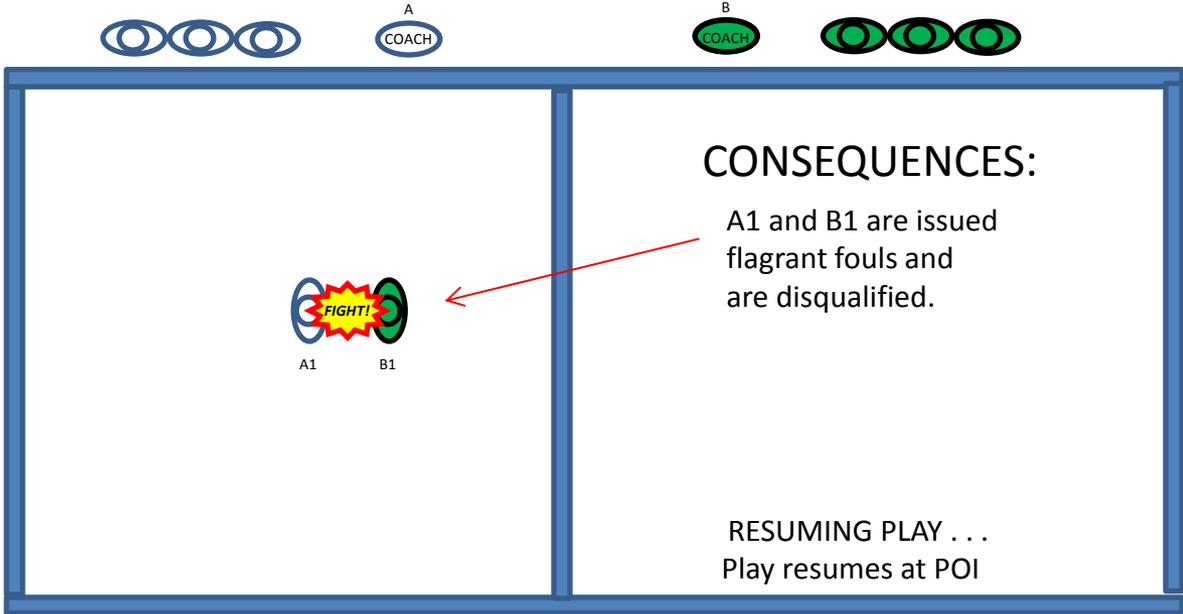


**Corresponding number from each team
engage in fighting**

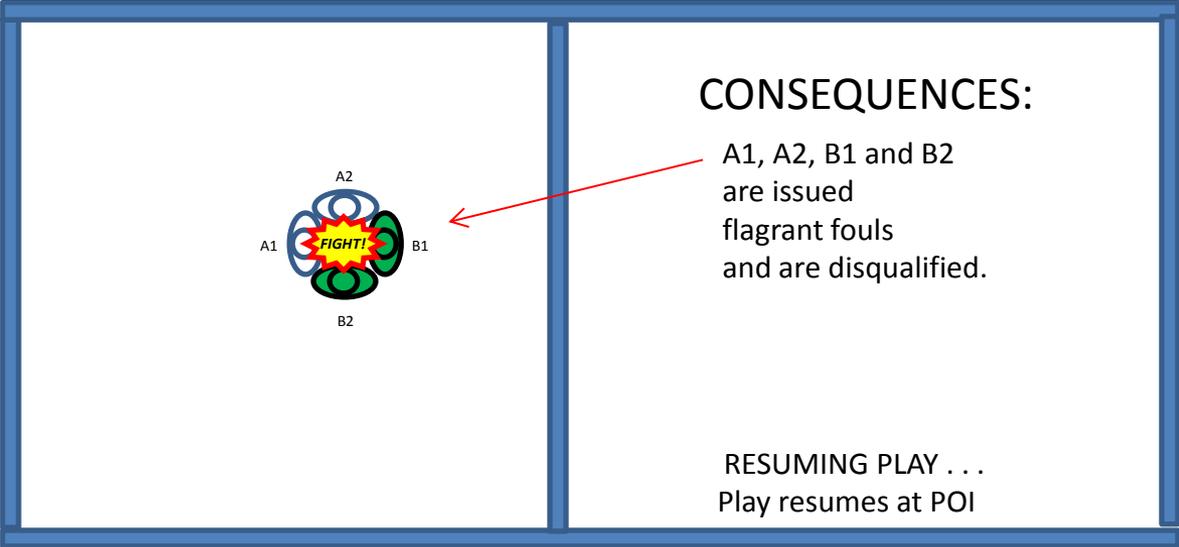
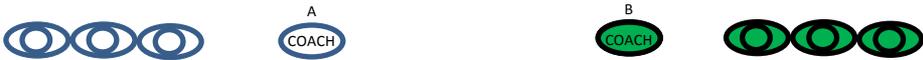


