

## **FAKE A FOUL**



#### **Definition**

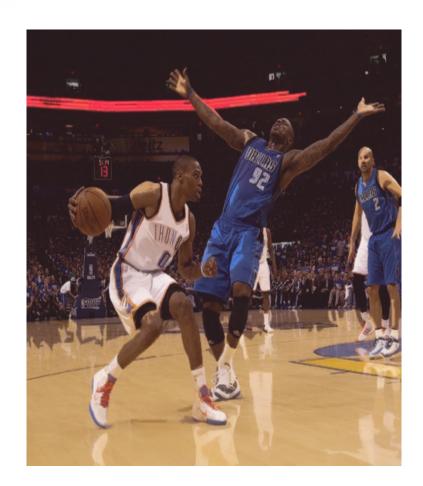
Fake is any action by a player to pretend being fouled or to make theatrical exaggerated movements in order to create an opinion of being fouled and therefore gaining an unfair advantage.



### **FAKING**



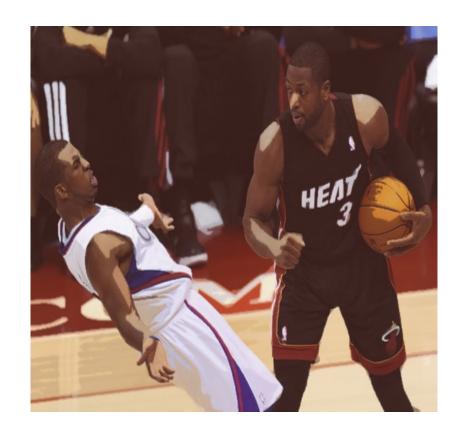
- Normally practiced in charging and screening situations.
- Referees must know the game and the technical movements and tactics of the players, this prevents buying a fake.
- This type of behavior does not fit within the spirit of sportsmanship and fair play.
- Clean up the game clean it early!



### **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)

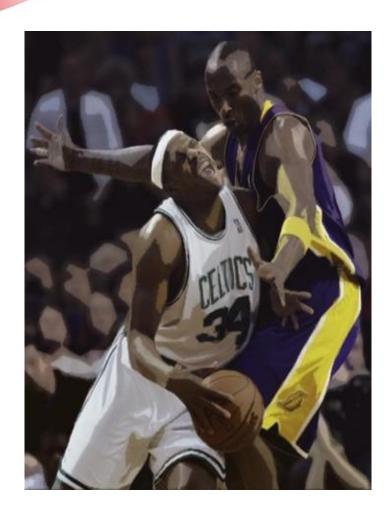


# **FAKING & ILLEGAL CONTACT**



# 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

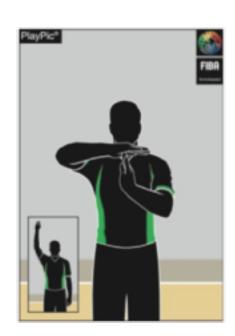


# On repetition or on excessive\* action resulting in a technical foul Whistle with

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







<sup>\*</sup> No contact on the play or excessive action (faking)

# STANDARD QUALITY

**GLOBAL CONNECTION** 

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