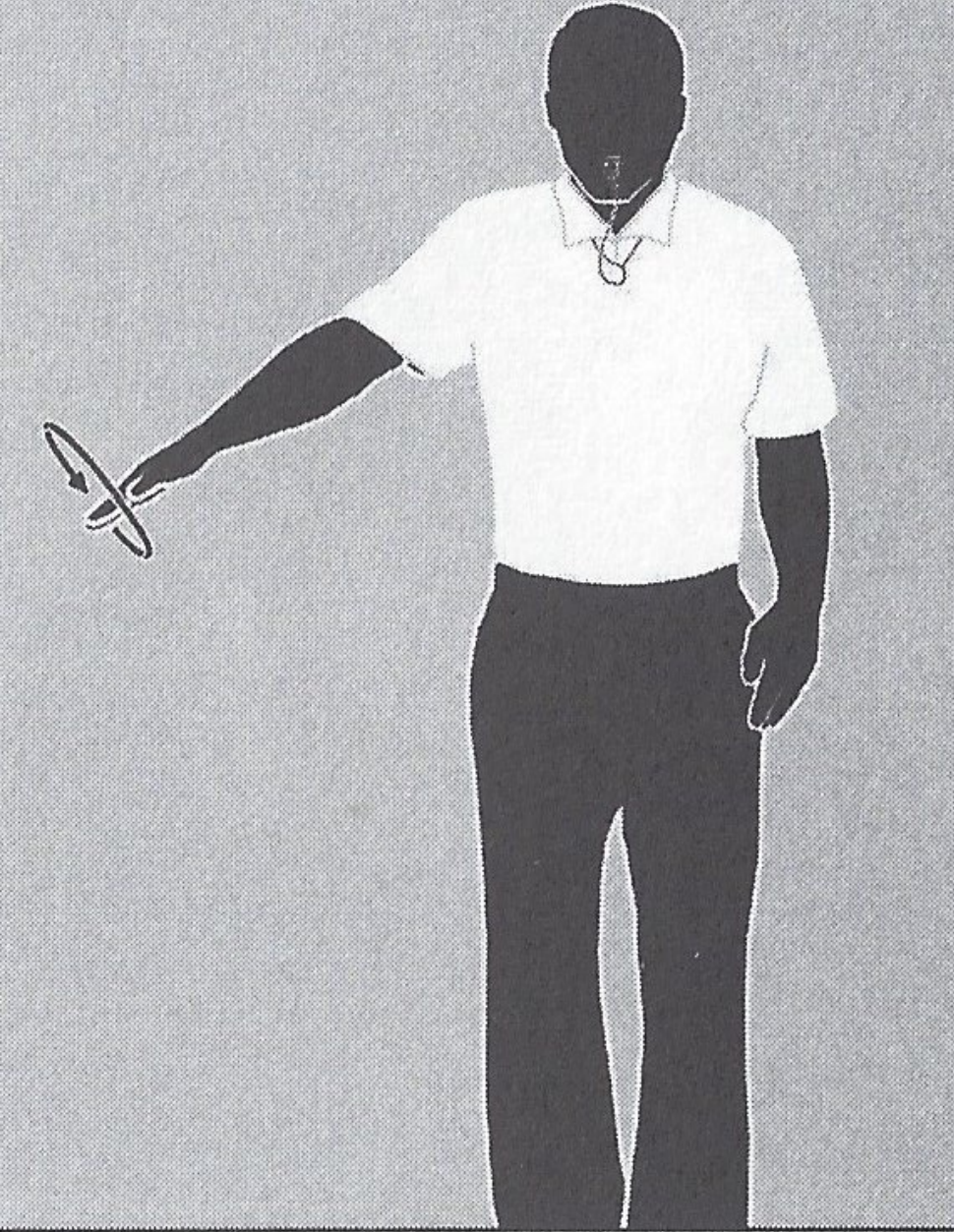


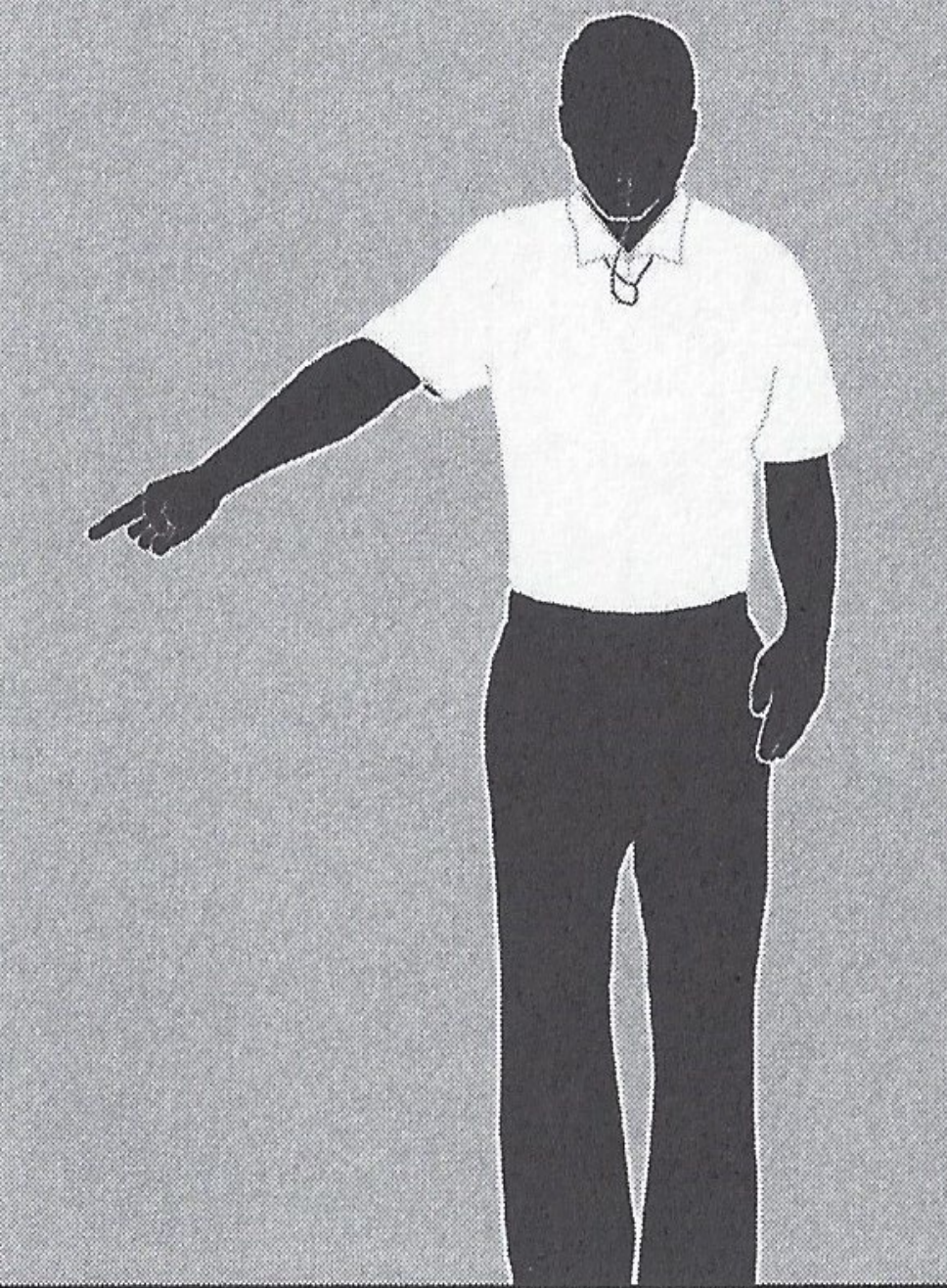
Official Signals and Mechanics



Signal 1

- Used by the second referee to indicate:
 - Illegal Alignment
 - Improper Server
 - Inaccurate Lineup
- Repeated by the first Referee

