

HOW TO SIGNAL PLAYER NUMBERS

NFHS Guidance

The NFHS recommends that second referees (R2s) 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. After checking each team's lineup of players on the court, the R2 should use a cupped "C" and player's number as described below under informal signals to identify floor captains to the R1.











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.

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

Communication of numbers to first referee – When the R2 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).**"

Initial approach to player number hand signals

Player Number Hand Signals for Volleyball									
Illustrating how to use the number signaling chart (see separate document – this shows both 0 and 00)									
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”. To show double zero/“00,” show left fist and right fist together. Below is a written description of how to show numbers.

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;

#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!

#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.

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.