
Appendix IX

Official Men's Basketball Signals

Starting and Stopping Clock



Start Clock



Stop Clock

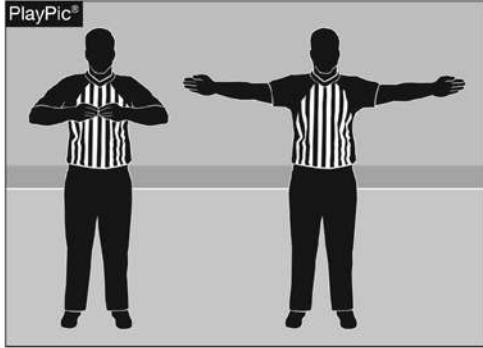


Stop Clock for Foul

Timeouts



30-Second Timeout



60-Second Timeout

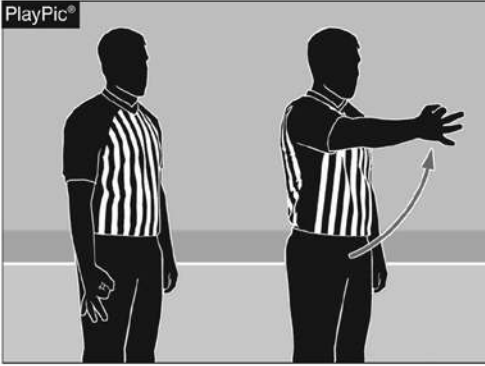


Directional Signal or Media
Timeout: Point Toward Table



Shortened timeout has
been requested and will
occur

Violations



Three-Second Violation



Five-Second Violation



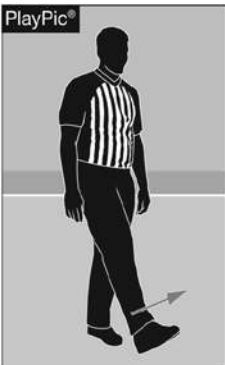
10-Second Violation



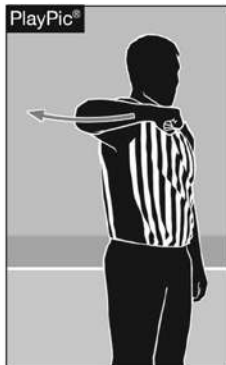
20-Second Reset



Throw-in Spot or Designated Spot Violation



Kicking Violation



Excessive Swinging of Elbows

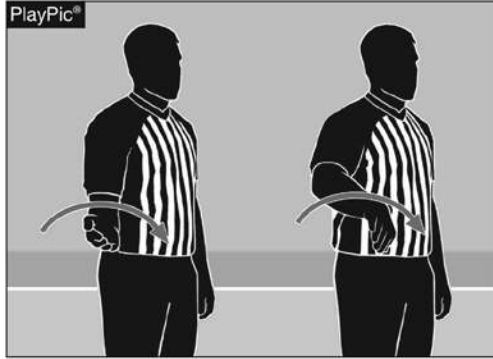


Traveling Violation

Violations



Illegal-Dribble Violation



Over and Back or Palming/Carrying Violation