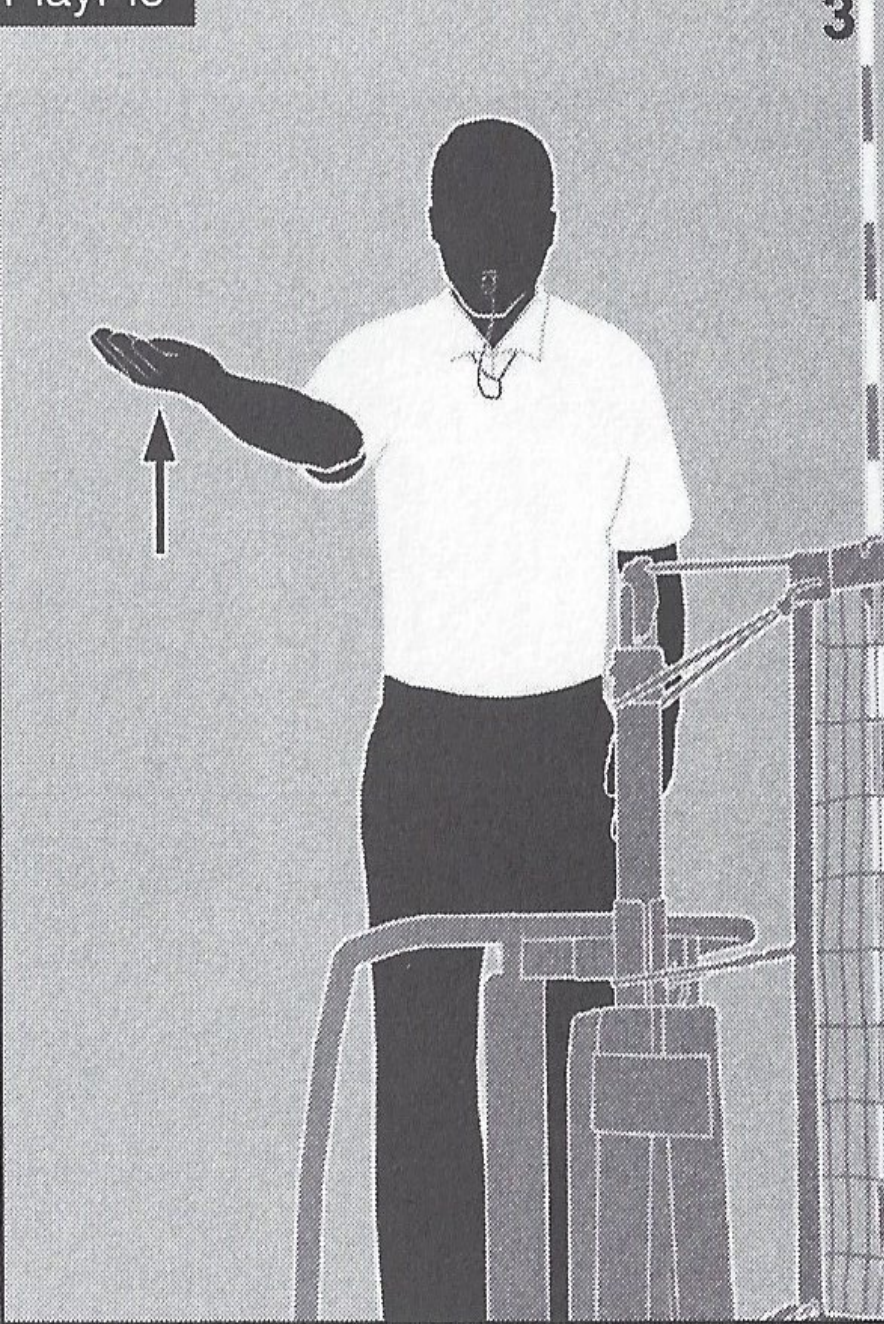
**Illegal Alignment/Improper Server/
Inaccurate Lineup**



Signal 2

- Used to signal a line violation
 - Service foot fault
 - Penetration under the net
 - Ball completely passing under the net on serve

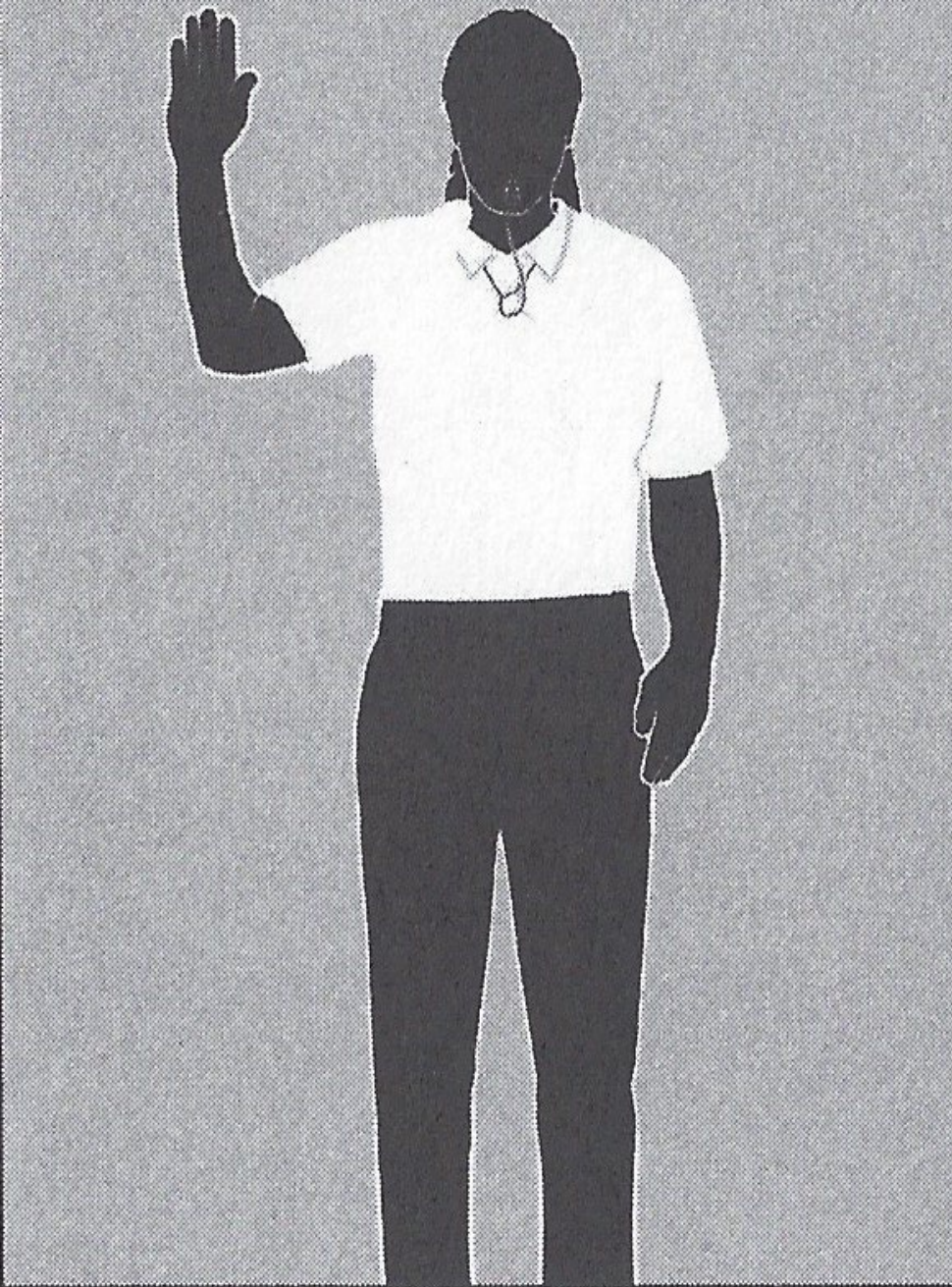
Line Violation



Signal 3

- Used to signal prolonged contact, catch or throw

Illegal Hit



Signal 4

- Used to indicate a delay of service (failure to serve within 5 seconds)

Delay of Service



Signal 5

- Used to indicate illegal contact over the net plane

Over-the-Net



Signal 6

- Used to indicate net serve
- Used to indicate net fault
 - If initiated by R2, followed by player number at fault
 - Only player at fault is repeated by R1
 - If initiated by R1, followed by player number at fault
 - R2 mirrors the signal sequence

Net Fault or Net Serve

Number Signals

SIGNALING PLAYER NUMBERS

Notes: (1) ----- means first show the top signal, pause, then show the bottom signal. (2): signals are shown from the giver's perspective.

