

FOUL/PENALTY CHART								
These are the fouls and penalties as they apply to NYS Girl's High School Basketball.								
Foul Name	Ball Status	Description	Penalty	Charged to	Resumption of play	Count for... DQ?	Bonus?	Ejection?
Personal	Live	Committed by player, illegal contact with an opponent	Free throw(s) to offended player when shooting or in bonus, except for player control/team foul	Offending Player	Throw-in at designated spot of offended team on non-shooting fouls, or when not in bonus. Free throws on shooting fouls or when in the bonus	Yes	Yes	No
Player Control	Live	Common foul committed by a player when she is in control of the ball	No free throws	Offending Player	Throw in to the offended team at the spot nearest the spot of the foul	Yes	Yes	No
Team Control	Live	Common foul committed by a player on team with team control	No free throws	Offending Player	Throw in to the offended team at the spot nearest the spot of the foul	Yes	Yes	No
Intentional Personal	Live	An act that is not a legitimate attempt to play the ball. Not based on severity.	2-free throws to the offended player and possession to the offended team at spot nearest the foul	Offending Player	Throw in to the offended team at the spot nearest the spot of the foul	Yes	Yes	No
Flagrant Personal	Live	Severe or extreme contact with an opponent during live ball play.	Ejection of offender, 2-free throws to offended player	Offending Player	Throw in to the offended team at the spot nearest the spot of the foul	No	Yes	Automatic
Flagrant Technical	Dead or Live	Extreme unsporting conduct (non-contact) during live ball or severe/extreme contact with opponent during dead ball	Ejection of offender, 2-free throws to offended player	Offending player, bench or follower	Throw in to the offended team at the division line opposite the table	No	Yes	Automatic
Indirect Technical	Dead or Live	Unsporting conduct by bench personnel	2-free throws	Head Coach	2-free throws to offended team and possession at the division line opposite the table	No	No	Yes, after 3 indirect technicals or a combo of 2 indirects and 1 direct

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Direct Technical	Dead or Live	Unsporting conduct by head coach	2-free throws	Head Coach	2-free throws to offended team and possession at the division line opposite the table	No	Yes	Automatic after 2 or a combo of 2 indirects and 1 direct
Administrative Technical	Dead or Live	Not specific to an individuals conduct	2-free throws	Team	2-free throws to offended team and possession at the division line opposite the table Maximum of 1 admin tech for any/all changes to scorebook	No	Yes	No
Bench Technical	Dead or Live	Unsporting conduct by bench personnel	2-free throws	Squad member, coach or bench personnel	2-free throws to offended team and possession at the division line opposite the table	Yes	Yes	Yes after 3 indirect, 2 direct or 2 indirect & 1 direct
Double Personal (With Team Control)	Live	Two opponents commit fouls against each other at approximately the same time.	No free throws	Players	Point of interruption. (POI) (Award ball to Team in control at the spot closest to where the ball was when the whistle blew.) No reset of shot clock.	Yes	Yes	No
Double Personal (NO Team Control)	Live	Two opponents commit fouls against each other at approximately the same time.	No free throws	Players	Use AP Arrow (Award ball to Team with the AP arrow at the spot closest to where the ball was when the whistle blew.)	Yes	Yes	No
Exception: on a successful try resume play at POI - score goal and award ball to team scored on and they may run the baseline.					Reset the shot clock.			
Double Flagrant Personal (With Team Control)	Live	Two opponents commit fouls against each other at approximately the same time.	No free throws	Players	Point of interruption. (Award ball to Team in control at the spot closest to where the ball was when the whistle blew.) No reset of shot clock.	Yes	Yes	Yes

