

SIGNAL PHILOSOPHY

Effective use of signals is imperative to communicate with your crew, table personnel, players, coaches, and fans. Signals communicate what just happened and what is going to happen next.

Officials should strive to tell the story of what happened on the play through proper use of signals. This includes proper sequencing and proper presentation.

All signals must have snap, command, and energy. Calling a foul is not just raising the fist above your head, but should include an athletic “pop” simulating hammering a nail into the wall above your head. Similarly, stopping the clock with an open hand should simulate a high-five.

Every whistle to stop play demands either signal 2 or signal 4, there are no exceptions. Especially on offensive fouls, signal 4 is mandatory to avoid a “blarge.”

Approved foul signals should be used effectively to tell the story of what happened. Officials should avoid making “showy” signals, however should put in effort to accurately demonstrate the illegal action and appropriately sell the call confidently.

Officials should avoid use of unapproved signals as the official signal of the foul, however officials should feel empowered to use the tools necessary to accurately and efficiently communicate to the coaches and players what happened. There may be rare cases where a secondary signal may be required to accomplish this.

Officials must make every effort to accurately show the foul that actually occurred on the play. The signal used matters. For example, showing “illegal use of hands” when the illegal contact was body contact, is improper. Officials should strive to use the signal that most accurately represents the illegal contact that occurred.

SIGNAL CHART

STARTING AND STOPPING CLOCK



Start Clock
(Use of fist acceptable)



Stop Clock



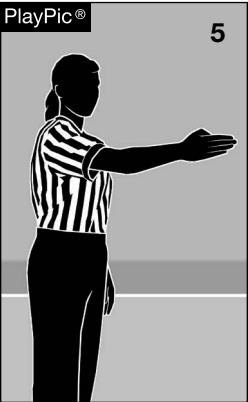
Jump/Held Ball
(preceded by Signal 2)



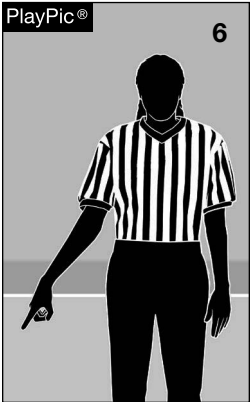
Stop Clock for Foul

SIGNAL CHART

INFORMATION



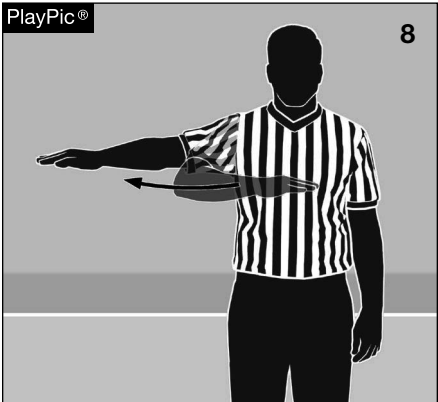
Directional Signal
(One or two fingers acceptable)



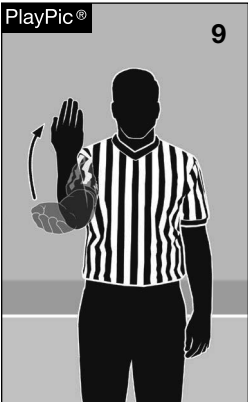
Throw-in Designation



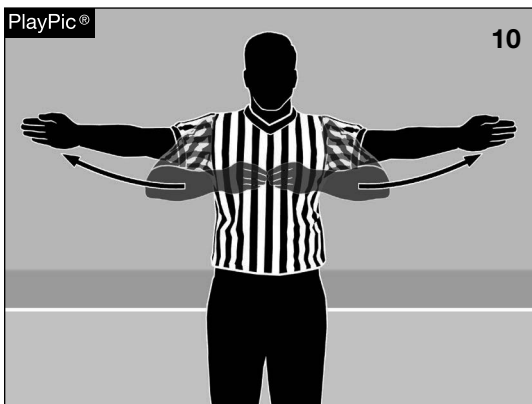
Two-Hand Reporting



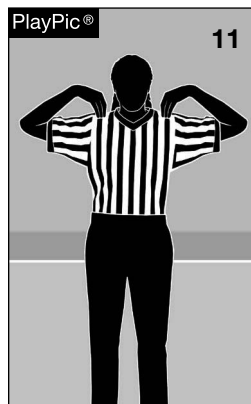
Visible Count
(One or two fingers also acceptable)