0 and 00	1	2	3	4	5	6	7	8	9
10	11	12	13	14	15	16	17	18	19
20	21	22	23	24	25	26	27	28	29
30 - 39, 40 - 49, 50 - 59									
<p>Like 20 - 29, except using 3 , 4 , or 5 for the tens digit on the right hand. For example, 41 is .</p>									
60	61	62	63	64	65	66	67	68	69
70 - 79, 80 - 89, 90 - 99									
<p>Like 60 - 69, except using 7 , 8 , or 9 for the tens digits. For example, 91 is followed by .</p>									



Signal 7

- Illegal attack
 - Back row player in front zone completing an attack when the ball is higher than the top of the net
 - Libero uses finger action to set a ball and a completed attack is made while the ball is higher than the top of the net and the libero is in the front zone
 - Libero completes an attack from anywhere while the ball is higher than the top of the net
 - A completed attack on the serve if the ball is higher than the top of the net

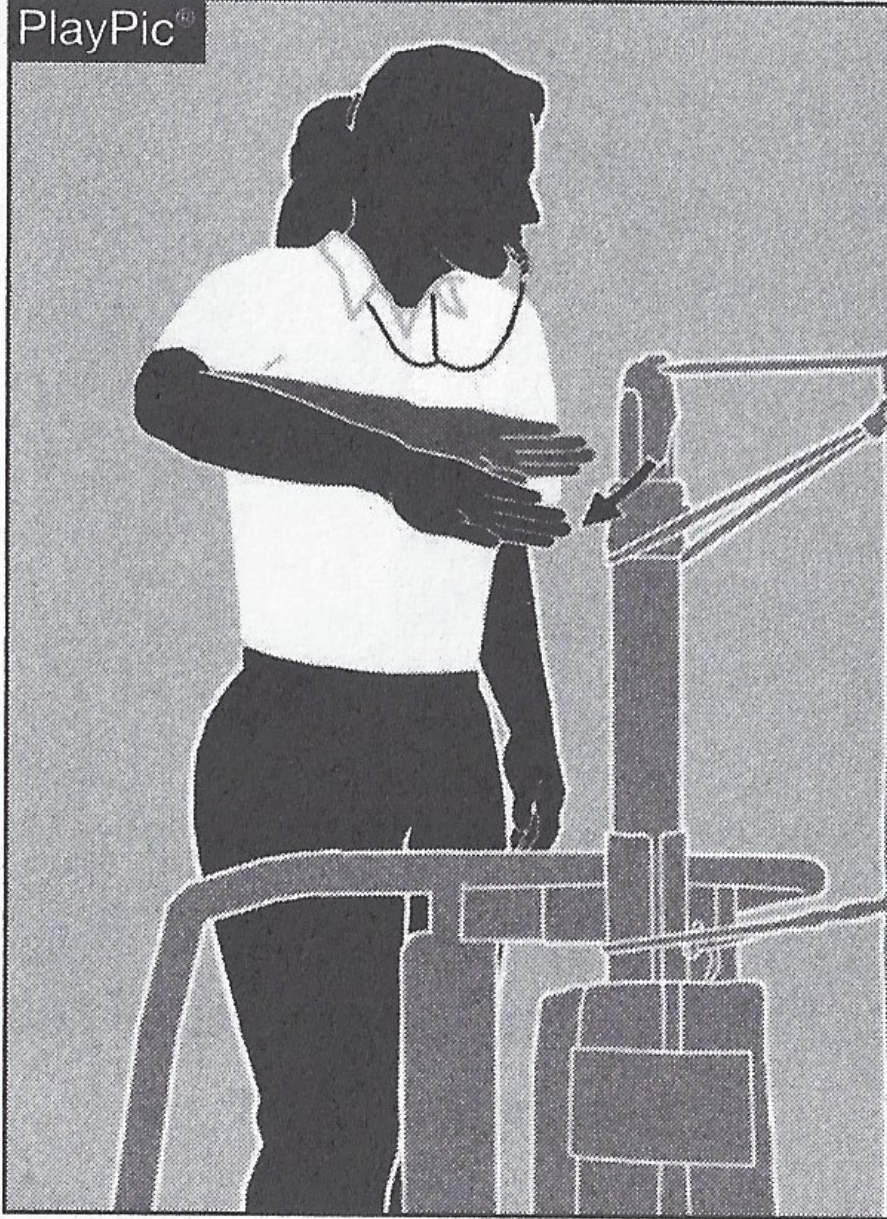
Illegal Attack



Ball Below Height of Net

Informal Signal

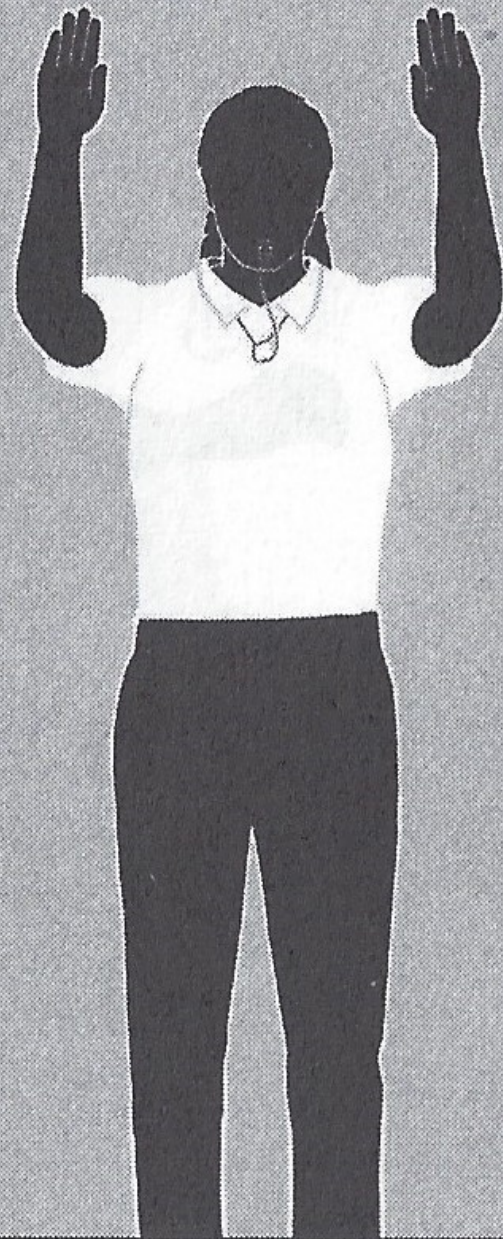
- Used by the R1 to communicate position of ball on a back row attack when not completely above the top of the net
- Should be used sparingly (only when a coach questions legality of an attack)



**Player Completely Behind
Attack Line**

Informal Signal

- Used by the R1 to communicate position of back row player completing an attack.
- Should be used sparingly (only when a coach questions legality of a back row player completing an attack)



Signal 8

- Used to indicate screening during a serve
- Used to indicate an illegal block
 - Back row player participating in a block
 - Blocking a serve

Illegal Block/Screening



Signal 9

- Used to indicate a ball was touched before going out of bounds

Ball Touched



Four Hits

Signal 10

- Used to indicate 4 contacts



Double Hit

Signal 11

- Used to indicate a multiple contact



Ball Lands Inbounds

Signal 12

- Used to indicate a ball has landed inbounds



Signal 13

- Used to indicate a ball is out of bounds
- Used to indicate a ball has struck, passed over or outside the antenna