CONSEQUENCES:

A1 and B1 are issued
flagrant fouls and
are disqualified.

RESUMING PLAY . . .
Play resumes at POI

**Corresponding number from each team
engage in fighting**

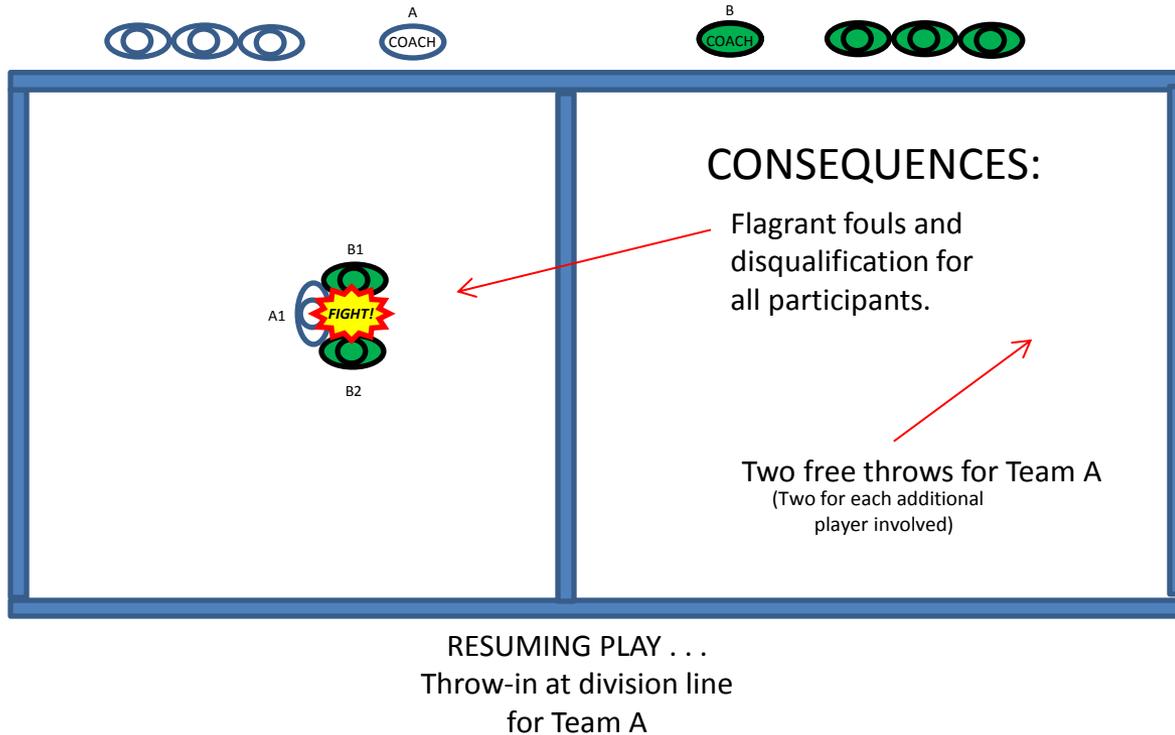


CONSEQUENCES:

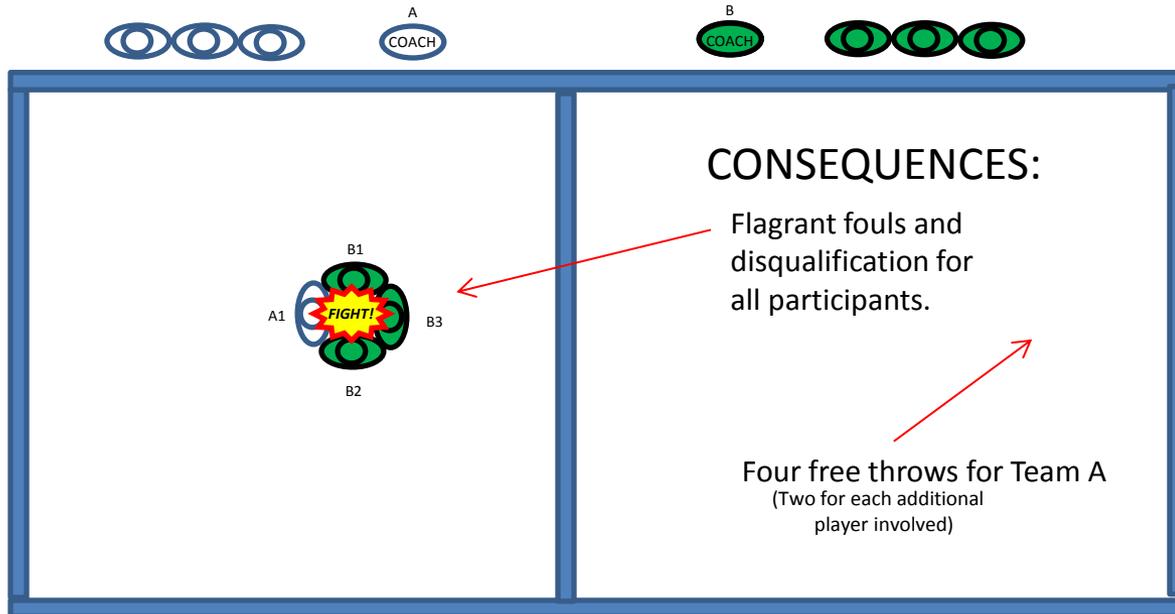
A1, A2, B1 and B2
are issued
flagrant fouls
and are disqualified.

