



Fédération Internationale de Tchoukball
International Tchoukball Federation

OFFICIAL REFEREE HAND SIGNALS

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HAND SIGNALS

Foreword

This document is an essential companion to the Rules of Tchoukball¹ as set out by the International Tchoukball Federation. It defines the hand signals to be used by referees when communicating decisions to the players, coaches or spectators. In order to overcome language barriers and avoid lengthy explanations, the referee must use clearly visible hand signals (described below) when announcing his decisions

The hand signals should be held for at least 3 seconds, so that everyone can see them and understand them. The referee must show where the game has to restart after a fault. In order not to slow the pace of the game, the following sequence is recommended:

- whistle, show the hand signal corresponding to the player's fault for approximately 1 second ;
- show the place where the restart has to be taken for approximately 1 second ;
- show again the hand signal corresponding to the player's fault until the game restarts.

After a point is scored, the corresponding hand signal should be held until the game restarts, so that the officials (scorekeeper and timekeeper) can take note of the referee's decision.

The referees must be ready to blow the whistle and execute a hand signal requiring both arms at all times. Consequently, the whistle must be kept between the lips throughout the duration of the game, even if the action is being played on the opposite frame or near the centre of the field of play.

It is important to blow the whistle loudly and to adapt the power and pitch of the sound to the environment and situation. It is also important to remember that the referees do not blow the whistle only for the players close to them. They blow the whistle for all players, the other referees, the official table, and the spectators. A clear and audible sound is therefore required at all times.

The referees must blow the whistle and show the corresponding hand signal for all faults, even for the most obvious ones.

¹ ER-01 The rules of Tchoukball

Hand signals



1. Incorrect substitution (rules 4.2.4 and 4.2.5)

Palms are open, aligned with forearms. The forearms move up and down in alternance, perpendicular to the chest, to imitate the substitute's and the substituted player's running into and out of the field.



2. Timeout (rule 6.2.3)

Both hands are open, fingers are aligned with the forearms. Both hands are above the head and make a 'T' shape, standing for 'timeout'.



3. End of a playing period (rule 6.3)

The forearms are crossed in front of the chest at shoulder height. Both palms are open and the fingers are aligned with the forearms.



4. Touching the ball below the knee (rule 7.1.1)

One leg is folded out forward, the thigh held level and the opposite hand touches the calf.



5. Travelling (rule 7.1.2)

Both hands are open, fingers aligned with forearms. The forearms are held horizontally at chest height and rotate around each other in a circular motion.



6. Player holds the ball for more than 3 seconds (rule 7.1.3)

One arm is stretched upwards, thumb and first two fingers outstretched. Ring and fifth fingers are folded down. The other hand holds the wrist.



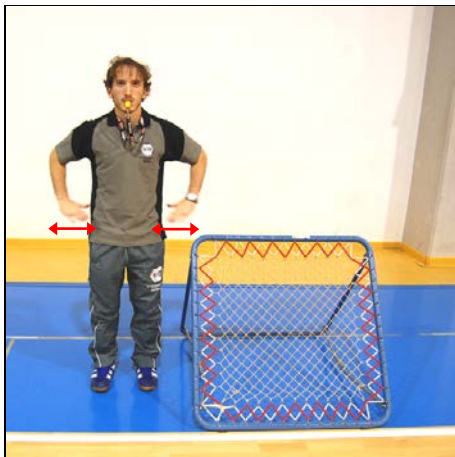
7. More than 3 consecutive passes (rule 7.1.4)

One arm is stretched upwards, thumb and first two fingers outstretched. Ring and fifth fingers are folded down.



8. Outside of field limits (rule 7.1.5)

Both hands are open and fingers aligned with forearms placed vertically at shoulder height. Palms are facing backwards, away from the field of play. Hands and arms move simultaneously back and forth 3 times.



9. Obstruction (rules 7.1.7, 7.1.8, and 7.1.9)

Hands on hips, making slight opposite movements (towards and away from hips) with elbows and hands.



10. Four consecutive shots at the same frame (rule 7.1.10)

One arm is stretched upwards, 4 fingers outstretched and separated, the thumb folded.



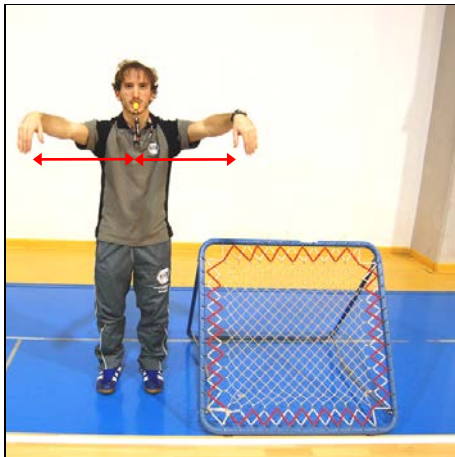
11. Stepping on the line of the forbidden zone (rule 7.1.11)

One arm is outstretched, pointing towards the location of the fault with all fingers and palm facing downwards. The other palm covers the wrist of the first hand.



12. Landing (rule 7.1.12)

One arm is outstretched forwards with the palm facing down. The other hand open, palm facing down, rolls back and forth at a right angle over the first arm.



13. Shot at frame before ball crosses median line (rule 7.1.13)

Both arms are outstretched forwards with open hands and fingertips pointing downwards, moving horizontally, in opposite directions.



14. Designating location of a fault or of a breakdown (rules 7.2.1 and 7.2.3 (wrong place))

One arm, outstretched, with palm facing upwards, points towards location of fault/breakdown.



15. Breakdown to be replayed (rule 7.2.3 (wrong way))

Two hands hold a fictive ball which touches the ground.



16. Point scored by attacking team (rule 8.1)

One arm is stretched upwards with clenched fist.



17. Point given to defending team (rule 8.2)

One arm is stretched horizontally, pointing sideways with clenched fist.



18. Crossing the back line after the start or restart (rule 10.2.5)

Both arms (in front of the body) are stretched down towards the back line with open hands and fingertips pointing at the back line. Palms are facing backwards. The arms move towards and away from the body 3 times.



19. Faulty rebound (rule 11.2)

Above the head, both forearms point upwards with open palms. Fingers bend at main knuckles so that fingertips of both hands point towards each other horizontally to symbolise the top of the frame. Fingertips must touch each other.



20. Warning (rule 12.2.5)

The yellow card is presented with one arm outstretched towards warned player.



21. Expulsion (rule 12.2.6)

The red card is presented with one arm outstretched towards expelled player whilst the other arm points towards the official table.



22. Summoning the captains (rules 10.2.1 and 12.3.2)

Both fists are held in front of the chest at shoulder level, both thumbs pointing upwards.



23. Serious or intentional fault (rule 12.2.4 b)

One fist hits the other palm once, at hip level.



24. Breakdown for the team that had the ball

The arms remain close to the body, the elbows are folded and the forearms stretched horizontally. Hands open, with palms facing upwards. The forearms move up and down in opposite motion.



25. Ball inside of the field of play

Communication signals between referees

Hands are joined (thumb against thumb), palms facing down. The arms are stretched downwards and point towards the field of play.

Note: this signal should be used without blowing the whistle in order to help other referees, for example on long shots near the side lines.



26. Not seen (blinded)

Communications signals between referees

Hands on eyes.

Note: this signal is an invitation for the other referees to help on a given situation. In such a situation, the referee may also take the players' comments into account, provided he assumes their opinions are fair-minded. If nobody could see what happened, this signal must be followed by hand signal # 24.