Out-of-Bounds/Antenna Violation



Begin Service

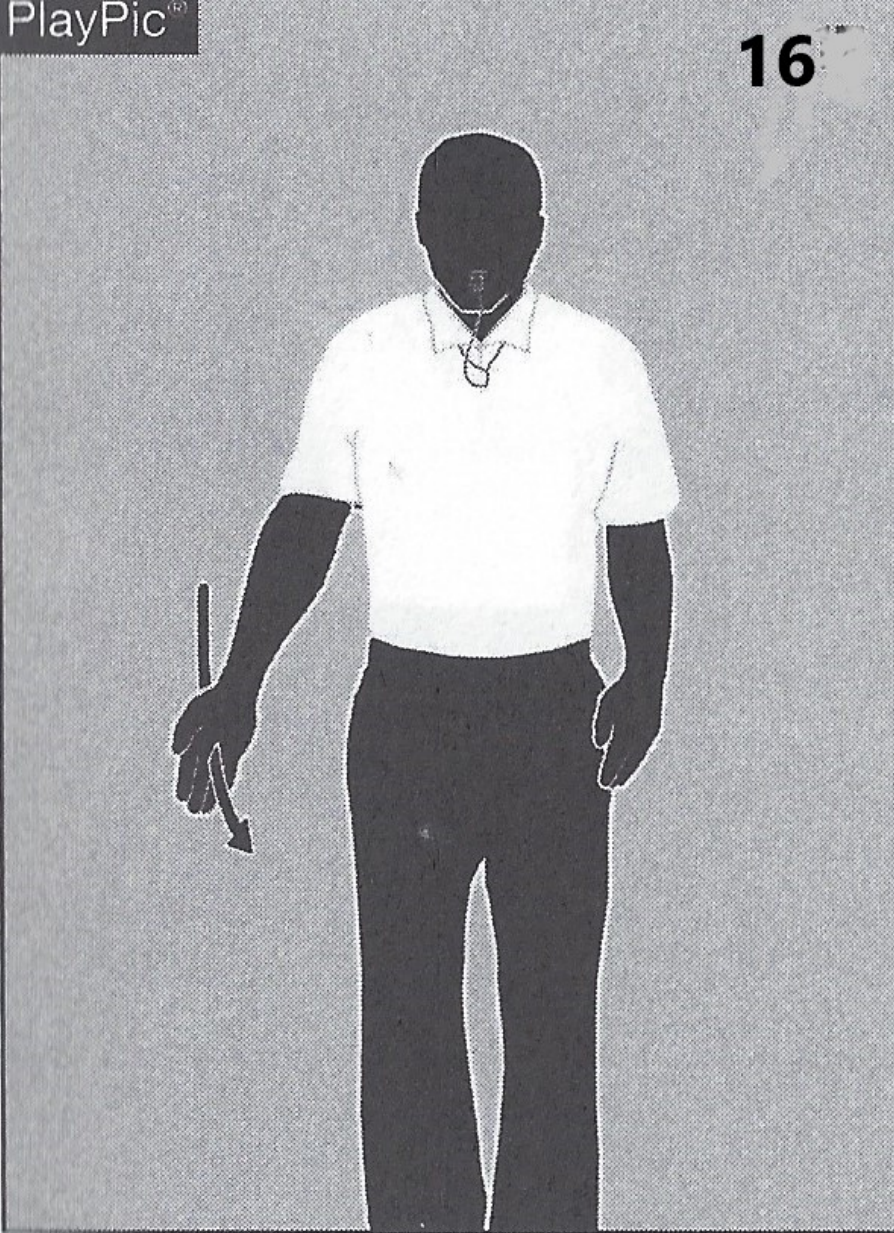
Signal 14

- Used to beckon serve



Signal 15

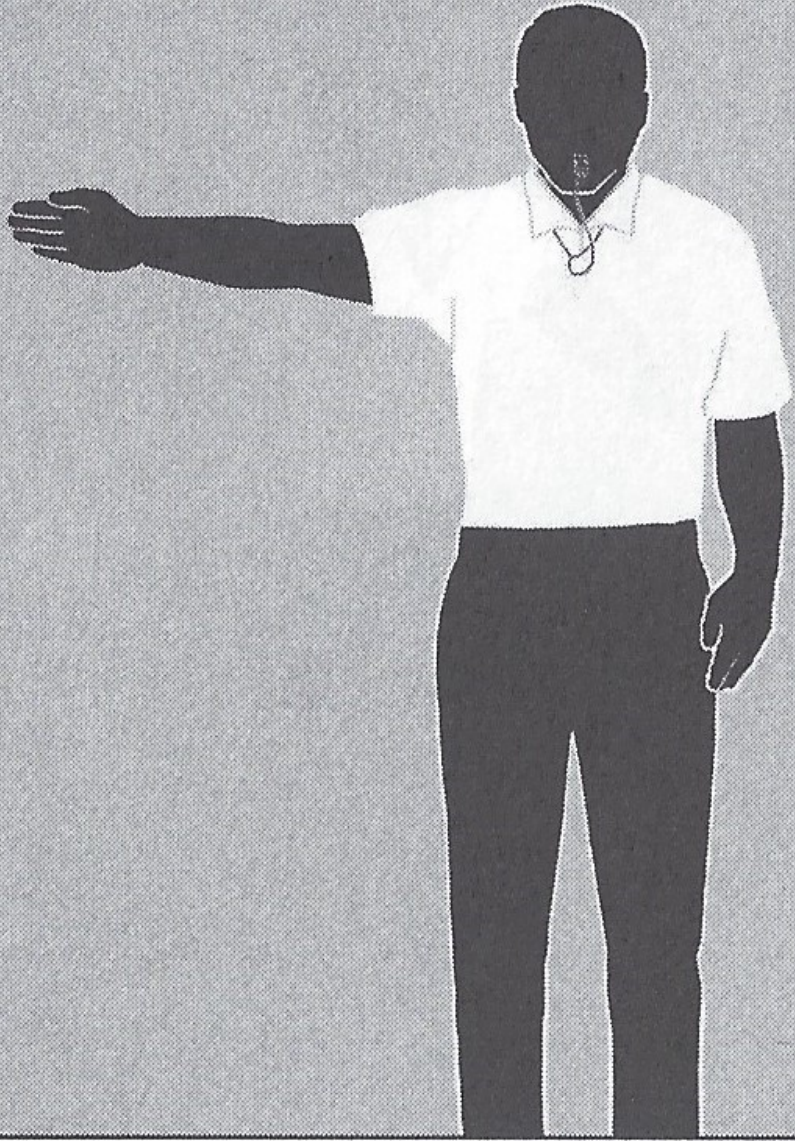
- Used to indicate a substitution request by the R2
- Used to recognize a substitution request by the R1



Signal 16

- Used by the R2 to authorize a player to enter the court

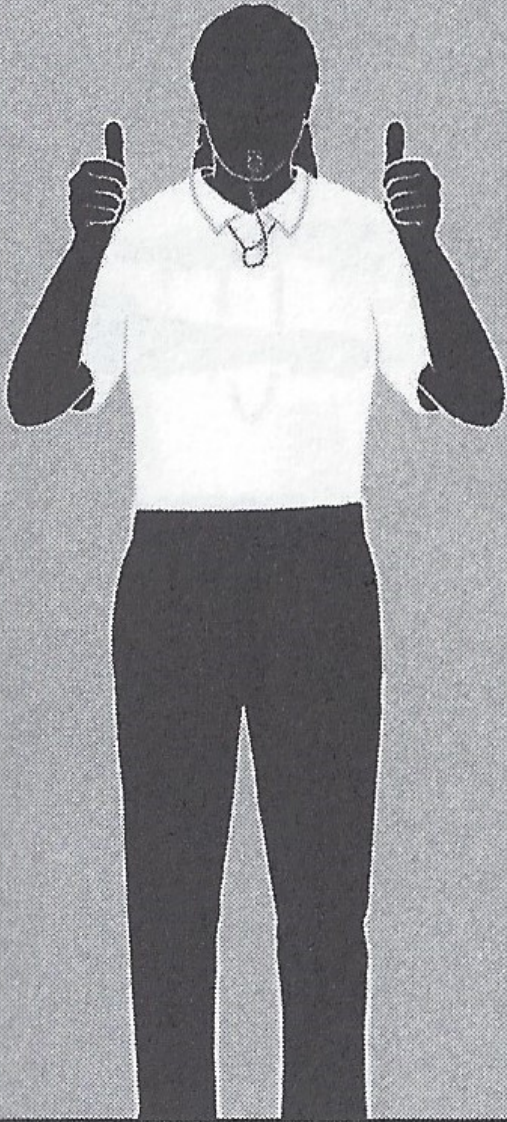
Authorization to Enter



Signal 17

- Used by the R1 to indicate a point is to be awarded
- Repeated by the R2

Point



Signal 18

- Used to indicate a replay due to an interruption in play (injury or outside interference)
- Used to indicate a reserve