Shot-Clock Violation



Held Ball

Fouls



Holding Foul



Pushing or Charging Foul



Handchecking Foul



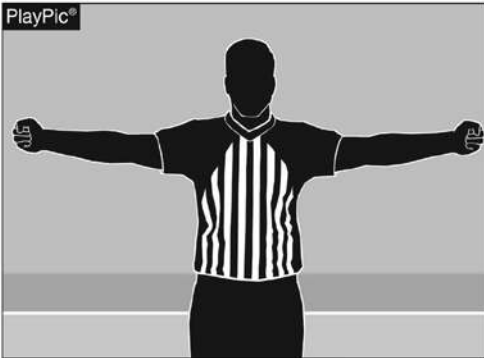
Player-Control Foul



Technical Foul



Illegal Use of Hands Foul

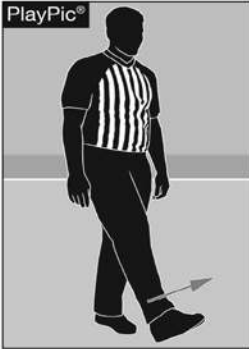


Double Foul



Blocking Foul

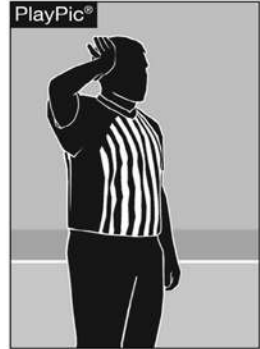
Fouls



Tripping



Team-Control/Player-Control Foul



Hit to the Head



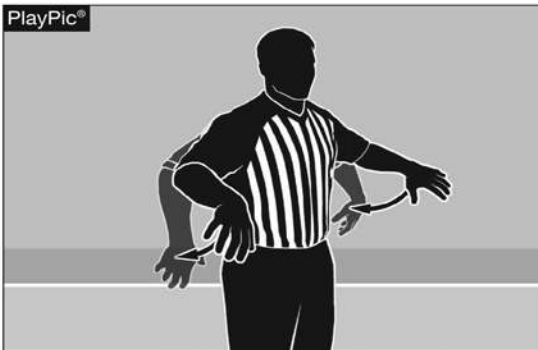
Flagrant 1 or 2 Foul



Excessive-Contact Foul (Flagrant 1 or 2)



Chucking



Pinning a Defender

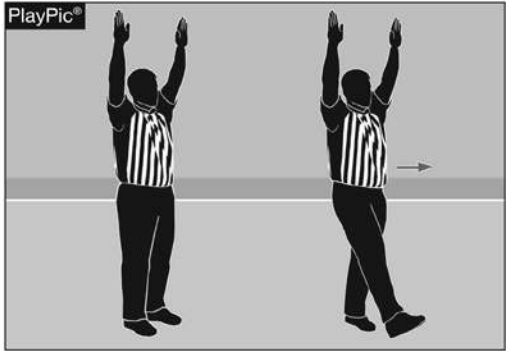


Dislodging with the knee

Fouls



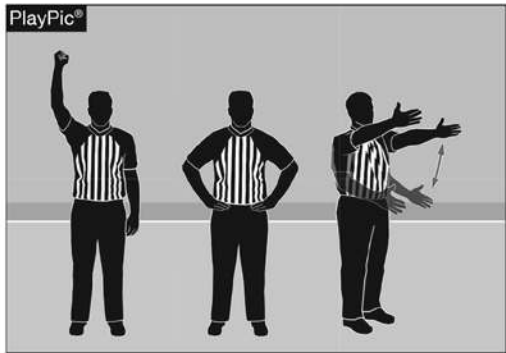
Defensive Foul
"Staying Here"



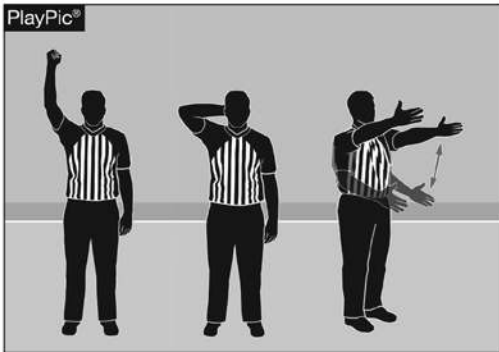
Dislodging with the lower body



Defender Jumped from "A"
to "B"



