



"Making A Difference In The Game"

CENTRAL CONNECTICUT BOARD #6

of

Approved Basketball Officials

One Rule + One Mechanic + One Interpretation = the Board #6 Way

FIGHTING - RULE & PENALTIES

Rule 4-18, 10-6 Penalty #8

Be aware of signs of escalating tempers, gestures, actions, words from players, coaches and possibly spectators. Penalize when discovered, no warnings are necessary. Warnings most times carry little weight. Technical fouls and double technical fouls are deterrents. Our stripes are the deterrents! Get yourself close to the situation. In situations where rough activity might follow (players diving for loose balls, hard contact fouls, held ball situations, player(s) being knocked to the court), when you blow your whistle remain at the scene. Don't over-react but pause before leaving to report a foul or signaling a violation.

Fighting is a flagrant act and can occur when the ball is dead or live. Fighting includes, but is not limited to acts such as:

- An attempt to strike, punch or kick an opponent with a fist, hands, arms, leg or feet regardless of whether contact is made.
- An attempt to instigate a fight by committing unsporting acts toward an opponent that causes an opponent to retaliate by fighting.

PLAYERS IN FIGHT:

If A1 and B1 fight during a live or dead ball, they are charged with flagrant technical fouls and disqualified from the game. There are no free throws since this is a double foul. Charge each team with one foul toward the bonus and use the alternating possession arrow to resume play unless there is player/team control.

BENCH PERSONNEL:

a. Leave Bench and Participate in Fight

If bench personnel leave the bench during a fight and **participate in the fight** those bench personnel are charged with a flagrant technical foul and disqualified. The head coach is charged with **an indirect technical foul for bench person** who participates in the fight and is disqualified. A team foul is charged for each disqualified bench person. If the same number of bench personnel from both teams leave the bench, there will be no free throws.

b. Leave Bench and Do Not Participate in Fight

If bench personnel leave the bench during a fight or when a fight may break out and **do not fight**, they are charged with a flagrant technical foul and disqualified. The head coach is charged with **ONE indirect technical foul** regardless of the number of offenders. A team foul is charged for each disqualified bench person.



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SITUATIONS

Play #1 - Bench personnel A6, A7 and B6, B7 leave the bench during a fight and only B6 gets into the fight.

Ruling #1 -

- A6, A7, B6, B7 are charged with flagrant technical fouls and disqualified.
- Team A head coach is charged with one indirect technical foul for A6 and A7 leaving the bench.
- Team B head coach is charged with two indirect technical fouls - one for B6 and B7 leaving the bench and one for B7 fighting.
- Team B and Team A are assessed two team fouls each.
- No free throws are awarded because the technical fouls offset each other.
- Resume play with throw-in via alternating possession arrow if no player/team control. If there is player/team control, use point-of-interruption procedure.

Play #2 – A6, A7, A8 and B6, B7, B8 leave the bench and participate in the fight.

Ruling #2 –

- A6, A7, A8, B6, B7, B8 are charged with a flagrant technical foul and disqualified.
- Team A and Team B head coaches are charged with three indirect technical fouls and disqualified and must leave playing court.
- No free throws are awarded because technical fouls offset each other.
- Team A and Team B are each assessed three team fouls
- Resume play via throw-in by team with alternating possession arrow if no player/team control. If there is player/team control, use the point-of-interruption procedure.

Reminders

1. Players or bench personnel who are ejected due to ***Fighting*** are **ejected to the bench area, not the locker room.**
2. When fighting by bench personnel leads to coach ejection, the coach must go the locker room.
3. Head coach is allowed to leave bench to help stop the fight.
4. If assistant coach (es) leaves the bench, they are charged with a flagrant technical foul and disqualified and must go the locker room.
5. The head coach is assessed an indirect technical foul for every flagrant foul assessed to an assistant coach (es).
6. Do not get physical with the players, bench personnel or coaches.



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After the chaos – Officials should convene near mid-court as a crew to discuss the situation and maintain bench supervision. Do not allow coaches to enter this discussion. Ask for input from other game officials (scorers & timer) as you deem appropriate. Get the numbers of the fighters. Apply the rules and know exactly what you are going to say when you call both head coaches together to explain the situation. This is not a discussion period. Tell coaches they will be able to include their discussion points in their follow-up report and that our charge is to resume play in a safe environment and in a timely manner. If you do not believe you are able to resume play in a safe environment, write pertinent information in the scorebook and suspend the game. Report to your assignment commissioner after game concludes.