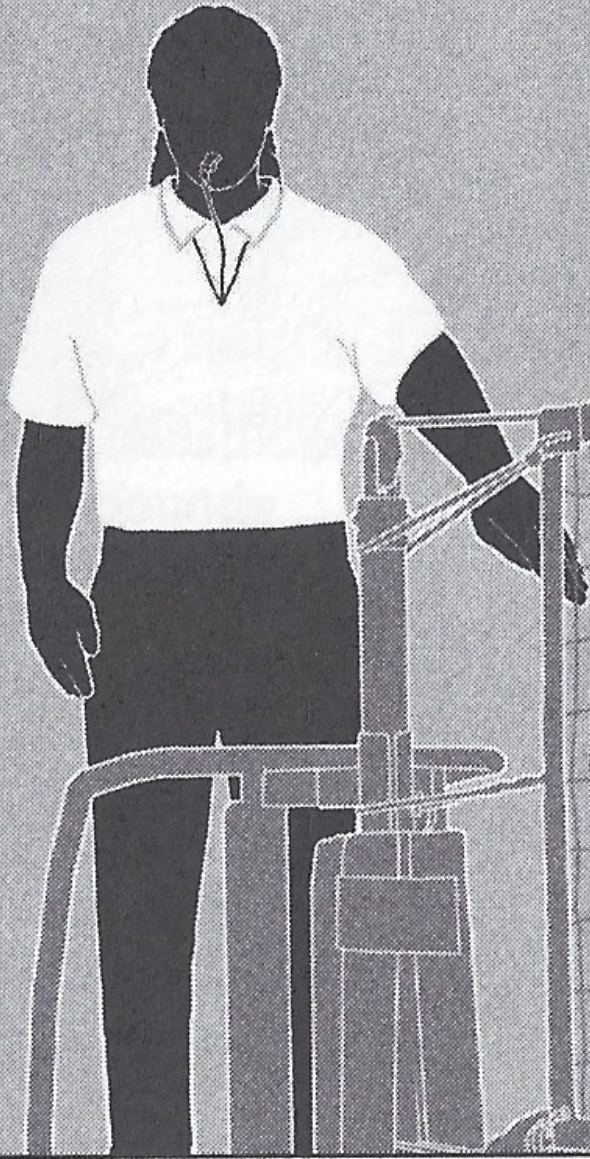
Replay/Re-serve



Signal 19

- Used to indicate a time-out
- Must be followed by signal 19A or 19B

Time-out

19A

Signal 19A

- Used to indicate a time-out is to be charged to a team

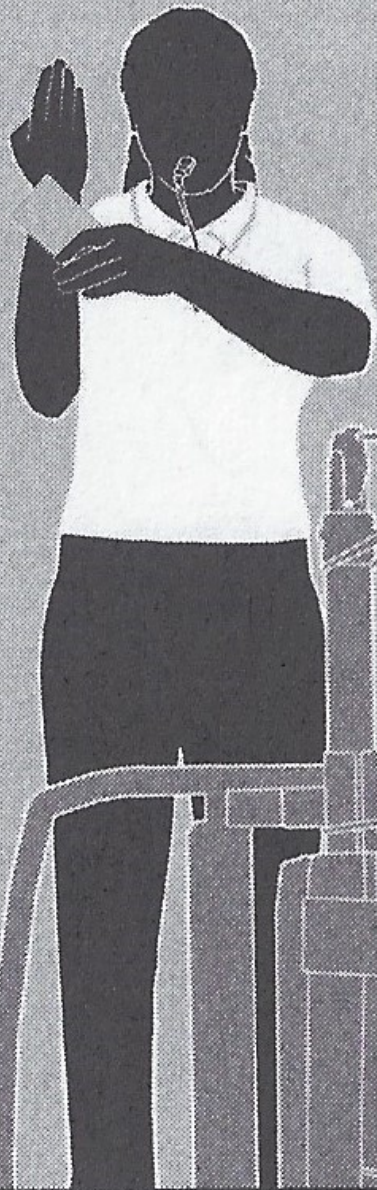
Team

19B

Signal 19B

- Used to indicate a time-out is to be charged to the officials

**Official**



Signal 20

- Used to indicate Unnecessary Delay
 - If yellow card is shown, it is a warning YUD
 - If red card is shown, it is a penalty and a point is awarded to the opposing team

