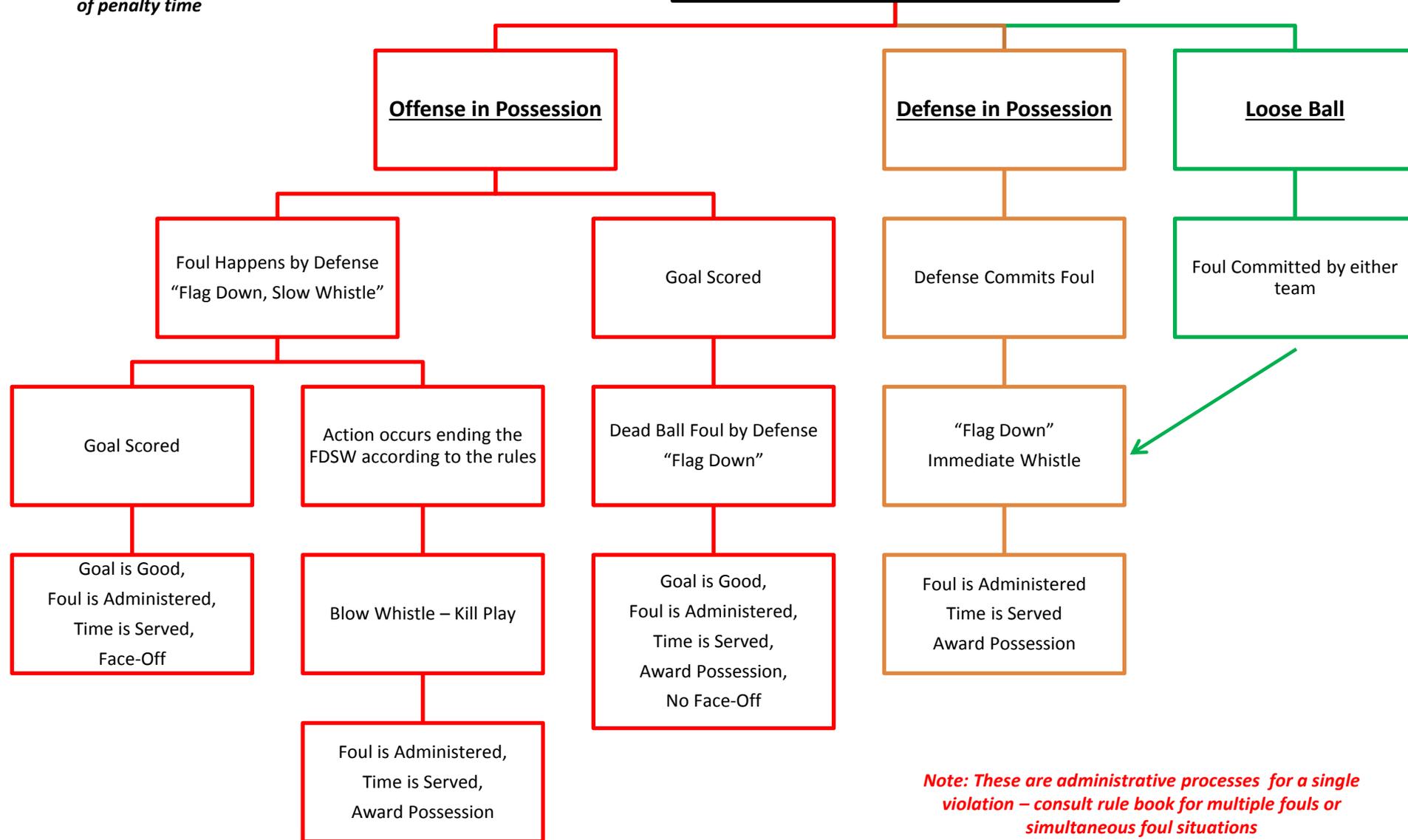


- Time is always served for all personal fouls.
- Flag should always be thrown for personal fouls (Live or Dead Ball).
- Personal Fouls are either 1, 2 or 3 minutes of penalty time

Personal Foul Flow Chart



There are 4 possible results of a technical foul:

1. Nothing (offended gains possession & maintains advantage)
2. Award possession based on offended team not obtaining ball or losing advantage
3. Penalty Time
4. Turnover or Take the Ball Away

Technical Foul Flow Chart

Offended Team in Possession

Foul by Defense -
"Flag Down, Slow Whistle"

Goal Scored

Goal Scored

Action occurs ending
the FDSW according to
the rules

Dead Ball Foul
by either team -
Whistle

Blow Whistle – Kill Play

Foul is Administered,
Time is Served,
Award Possession

Goal is Good,
Foul is Relayed to
Table
(Without Time),
Penalty is Wiped Off,
Face-Off

Goal is Good,
Award Possession,
No Face-Off

Offending Team in Possession

Foul by Team in
Possession

Immediate Whistle

Announce Violation
(No Number Needed),
Award Possession to
other team

Loose Ball

Foul Committed by
either team
"Play-On"

Offended Team Gains
Possession and Keeps
Advantage

Ball Remains Loose
Or
Team that violated
gains possession

Point arm in direction of
play and state "play-on
over"

Whistle,
Award Possession to
Offended Team

Technical Foul Administration on crease prohibitions are handled differently – see rule book

These are administrative processes for a single violation – consult rule book for multiple fouls or simultaneous foul situations