

#15 JUNIOR REFEREES TRAINING SHEET

Faking

Faking is behaviour that does not fit within the spirit of sportsmanship and fair play and for this reason it is up to the referees to identify the action early and to clean it up.

Faking is where a player pretends he has been fouled or makes theatrical exaggerated movements to create an opinion of being fouled and therefore gaining an unfair advantage. NOTE: A flop is a special type of the defender's action (charge/block) but it is still a fake. A fake without any contact with an opponent is considered to be excessive fake.

It is important for referees to know the game of basketball and the technical movements and tactics of the players to assist them in officiating faking, especially where players maximise the impact of marginal contact.

When a player is faking during the play the referees shall give a warning to the player and the head coach. This serves as a warning for that team. Each team is entitled to one warning. Any repetition of faking by the same team is a technical foul.

An excessive fake may result in a direct technical foul (no warning required).

Rule:

Fake is any action by a player to simulate that he has been fouled or to make theatrical exaggerated movements in order to create an opinion of being fouled and therefore gaining an advantage.

1. Procedure for the standard fake warning during the play:
 - a) A fake action by the player during the play (no stoppage)
 - b) Show the "raise-the-lower arm" signal to indicate the "fake action"
 - c) Verbal support – for example "white #8 fake"

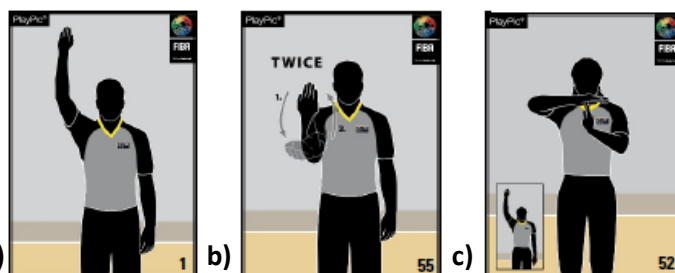


2. Procedure for the warning (next stop clock period-game interruption):
 - a) Communicate the warning to the affected player and the coach plus the co-referee(s)



3. On repetitive fake action or excessive fake 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



Some signs of faking:

- Faker is looking for contact first (he needs a contact to make the fake)
- Head goes back (head fake) when contact does not occur on the head
- Making theatrical, exaggerated movements
- Jumping off spot and landing spot are close to each other
- Feet go up in the air when falling and hands are prepared for the fall

Not all the movements are fakes:

- If a dribbler extends their arm to create space – it is still an offensive foul in principle.
- If a player steps on another player's foot and loses his balance – this is not a fake in principle.

It is important to see the entire play, not only the reaction of the player. Illegal contact is still to be called as a foul, marginal contacts are still part of the game and legal.

If there is a foul on the play, there cannot be a fake on the same play (cannot have foul and a faking warning on the same play).

Foul = No Warning.

No foul = Warning.