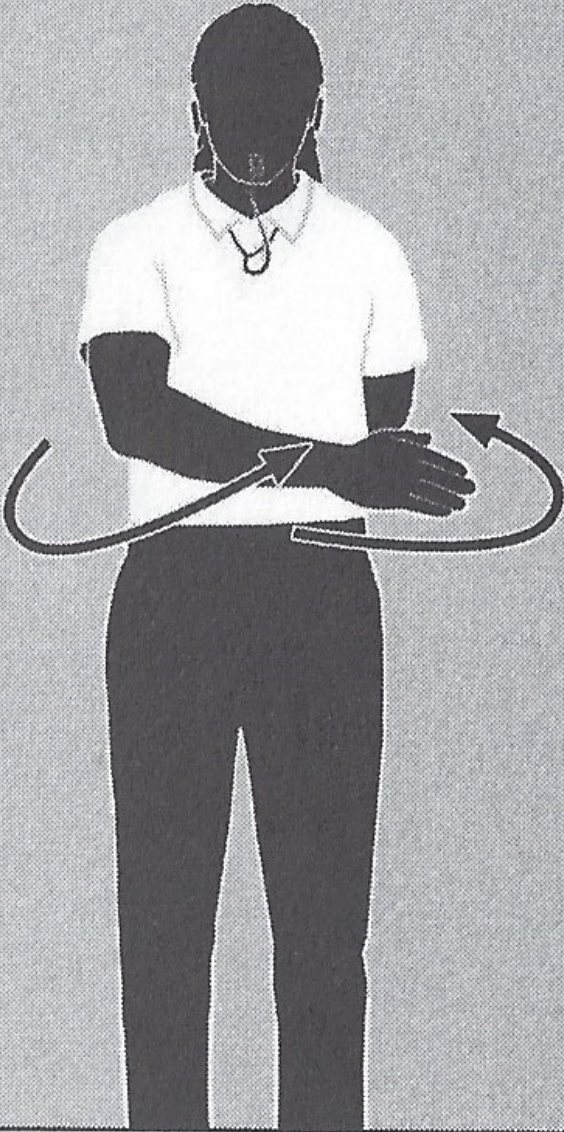
Unnecessary Delay



End-of-Set

Signal 21

- Used to indicate the end of set



Change of Courts

Signal 22

- Used to indicate teams must switch sides

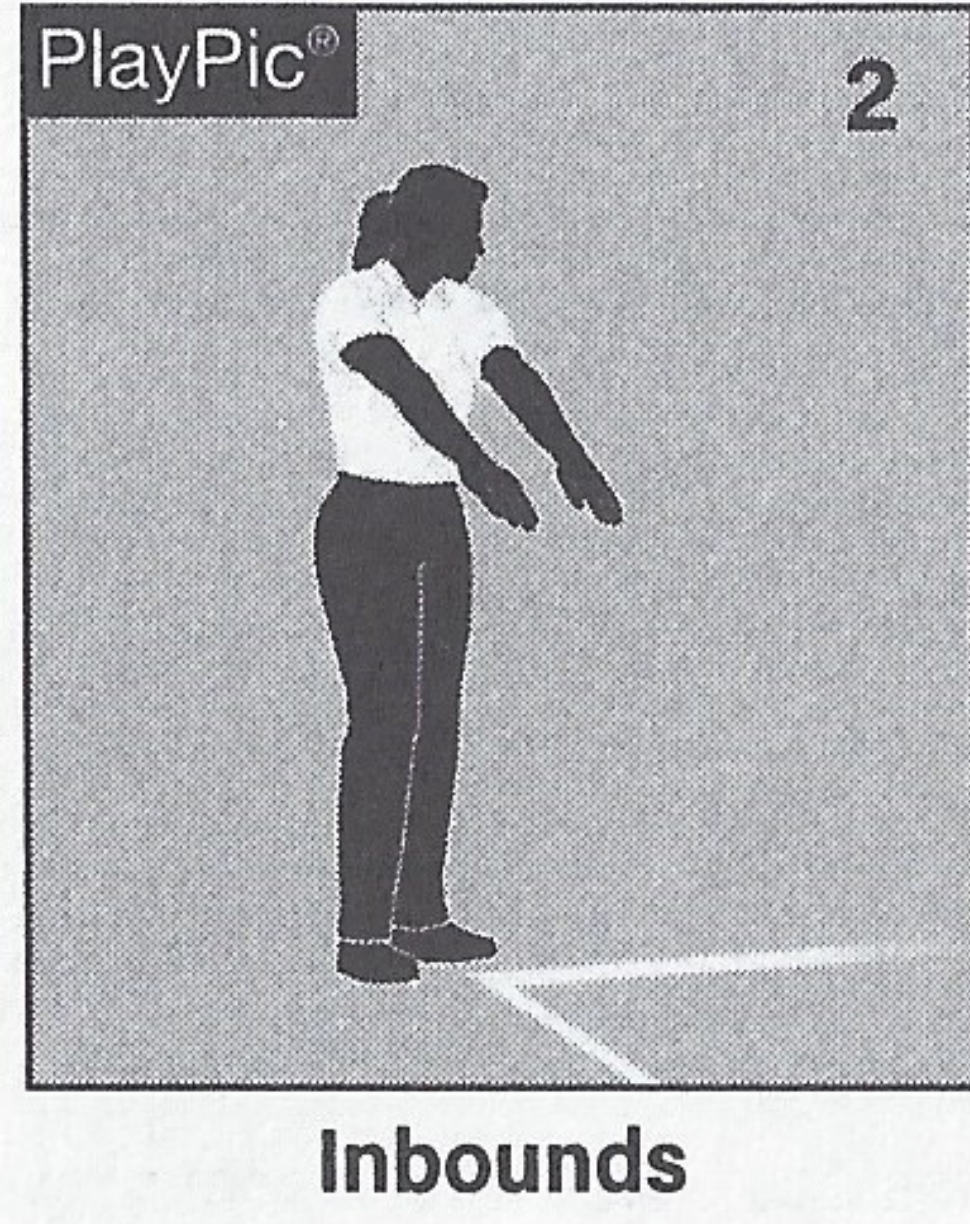
Line Judge Signals

- The following signals are used by the line judges
 - R1 should review with the line judges during pre-match



Inbounds with flag

- Point the flag toward the center of the playing area



Inbounds without flags

- Point hands toward the court at 45 degrees



Out-of-Bounds

Out-of-bounds with flag

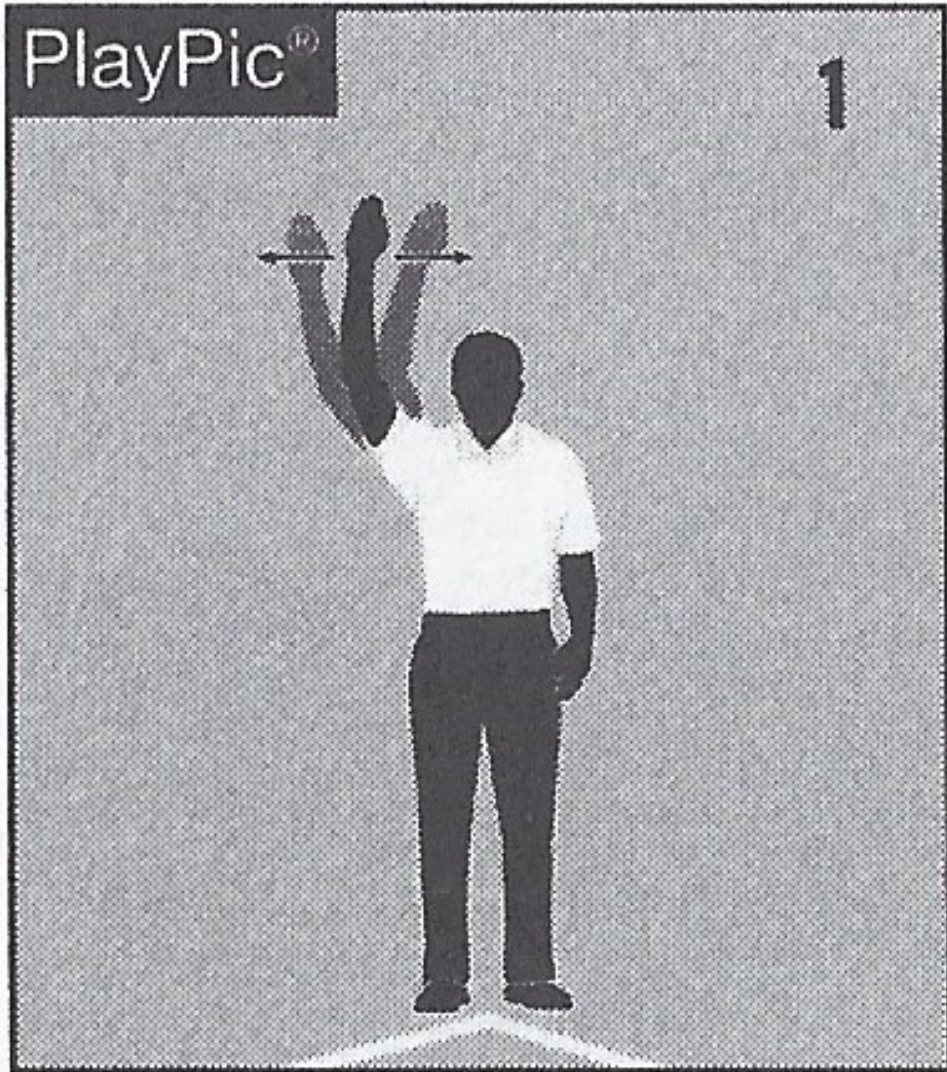
- Ball lands out-of-bounds or strikes official
- Hold flag vertically above head



Out-of-bounds without flag

- Ball lands out-of-bounds
- Commits an antenna violation (used with signal on the next slide)
- Raise arms with elbows bent, hands toward body