RESUMING PLAY . . .
Play resumes at POI

Number of participants not corresponding

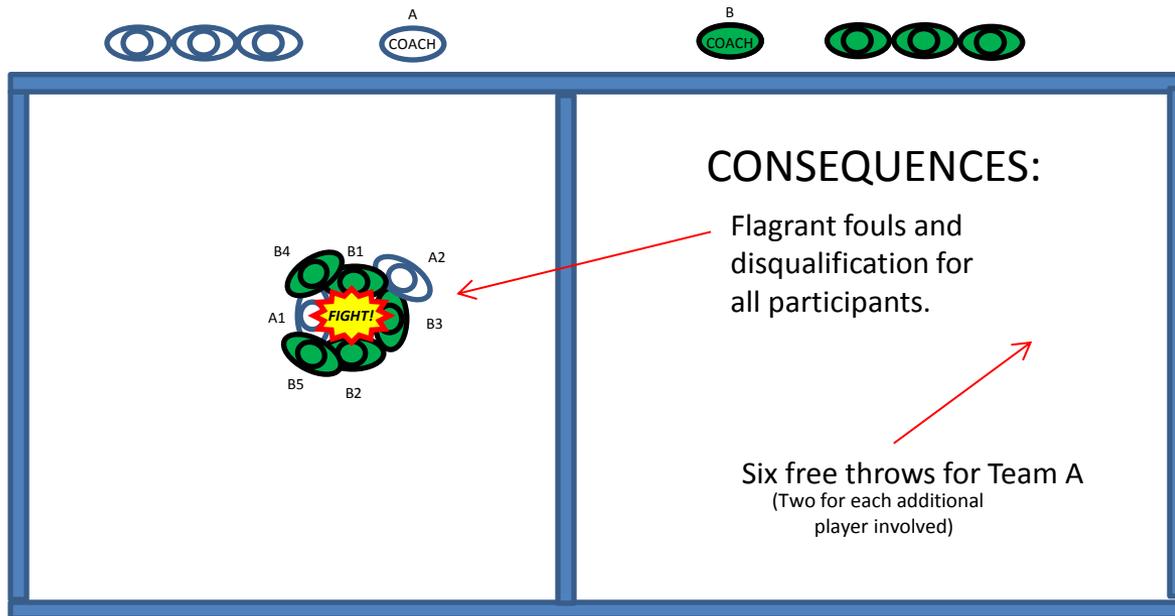


Number of participants not corresponding



RESUMING PLAY . . .
Throw-in at division line
for Team A

Number of participants not corresponding



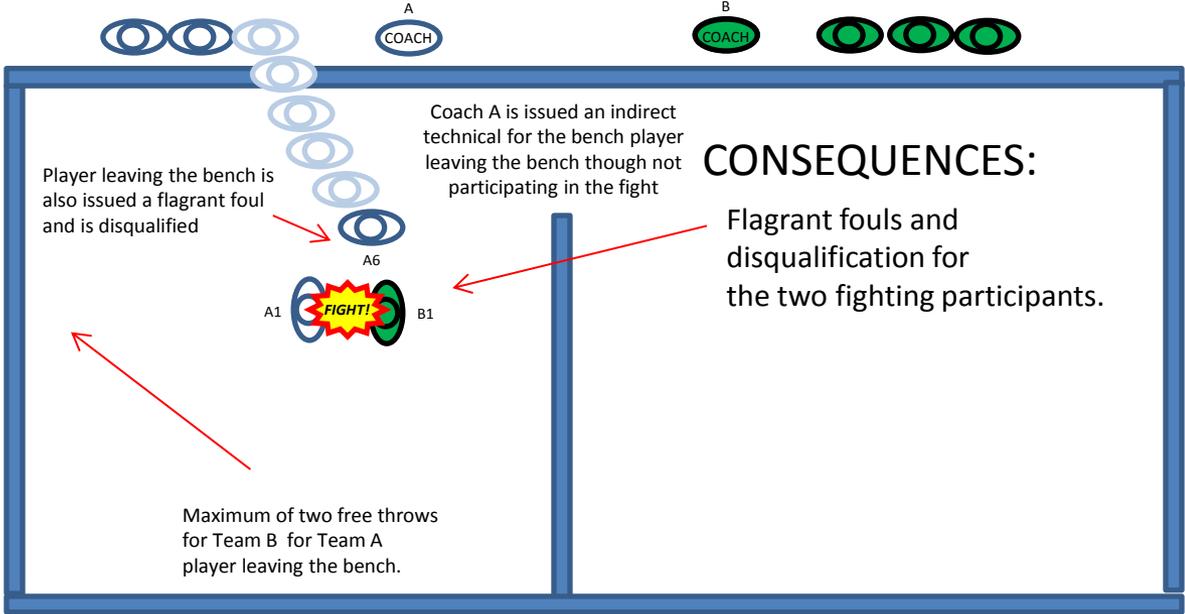
CONSEQUENCES:

Flagrant fouls and disqualification for all participants.