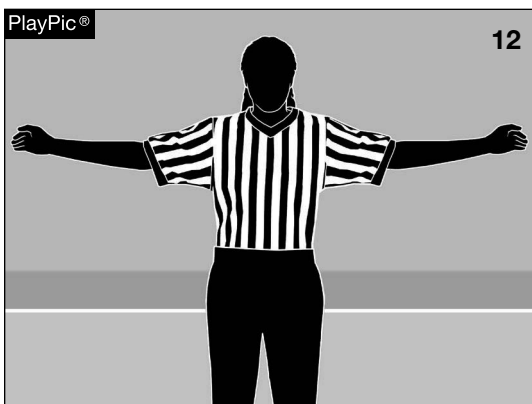
Beckoning Substitutes



60-Second Timeout



30-Second Timeout



Not Closely Guarded



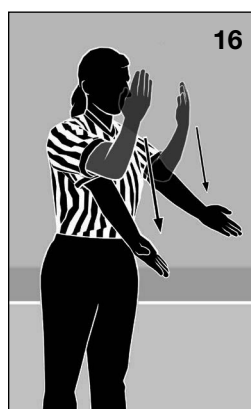
Tipped Ball



Shot-Clock Reset



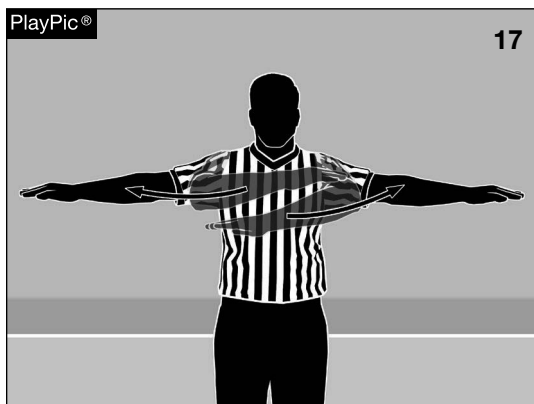
Shot-Clock Near Expiration
(Trail/Center Only)



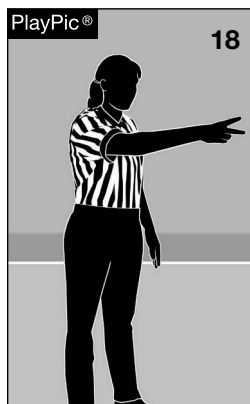
Flopping

SIGNAL CHART

SHOOTING/SCORING



No Score



Goal Counts or is Awarded; 2-Point Attempt (toward the spot of the attempt)



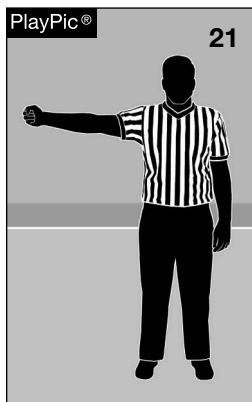
**3-Point Attempt Score
3-Point Attempt Made
(Open hand to mark initial attempt acceptable)**



