

## **Rule 10 Penalty Summary No. 8. Fighting:**

### **a. Players on the court:**

(1) Corresponding number from each team – double flagrant fouls, all participants are disqualified, no free throws are awarded, ball is put in play at the point of interruption.

(2) Numbers of participants are not corresponding – Flagrant fouls and disqualification for all participants, two free throws are awarded for the offended team for each additional player, offended team awarded a division line throw in.

### **b. Bench personnel leaving the team bench during a fight or when a fight may break out:**

(1) **Do NOT participate in the fight** – nonparticipants are assessed flagrant fouls and disqualified. The head coach is assessed a maximum of one indirect technical foul (regardless of the number leaving the bench). If the number leaving the bench for each team is corresponding, no free throws are awarded, and the ball is put in play at the point of interruption. If the number leaving the bench for each team is unequal, a maximum of two free throws are awarded the offended team, followed by a division line throw-in opposite the table.

(2) **Participate in the fight** – all participants are assessed flagrant fouls and disqualified. The head coach is assessed one indirect technical foul for each person leaving the bench and participating in the fight. If the number leaving the bench for each team is corresponding, no free throws are awarded, and the ball is put in play at the point of interruption. If the number leaving the bench for each team is unequal, two free throws are awarded the offended team for each additional person leaving the bench, followed by a division line throw-in opposite the table.

NOTE: All fouls (except an indirect technical foul charged to the head coach) count toward the team's foul count in the half.

**NFHS. 2017-18 NFHS Basketball Rules Book (Kindle Locations 1433-1437). NFHS. Kindle Edition.**

### **Administration to determine the order of incidents.**

1. Layer the play from start to finish.
2. Determine first the actions on the court with the players in the game during the live ball and / or dead ball period in which the initial incident occurred.
3. Determine players leaving the bench and not participating in a fight.
4. Determine players leaving the bench and participating in a fight.