Six free throws for Team A
(Two for each additional player involved)

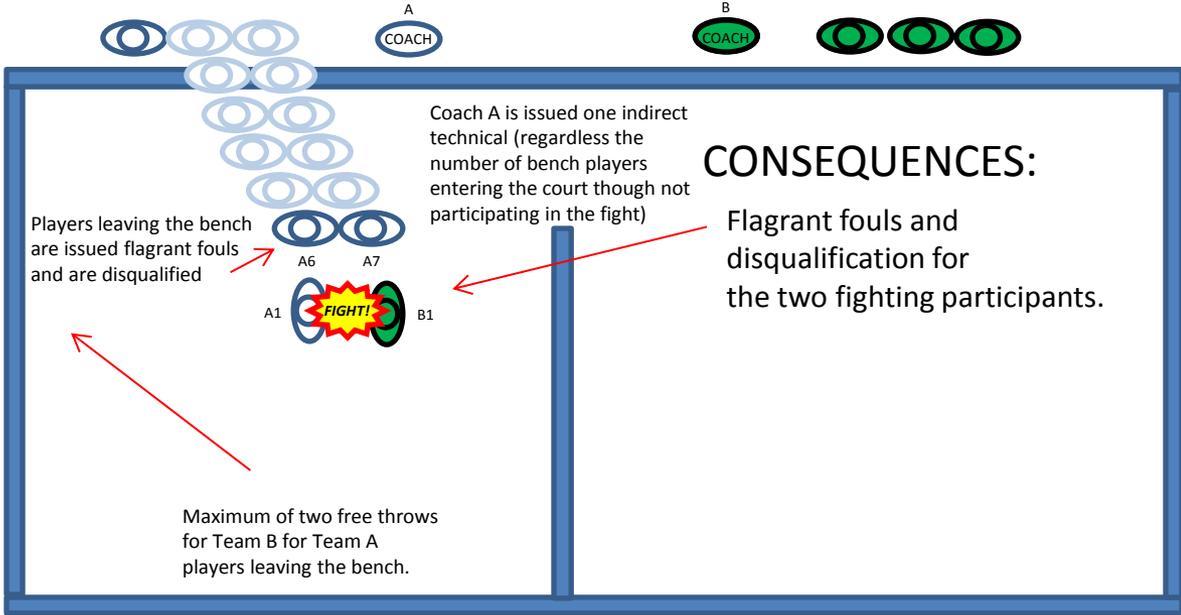
RESUMING PLAY . . .
Throw-in at division line
for Team A

Bench personnel leaving the team bench during a fight – but DO NOT PARTICIPATE



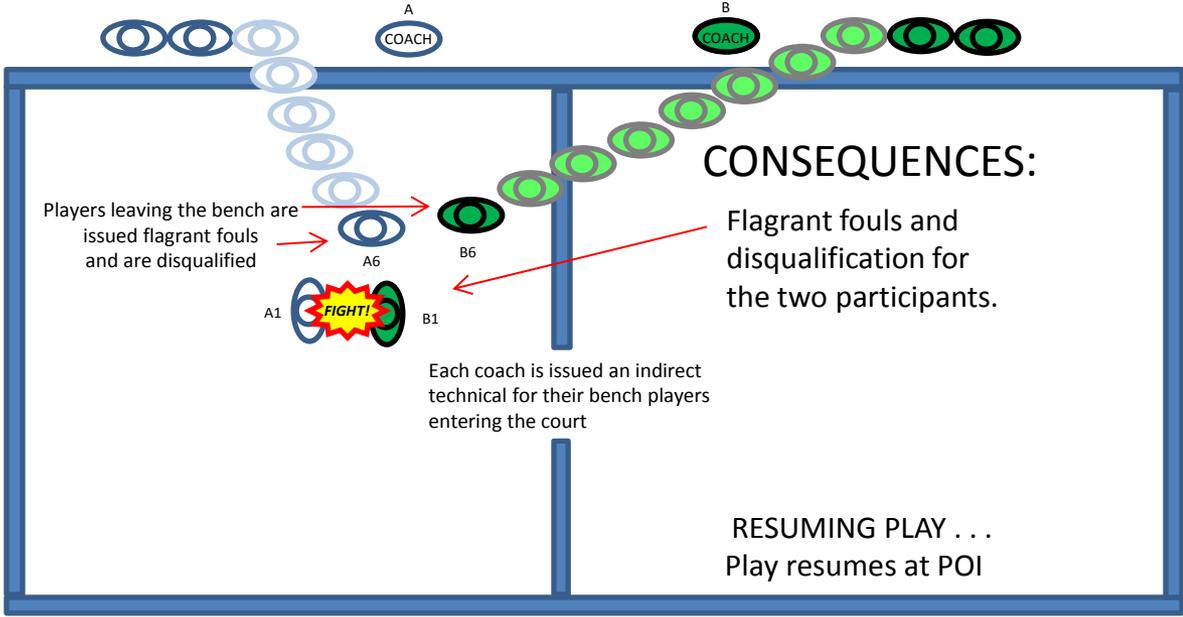
RESUMING PLAY . . .
Throw-in at division line
for Team B