Signal Free Throw

SIGNAL CHART

VIOLATIONS



Delayed Violation



Traveling Violation



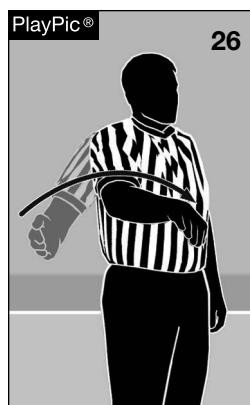
Shot-Clock Violation



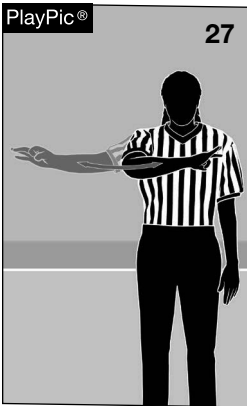
Illegal Dribble



Palming/Carrying Violation



Backcourt Violation



3-Second Violation



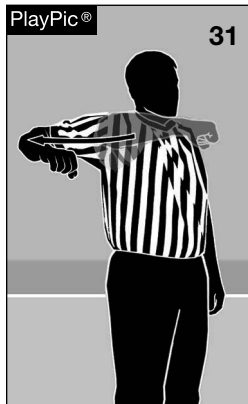
5-Second Violation



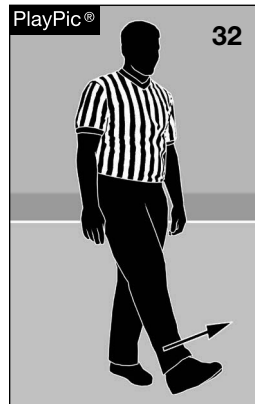
10-Second Violation



**Free Throw, Designated
Spot or Other Violations**



**Excessively Swinging
Arm(s)/Elbow(s)**



Kicking

SIGNAL CHART

FOULS



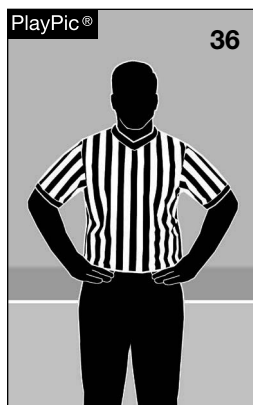
Illegal Use of Hands



Hand Check



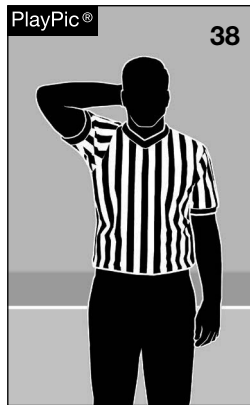
Holding



Blocking
(Use of fists acceptable)



Pushing/Charging



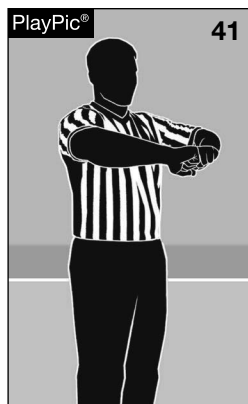
Player-/Team-Control Foul
(Signal simultaneous with directional signal acceptable)



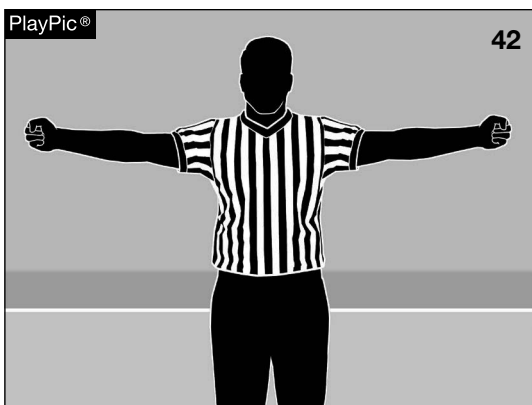
Intentional Foul



Hit to the Head



Chucking



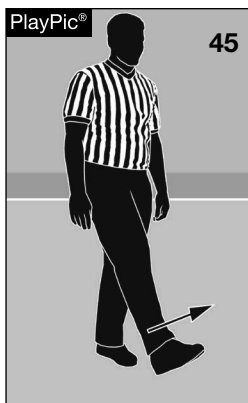
Double Foul



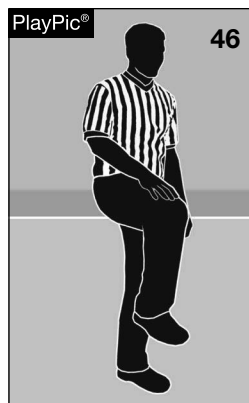
Technical Foul



Arm Bar



Tripping



**Dislodging with
the Knee**

