

HOW TO SIGNAL PLAYER NUMBERS FOR HS VB

NFHS Guidance

NFHS states that second referees (R2s) should signal player numbers under specified circumstances. The R2 should signal captain numbers at the beginning of the match and whenever there's a new captain, showing the number of the new captain whenever the captain leaves the court during a set. The NFHS says the R2, after checking each team's lineup of players on the court shall use a cupped "c" and player's number as described below under informal signals to identify floor captains to the R1.

However, the most frequent use of player numbers is the R2 signaling player numbers when there is a net foul or a center line fault. The informal signals that the R2 uses to communicate with the first referee are listed in the NFHS Volleyball Case Book/Manual where the NFHS advised: As mentioned in the pre-match section of the manual, informal hand signals used to enhance the match may be used for communication by the second referee to the first referee. Such additional signals might be: "When the second referee initiates a call, he/she shall blow the whistle, move to the side of the net of the offending team and signal the violation. When the call involves a player in the net or across the line, the second referee indicates the number of the offending player. On calls by the first referee, the second referee steps away from the standards and repeats the first referee's signal. The second referee does not repeat the first referee's whistle." The R2 is logically showing player numbers to the R1 who in turn typically shows the number of the player to the coach of the team on whom the net or centerline fault was called. There are other obvious values in have a standard convention for signaling numbers. The R1 is able to correct an error and is in a position to be looking at the team that committed the fault while being able to clearly identify for the coach which player committed the fault.

The following guidance is offered on when/how to signal player numbers:

Communication of numbers to first referee – When the second referee initiates an interruption of play for a center line or net violation, the number of the player is indicated to the first referee. The R1 repeats the number using the following method:

--Right hand is base hand for numbers 0-9, show appropriate fingers using right hand first (nine would be 5 fingers on right hand, 4 on left hand simultaneously); "ten" is closed fist with right hand, 11-19, combine above signals, giving right closed fist for ten first and then right/right-left combination for second digit; numbers 20 and above, show first digit with right hand and second digit with left or both hands

successively. (23 would be two on right hand and 3 on left hand; 26 would be two on right hand, and then five on right hand and one on left hand at same time).”

Net Foul/Center Line Violation – The NFHS says the second referee signals the first referee with right hand as base hand – Nos. 0-9: right or right/left combination; No. 10: right hand closed fist; Nos. 11-19: right fist then digits successively; Nos. 20 or more: first digit with right hand and second digit with right or both hands if necessary. R2, then R1, signals offender’s number.

However, the above instructions are not as clear as they could be and do not offer guidance regarding how the numbers “0” and “00,” in particular, should be shown. By noting that the right hand is base for numbers 0 – 9 but also stating that ten is shown as closed fist on the right hand, it appears that the number 0 and the number 10 would be shown the same way. This makes it unclear when a team has a player wearing 0 and another player wearing 10. Numbers ending in zero should be shown by using the right hand for the 2 in 20, the 3 in 30, the 4 in 40 and the 5 in 50. For numbers higher than 50, referees use two hands to show the 6 in 60, the 7 in 70, etc., followed by the left fist closed to show the 0 in 20, 30, 40, 50, 60, etc. Showing “0” with closed fist on the left hand makes the most sense to distinguish “0” from “10 (closed fist on the right hand). To show “00,” the referees should use closed fists on both the left and right hands. A commonly understood signaling process and commonly used signals to indicate player numbers will help to promote effective communication.

Other Concerns:

When showing player numbers, it is important to not create confusion with signaling illegal multiple contacts (showing “2”) or 4 hits (showing “4”). The first referee should hold the player number signal in an area not used to show a foul involving number of player contacts. This could be at shoulder height and slightly to the side of the offending team as opposed to over the head where “2-hit” and “4-hit” signals are to be held.

SIGNALING PLAYERS NUMBERS

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Illustrating how to use the number signaling chart

| 0 and 00 | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 |
|--|---|---|---|---|---|--|---|---|---|
|  <p>Show left fist for "0" & both left and right fists for "00"</p> |  |  |  |  |  |  |  |  |  |

As shown above, the closed left hand/fist is used to signal the number zero/"0," a number used only in volleyball matches played using the NFHS rule set. To show double zero/"00," the other number that is used only in volleyball matches played using the NFHS rule set, show left fist and right fist together. This appears to be the easiest, most understandable way of showing double zero. Below is a written description of how to show numbers followed by a graphic illustration.

Interpreting signaling player numbers for 1 – 10: Except for 00, right hand closed represents 10 and left hand closed represents zero.

#0, use left hand closed (clenched into a fist) to distinguish from right hand closed (clenched right fist) which is the signal for **#10**;

#00, use left hand closed (clenched) and right hand closed (clenched) at the same time;

#1, use index finger of right hand;

#2, use index and middle fingers of right hand (consider holding hand off to the side to not confuse it with showing an illegal multiple contact/double hit);

#3, use thumb, index and middle fingers of right hand; (Spock's Vulcan greeting?)

#4, use four fingers of right hand, no thumb (consider holding hand off to the side to not confuse it with showing 4 hits);

#5, use thumb and all four fingers of right hand;

#6, use all 5 digits of right hand and index finger of left hand;

#7, use all 5 digits of right hand, index and middle finger of left hand;

#8, use all 5 digits of right hand and thumb, index and middle fingers of left hand;

#9, use all 5 digits of right hand and index, middle, ring and small fingers of left hand;

#10, use right hand, closed fist;

Libero, use player's uniform number or use the thumb and index finger of the right hand to form an "L" to indicate the libero when an open hand gesture isn't clear enough and no one is looking at the libero's number! Of course, this may be construed as calling someone a "loser." ☺

#11 – #15

Digits for 11, 12, 13, 14 and 15 involve using the closed right fist to indicate 10 while at the same time showing the single digits in the left hand at the same level as the closed right fist.

#16 – #19

Digits for 16 – 19 involve using the closed right fist to indicate 10 followed by showing the 6 through 9 as noted above. [For #16, you show 10 (closed right fist) followed by 6 (thumb and all fingers of right hand and index finger of left hand shown together). The same sequence is used for 17, 18, 19 – show closed right fist followed by the digits shown with two hands.]

#20, #30, #40, #50

Show the first digit (2, 3, 4, or 5) with the right hand with a closed fist on the left hand with both hands on the same level. It can be helpful to hesitate slightly before showing the closed fist left hand. [For #20, show index and middle fingers of right hand, followed by the raised closed left fist. Same approach for 30, 40 and 50.]

#60, #70, #80, #90

Show the first digit (6, 7, 8 or 9) on two hands as shown for the numbers 6, 7, 8 and 9 above, then show a closed fist on the left hand after a slight pause.

#21 - #25, #31 - #35, #41 - #45, #51 - #55

Show the first digit (2, 3, 4 or 5) on the right hand followed by the 1 through 5 on the left hand with both hands on the same level. A slight pause between showing right hand and then left hand can be useful!

#61 - #65, #71 - #75, #81 - #85, #91 - #95

Show the first digit (6, 7, 8 or 9) on two hands as shown for the numbers 6, 7, 8 and 9 above, then show the remaining digits on the left hand after a slight pause.

#26 - #29, #36 - #39, #46 - #49, #56 - #59

Show the first digit (2, 3, 4 or 5) on the right hand followed by the 6 through 9 on both hands after a slight pause.

#66 - #69, #76 - #79, #86 - #89, #96 - #99

Show the first digit (6, 7, 8 or 9) on two hands as shown for the number 6, 7, 8 and 9 above, then show the remaining digits on both hands after a slight pause.