Bench personnel leaving the team bench during a fight – but DO NOT PARTICIPATE

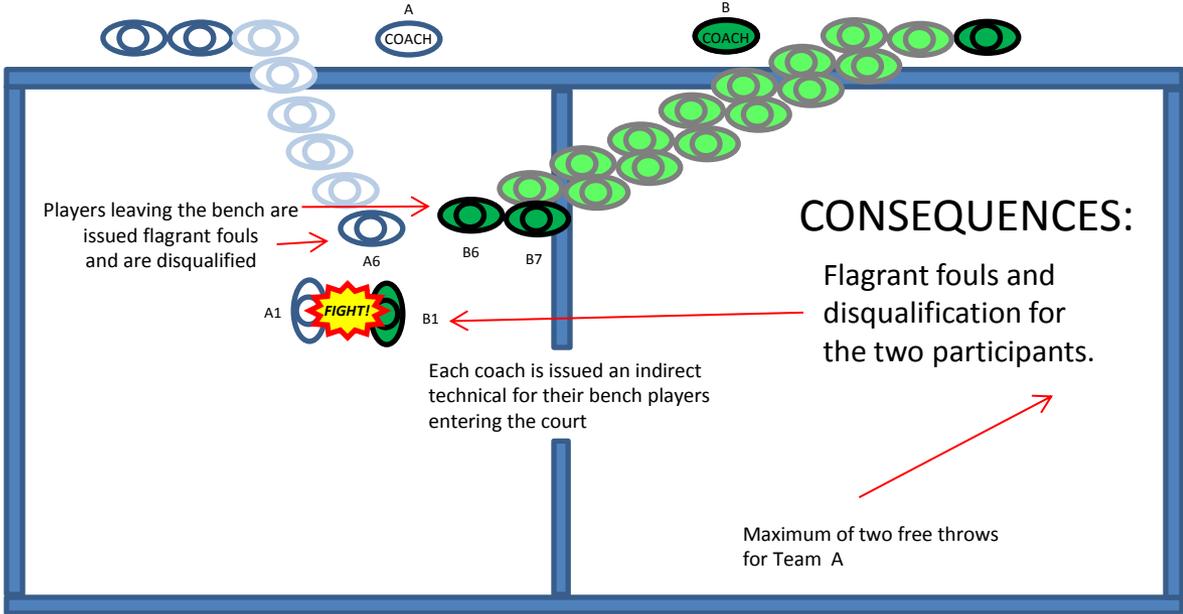


RESUMING PLAY . . .
Throw-in at division line
for Team B

Bench personnel leaving the team bench during a fight – but DO NOT PARTICIPATE