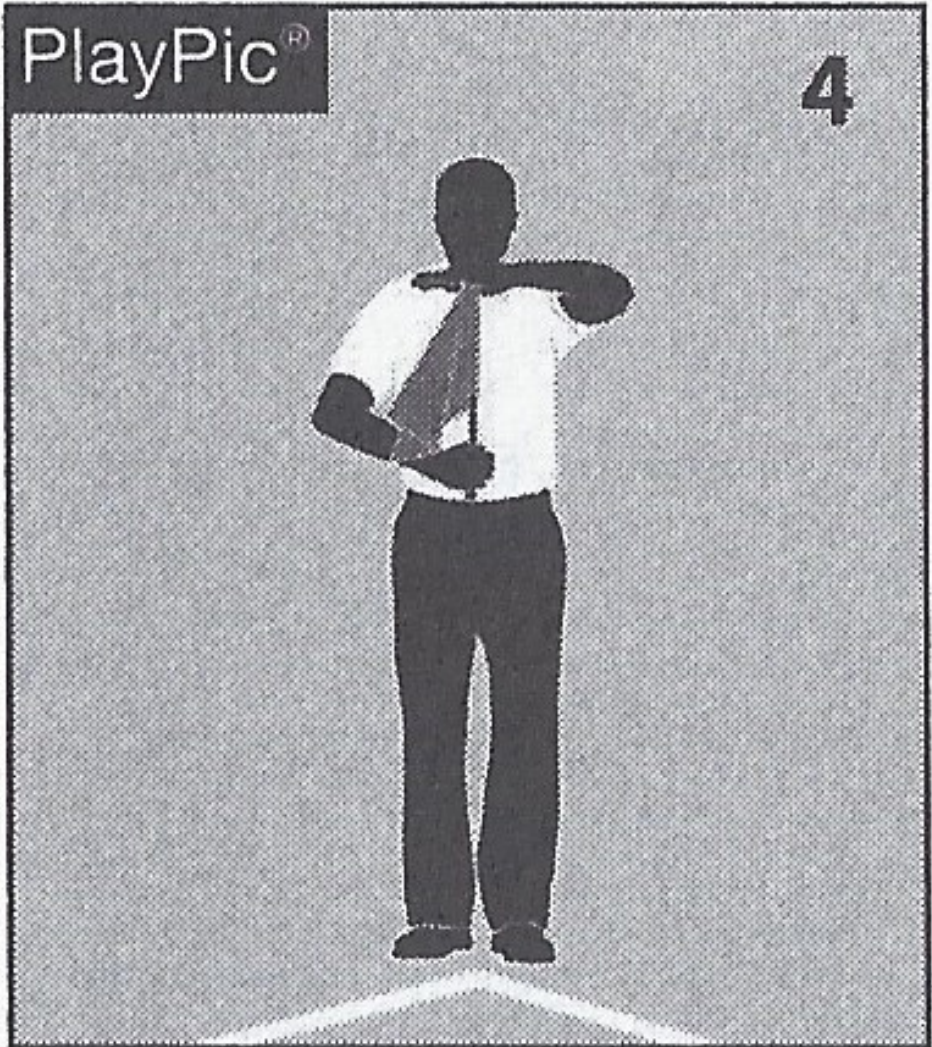
**Out-of-Bounds/
Antenna Violation**



**Obtain First
Referee's Attention**

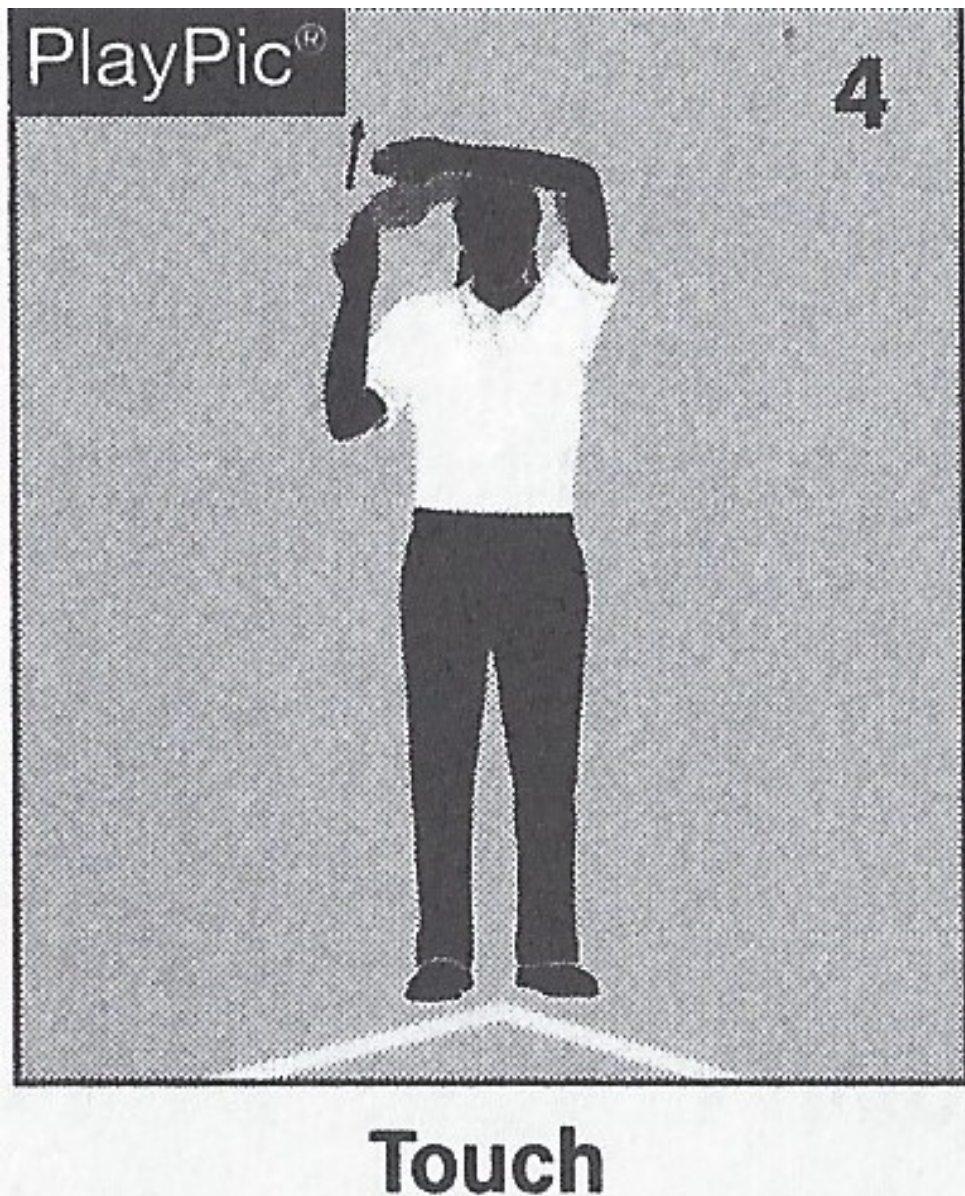
Attention

- Used to get the R1's attention when calling an antenna violation or a service fault



Touch with flags

- Ball was touched before landing out-of-bounds
- Hold flag so that the top is at chin level, place hand on top



