

Personal And Ejection Fouls – Rule 5

Personal Fouls (PFs) are fouls of serious or injurious nature. They are the fouls that bruise bodies and bruise egos. If it makes someone say “Ow!” It is more than likely a personal foul. All personal fouls are time serving penalties 1, 2, or 3 minutes depending on the severity of the foul.

Personal Fouls Are:

- **Cross Check**
- **Illegal Body check**
- **Illegal Crosse***
- **Use Of Illegal Equipment***
- **Slashing**
- **Tripping**
- **Unnecessary Roughness**
- **Unsportsmanlike Conduct****

*** Some PFs are non-releasable (deep pocket, illegal stick length or head width, gloves altered to gain advantage)**

**** Not all UCs are non-releasable (repeatedly commit same technical foul, failing to adhere to rules of reentering the game).**

Ejection Fouls

- **Fighting**
- **Tobacco use**
- **A second non-releasable foul (2 UCs)**
- **Flagrant Misconduct**

Ejection vs. Fouling Out

Five PFs on any individual player will result in that player’s disqualification from the game (i.e. fouled out). That player may remain in the team area, but he can no longer participate in the game.

Ejection will result from an official’s decision to throw out a player or coach and that person shall remove himself from the premises (Coaches must definitely leave, players leave only if there is supervision supplied by the school. Otherwise the player will be confined to the bench area with HIS MOUTH SHUT).

Do not make ejections habit-forming. Eject only when ABSOLUTELY NECESSARY. If you eject anyone contact your assigner IMMEDIATELY after the game. Make sure he hears it from you before anyone else.