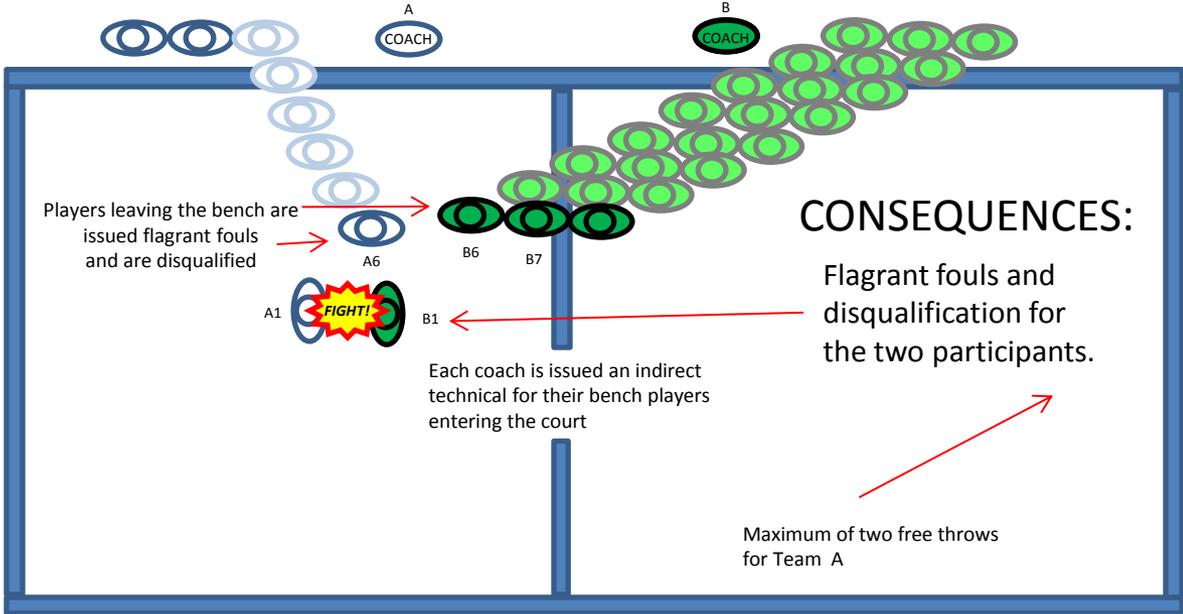


Bench personnel leaving the team bench during a fight – but DO NOT PARTICIPATE



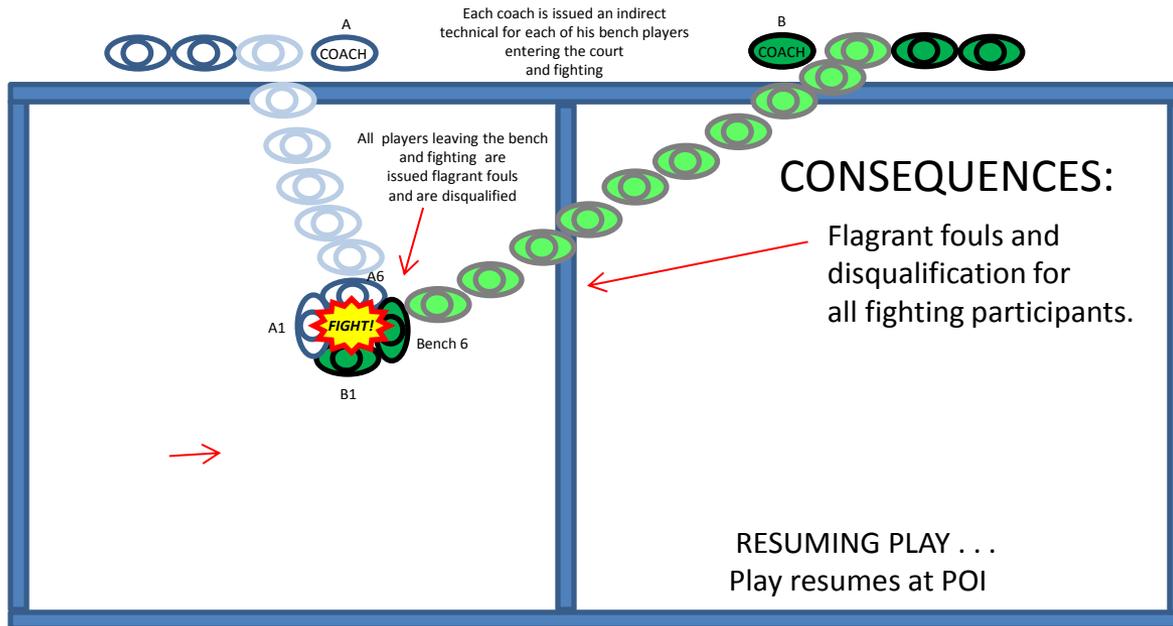
RESUMING PLAY . . .
Throw-in at division line
for Team A