Touch without flags

- Ball was touched before landing out-of-bounds

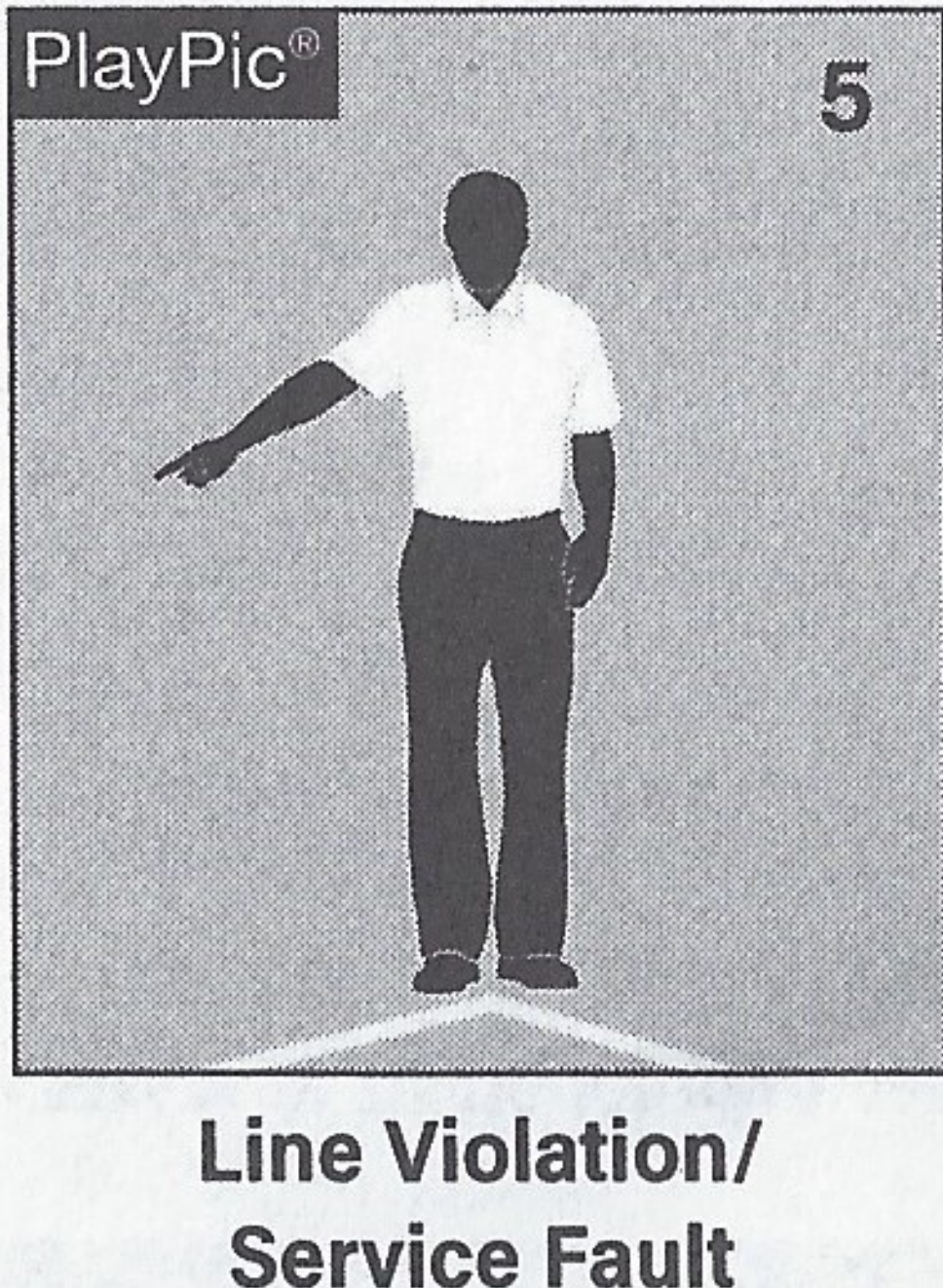


a. Antenna Violation

b. Service Line Fault

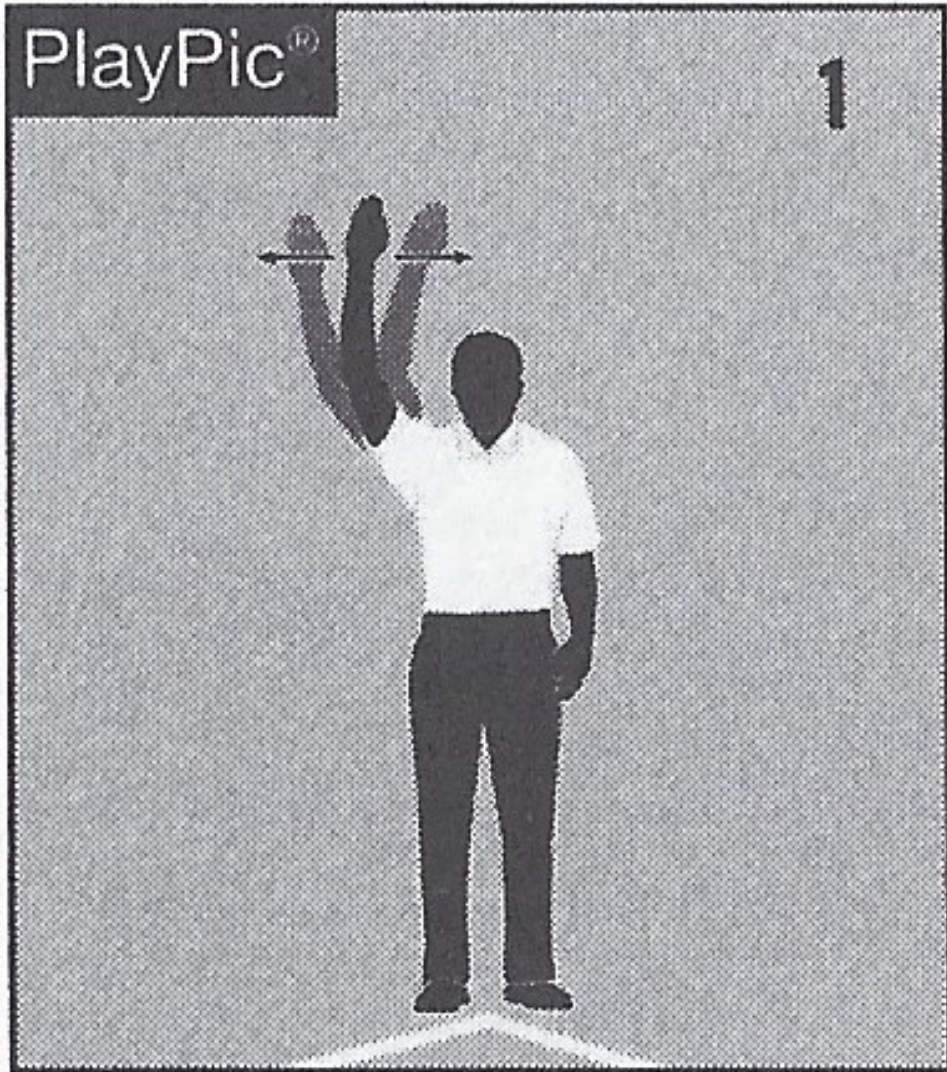
Fault requiring attention

- Used to indicate antenna violation
- Used to indicate a service line violation



Service Line Fault without flags

- Used to indicate a service line fault in conjunction with the next signal



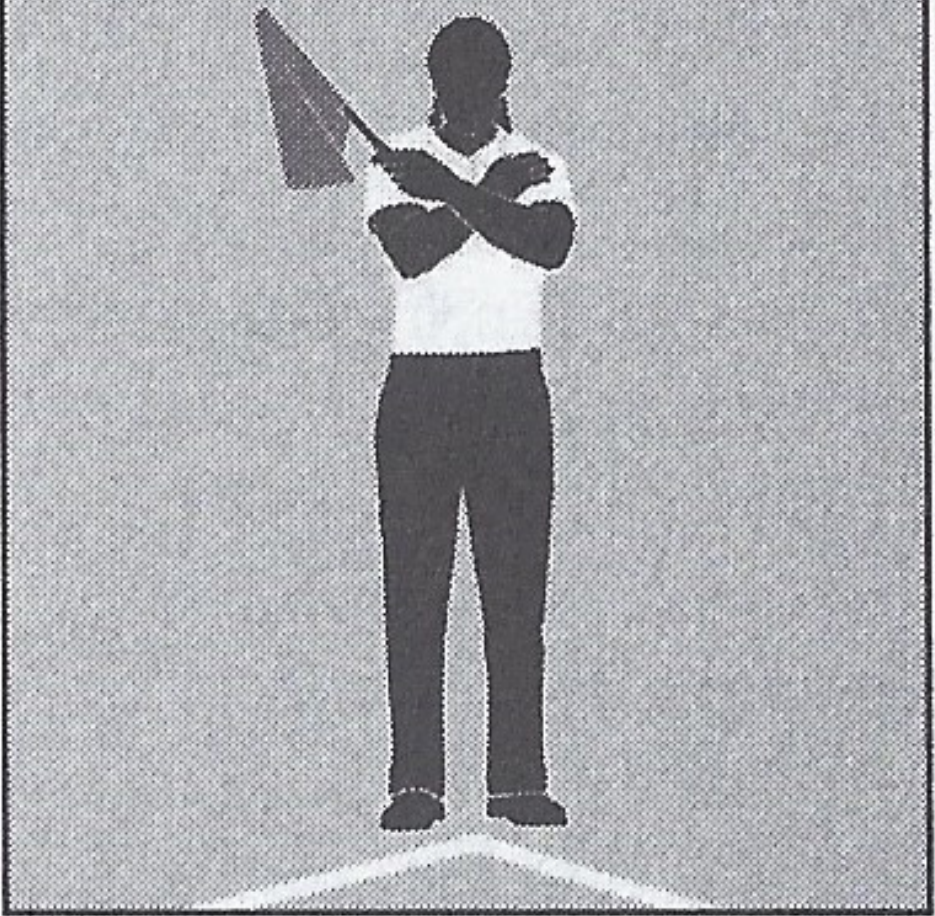
**Obtain First
Referee's Attention**

Attention

- Used to get the R1's attention when calling an antenna violation or a service fault

PlayPic®

6



View of Play Blocked

View blocked with flags

- Used when unable to provide information



View blocked without flags

- Used when unable to provide information