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)

- Communicate the warning to the affected player and the coach plus co-official(s).
- Show the “Raise-the-lower-arm”-signal and demonstrate the “ Technical Foul” signal .

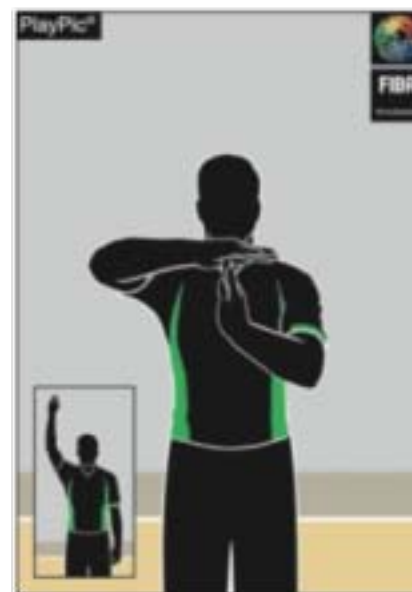


FAKE PROTOCOL REPETITION OR EXCESSIVE

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

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