Bench personnel leaving the team bench during a fight – but DO NOT PARTICIPATE



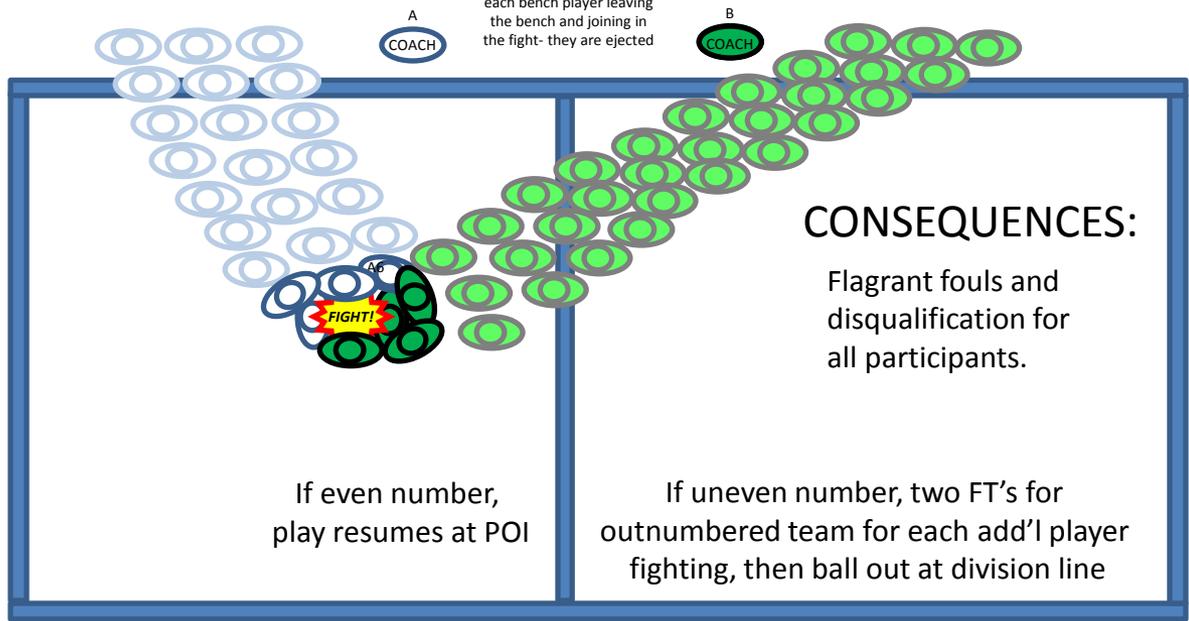
RESUMING PLAY . . .
Throw-in at division line
for Team A

Bench personnel leaving the team bench during a fight – and DO PARTICIPATE



BOTH COACHES DISQUALIFIED

Both coaches issued three indirect technicals, one for each bench player leaving the bench and joining in the fight- they are ejected



CONSEQUENCES:

Flagrant fouls and disqualification for all participants.

If even number,
play resumes at POI

If uneven number, two FT's for
outnumbered team for each add'l player
fighting, then ball out at division line