Defensive Foul
Violation of Vertical Cylinder



Offensive Foul
Violation of Vertical Cylinder

Information



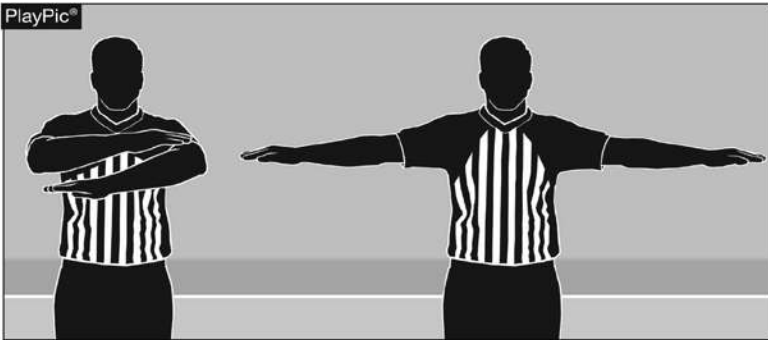
Foul: Optional 'Bird Dog'



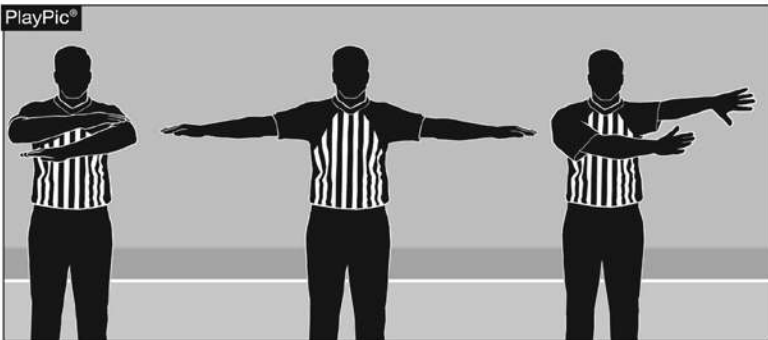
Beckon Substitute



Tipped Ball



No Score



No Shot/Pass Off

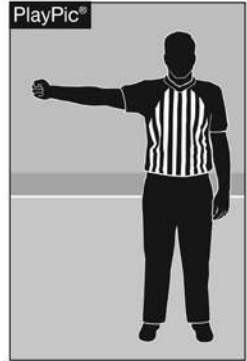
Information



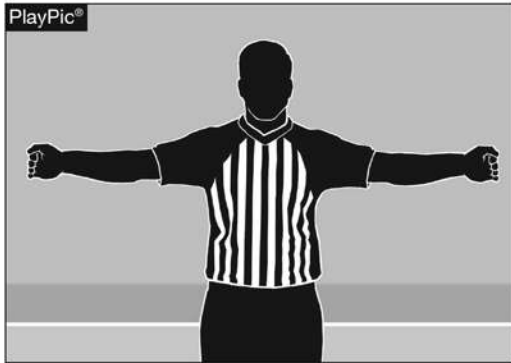
Shot-Clock Reset



Foul Reporting



**Delayed-Dead Ball:
Withheld Whistle**



Not Closely Guarded



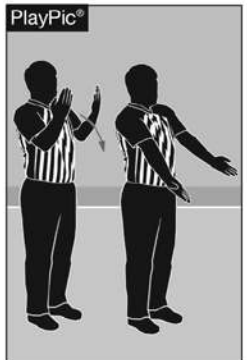
Shot Clock Near Expiration



**Record Game Time "Twirl"
Signal**

