

Faking Being Fouled

How to Handle Flopping



Flopping – Offensive Player

Types of Flopping by Offensive Player:

Head Bob

Falling / Going to the Floor after Shot

The Offensive Flop: Head Bob

As soon as the flopping behavior is identified, blow the whistle and give the appropriate signal.

1st Infraction:

- Report warning to table & HC.
- Team A inbounds ball from correct spot based on POI.

Subsequent Infraction:

- Team A charged with Team Technical.
- Team B shoots 2 FTs and inbounds at division line.

The Offensive Flop: Falling to Floor

As soon as the flopping behavior is identified, blow the whistle and give the appropriate signal.

1st Infraction – Successful Try:

- No Team Control; Basket Counts
- Report warning to table & HC.
- Team B awarded ball for throw-in on endline; May move.

1st Infraction – Unsuccessful Try:

- No Team Control; Ball is Dead; No Rebounding Action
- Report warning to table & HC
- Use Possession Arrow; Use Appropriate Spot Based on Team in Control

The Offensive Flop: Falling to Floor

As soon as the flopping behavior is identified, blow the whistle and give the appropriate signal.

Subsequent Infraction – Successful Try:

- No Team Control; Basket Counts**
- Team A charged with Team Technical.**
- Team B shoots 2 FTs and inbounds at division line.**

Subsequent Infraction – Unsuccessful Try:

- Team A charged with Team Technical.**
- Team B shoots 2 FTs and inbounds at division line.**

Flopping – Defensive Player

**Types of Flopping by Defensive Player:
Trying to Draw a Charge**

The Defensive Flop: Draw a Charge

As soon as the flopping behavior is identified, give the appropriate signal. DO NOT BLOW THE WHISTLE!!

1st Infraction – Hold the whistle until Team A scores (even multiple attempts) OR Team B gains control.

Team A Scores – Blow whistle. Basket counts. Report warning to table and HC. Team B awarded throw-in on endline (may move).

Team B Gains Control – Blow whistle. Report warning to table and HC. Team B awarded throw-in at closest spot to where control gained.

The Defensive Flop: Draw a Charge

As soon as the flopping behavior is identified, give the appropriate signal. DO NOT BLOW THE WHISTLE!!

Subsequent Infraction – Hold the whistle until Team A scores (even multiple attempts) OR Team B gains control.

Team A Scores – Blow whistle. Basket counts. Team Technical charged to Team B. Team A shoots 2 FTs and inbounds at division line.

Team B Gains Control – Blow whistle. Team Technical charged to Team B. Team A shoots 2 FTs and inbounds at division line.

Sunday Scenarios – 10/13/24

Team A is in control of the ball for 7 seconds in A's backcourt. A12 passes the ball toward Team A's frontcourt and the ball strikes the floor in A's frontcourt at 9 seconds in the official's count. No player gains control of the ball for several seconds. Ruling?

No violation has occurred. The ball has frontcourt status when it touches the floor in A's frontcourt. Rule 4-4-1; 4-4-2 Case book 9.8.B Pg. 73

Sunday Scenarios – 10/13/24

During pre-game warm-ups, A50 dunks the ball and is charged with a team technical foul. Immediately prior to the start of the game, B25 is discovered to be wearing an illegal jersey. Team B is charged with an administrative technical foul. How will the game start? Ruling?

**Each team is assessed a team foul. No free throws are shot. Game begins with a jump ball. Because the technical fouls occur during pre-game in equal number, they offset.
Case book 6.4.1.A Pg. 52-53**

Sunday Scenarios – 10/13/24

What should an official do immediately before signaling any violation, foul, or time-out?

Stop the clock. Signal: Arm straight up with open hand (violation, TO) or fist (foul).

Sunday Scenarios – 10/13/24

Crew of 2 Officials – Which team does the R observe initially?

Visiting team