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Double Flagrant Personal (NO Team Control)	Live	Two opponents commit fouls against each other at approximately the same time.	No free throws	Players	Use AP Arrow (Award ball to Team with the AP arrow at the spot closest to where the ball was when the whistle blew.)	Yes	Yes	Yes
Exception: on a successful try resume play at POI - score goal and award ball to team scored on and they may run the baseline.					Reset the shot clock.			
Double Intentional Personal (With Team Control)	Live	Two opponents commit fouls against each other at approximately the same time.	No free throws	Players	Point of interruption. (Award ball to Team in control at the spot closest to where the ball was when the whistle blew.)	Yes	Yes	No
					No reset of shot clock.			
Double Intentional Personal (NO Team Control)	Live	Two opponents commit fouls against each other at approximately the same time.	No free throws	Players	Use AP Arrow (Award ball to Team with the AP arrow at the spot closest to where the ball was when the whistle blew.)	Yes	Yes	No
Exception: on a successful try resume play at POI - score goal and award ball to team scored on and they may run the baseline.					Reset the shot clock.			
Simultaneous Personal (With Team Control)	Live	Committed by each team at approximately the same time but not by opponents against each other.	No free throws	Players	Point of interruption. (Award ball to Team in control at the spot closest to where the ball was when the whistle blew.)	Yes	Yes	No
					No reset of shot clock.			
Simultaneous Personal (NO Team Control)	Live	Committed by each team at approximately the same time but not by opponents against each other.	No free throws	Players	Use AP Arrow (Award ball to Team with the AP arrow at the spot closest to where the ball was when the whistle blew.)	Yes	Yes	No
					Reset the shot clock.			
Exception: on a successful try resume play at POI - score goal and award ball to team scored on and they may run the baseline.								

Foul Name	Ball Status	Description	Penalty	Charged to	Resumption of play	Count for DQ?	Count for Bonus?	Ejection?
Double Technical (With Team Control)	Live	Two opponents commit fouls against each other at approximately the same time.	No free throws	Players or Bench Personnel,	Point of interruption. (Award ball to Team in control at the spot closest to where the ball was when the whistle blew.) No reset of shot clock.	Yes	Yes	No
Double Technical (No Team Control)	Live or Dead	Two opponents commit fouls against each other at approximately the same time.	No free throws	Players or Bench Personnel,	Use AP Arrow (Award ball to Team with the AP arrow at the division line opposite the scorer's table.) Reset the shot clock.	Yes	Yes	No
Double Flagrant Technical (With Team Control)	Live	Two opponents commit fouls against each other at approximately the same time.	No free throws	Players or Bench Personnel,	Point of interruption. (Award ball to Team in control at the spot closest to where the ball was when the whistle blew.) No reset of shot clock.	Yes	Yes	Yes
Double Flagrant Technical (No Team Control)	Dead	Two opponents commit fouls against each other at approximately the same time.	No free throws	Players or Bench Personnel,	Use AP Arrow (Award ball to Team with the AP arrow at the division line opposite the scorer's table.) Reset the shot clock.	Yes	Yes	Yes
Simultaneous Technical (With Team Control)	Live	Direct or indirect and occurs when there is a technical foul committed by each team, at approximately the same time, not by opponents against each other.	No free throws	Players or Bench Personnel,	Point of interruption. (Award ball to Team in control at the spot closest to where the ball was when the whistle blew.) No reset of shot clock.	Yes	Yes	No
Simultaneous Technical (No Team Control)	Live or dead	Direct or indirect and occurs when there is a technical foul committed by each team, at approximately the same time, not by opponents against each other.	No free throws	Players or Bench Personnel,	Use AP Arrow (Award ball to Team with the AP arrow at the division line opposite the scorer's table.) Reset the shot clock.	Yes	Yes	No

Foul Name	Ball Status	Description	Penalty	Charged to	Resumption of play	Count for DQ?	Count for Bonus?	Ejection?
Individual Technicals	Live or dead	Unsportsmanlike conduct on players or bench personnel.	2 free throws	Players or Bench Personnel,	Award ball to the offended team at the division line opposite the scorer's table. Reset the shot clock.	Yes if team member	Yes	2 direct
Bench-Restriction Technicals	Live or dead	Unsportsmanlike conduct on bench personnel.	2 free throws	Bench Personnel,	Award ball to the offended team at the division line opposite the scorer's table. Reset the shot clock.	Yes if team member	Yes	2 direct head coach 2 direct or 3 Bench directs to team.
***NOTE - Live ball Technical fouls must be unsportsmanlike in nature and not involve contact.								
If there is contact involved during a live ball foul it is a Personal foul								
False Multiple Foul	Live or by dead	Two or more fouls by the same team such that the last foul is committed before the game clock is started after it has been stopped the first and there is a time lag between the fouls.	Each foul carries its own penalty.	Players or Bench Personnel,	Fouls administered in sequence of occurrence; Treat the last foul as if it was the only foul that occurred.	Yes	Yes	No
False Double Foul	Live or by dead	Two or more fouls by members of opposite teams such that the last foul is committed before the game clock is started after it has been stopped the first and there is a time lag between the fouls.	Each foul carries its own penalty.	Players or Bench Personnel,	Fouls administered in sequence of occurrence; Treat the last foul as if it was the only foul that occurred.	Yes	Yes	No