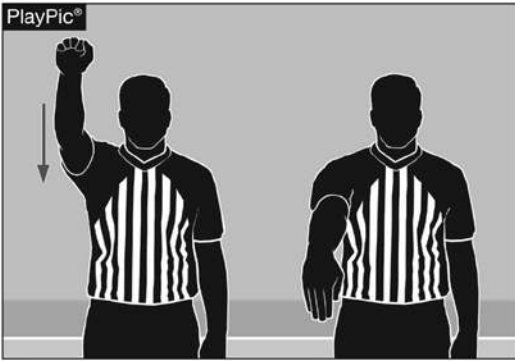


Replay Required

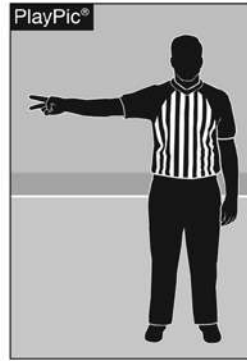


Flopping

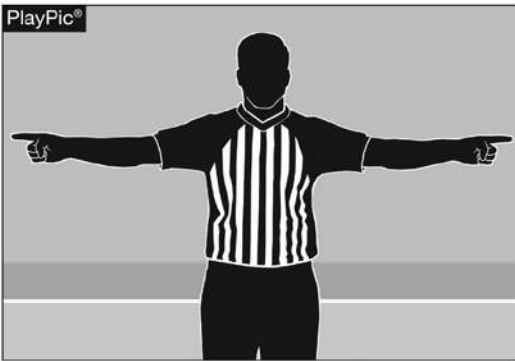
Scoring/Shooting



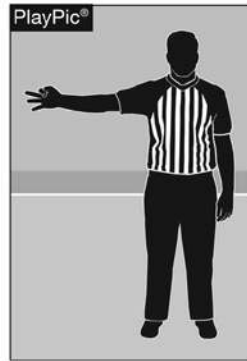
Goal Counts or is Awarded



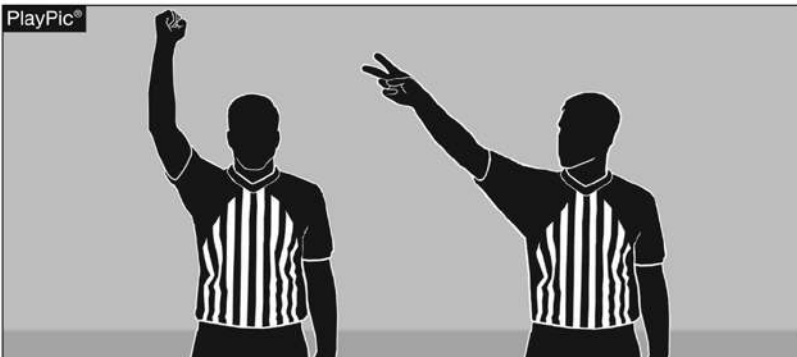
Two Free Throws



Bonus Free Throw

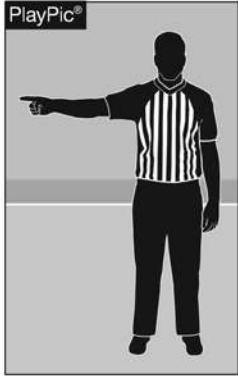


Three Free Throws

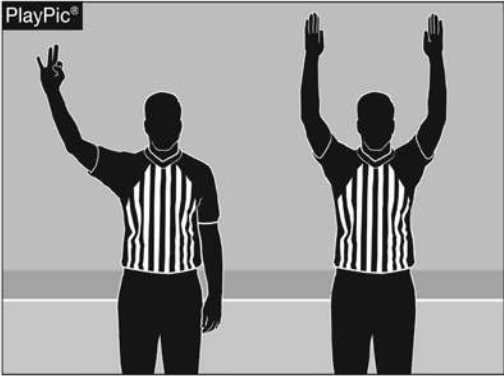


Shooting Foul

Scoring/Shooting

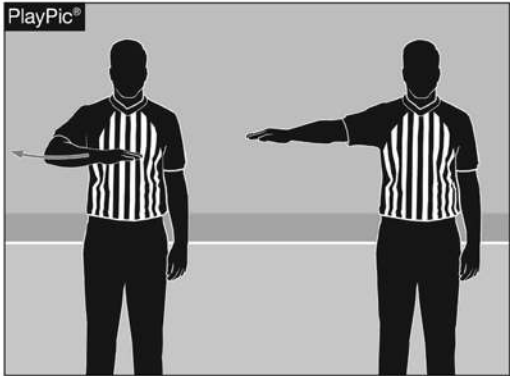


One Free Throw



Three-Point Attempt

Three-Point Successful



Visible Count