

Away-From-The-Play Foul

The away-from-the-play foul is designed to prevent teams from fouling players who are not the best free throw shooters as a strategy to gain an advantage in the critical part of a game. When an away-from-the-play foul occurs, the offended team may select any player in the game to take the free-throws, and the team retains possession of the ball.

An away-from-the-play fouls can only occur during the last two minutes of the fourth quarter and overtime, and they fall into two general categories:

- On throw-ins, if a defensive player makes illegal contact with *any* offensive player (including the thrower-in) *before* the throw-in is released, an away-from-the-play foul is called.
- When the ball is inbounds, including when the ball has been released on a throw-in, if a defensive player makes illegal contact with an offensive player who is not directly involved in the action (i.e., the player doesn't have the ball and he is not moving to receive a pass or setting a screen), an away-from-the-play foul is called.