

Since 2005

Hong Kong Dodgeball Competition Rules

Issued on: February 2014

Dodgeball Association of Hong Kong, China

Table of Contents

- A. Introduction
- B. Competition Rules
 - 1. Team
 - 2. Venue
 - 3. Equipment
 - 4. Penalty
 - 5. Officials
 - 6. Judges
 - 7. Form of competition
 - 8. General Rules
 - 9. Foul
- C. Gestures of Judges
- D. Competition Record Sheet

A. Introduction

Early stage

Dodgeball was devised in United Kingdom and popular in United States since 1900 due to the European migration. In 1902, Japanese students in America broached Dodgeball back to Japan. In 1913, due to the high exercise value, Dodgeball became one of the teaching materials of Physical Education in Japan.

Development in Taiwan

During the Japanese colonial period, Dodgeball was broached and popular in Taiwan. In 1991, Dodgeball was nominated as one of the official competitions in the First National Primary Students Game. In October 1995, Taiwan representatives joined the First Asian Dodgeball Technique Conference; the 12-people game for international level was approved. On 9th October 1999, Taipei Chinese Dodgeball Association was established in Taipei City.

Development in Hong Kong

Although Dodgeball was popular in the schools in Hong Kong, there was no official organization to organize and monitor the Dodgeball development. Until March 2005, a group of enthusiasts set up the Hong Kong Dodgeball Association in order to develop Dodgeball systematically in Hong Kong.

B. Competition Rules

1. Team

1.1 Division

		Male	Female
Primary	Lower (Primary 1-3)	√	√
	Higher (Primary 4-6)	√	√
Secondary	Lower (Secondary 1-3)	√	√
	Higher (Secondary 4 or above)	√	√
Open		√	√

[Note] According to the situation, organizer is authorized to set up different divisions.

1.2 Formation

(1) Team Members

	Players	Substitutes	Team Leader	Coach	Crew
Primary	12	Max 4	1	1	Free
Secondary	9	Max 4	1	1	Free
Open	9	Max 4	1	1	Free

[Note] Team Leader and Coach could be the same person.

(2) Players are not allowed to be Team Leader, Coach or Crew in the same competition.

(3) Team Leader must be 18 years old or above.

1.3 Captain

A captain must be placed in each team, whose jersey number should be number 1

1.4 Jerseys

(1) The same team should wear the same jerseys.

(2) Clear jersey number should be notified.

[Note] All jerseys are not allowed to use black colour as main colour.

1.5 Line Up

All players should line up before the game start.

1.6 Substitution

During the game, substitutions are only allowed while injuries appeared on the court.

Free substitutions are also allowed during the break between sets.

1.7 Substitution while Injury

(1) Substitute moves into the court while on court player injured.

(2) Injured player could not participant in the same set.

1.8 Protest and Appeal

Decisions made by judges inside game are considered as final decision.

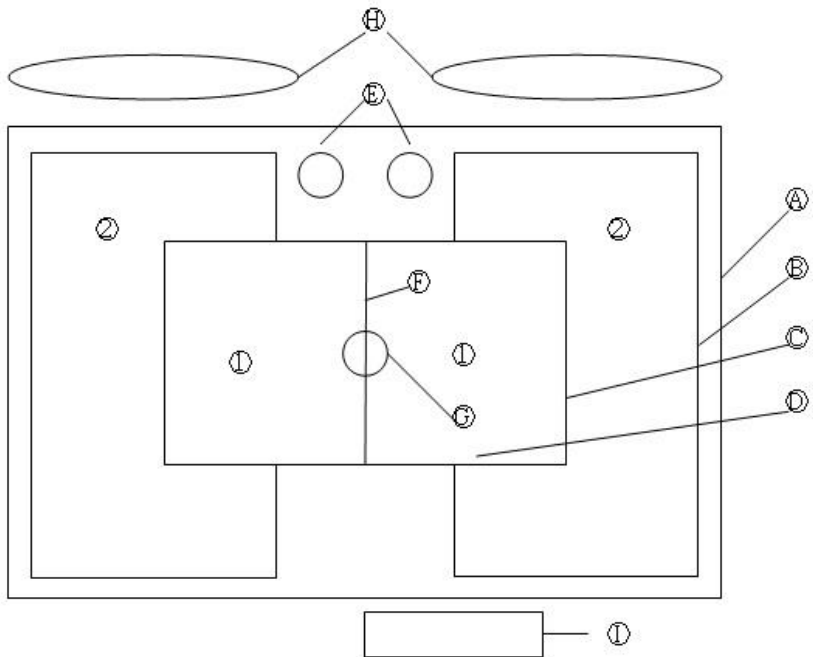
B. Competition Rules

2. Venue

2.1 Court Area

- (1) The court should be established on ground in a gentle level.
- (2) The court (picture 1) includes game zone and dead zone.
Game zone is divided into infield and outfield:
Infield is formed by midline, sideline and baseline.
Outfield is formed by sideline, baseline and outer zone line.
Dead zone should be placed outside the game zone.
So, the court is formed by game zone and dead zone.
- (3) The boundary should be 2 meters from the outfield line.
- (4) Every line should be 5 to 7 cm width and marked with safety materials.
- (5) Besides the midline, all lines are belonged to part of their zones.
The width of midline is shared to both infields.
- (6) The distribution of different zones are as follow
(refer to picture 1 symbols)
 - ① Infield
 - ② Outfield
 - ③ Game zone (infield + outfield)
 - ④ Dead zone
 - ⑤ Court (Game zone + Dead zone)

Picture 1



- Ⓐ Interception net or boundary
- Ⓑ Outfield line
- Ⓒ Baseline
- Ⓓ Sideline
- Ⓔ Substitution zone (optional)
- Ⓕ Midline
- Ⓖ Jump ball circle
- Ⓗ Bench
- ① Foul out player zone
- ① Infield
- ② Outfield
- ③ Game zone (① Infield + ② Outfield)
- ④ Dead zone
- ⑤ Court (③ Game zone + ④ Dead zone)

2.2 Venue in Hong Kong

Unique venue is used for dodgeball activities.

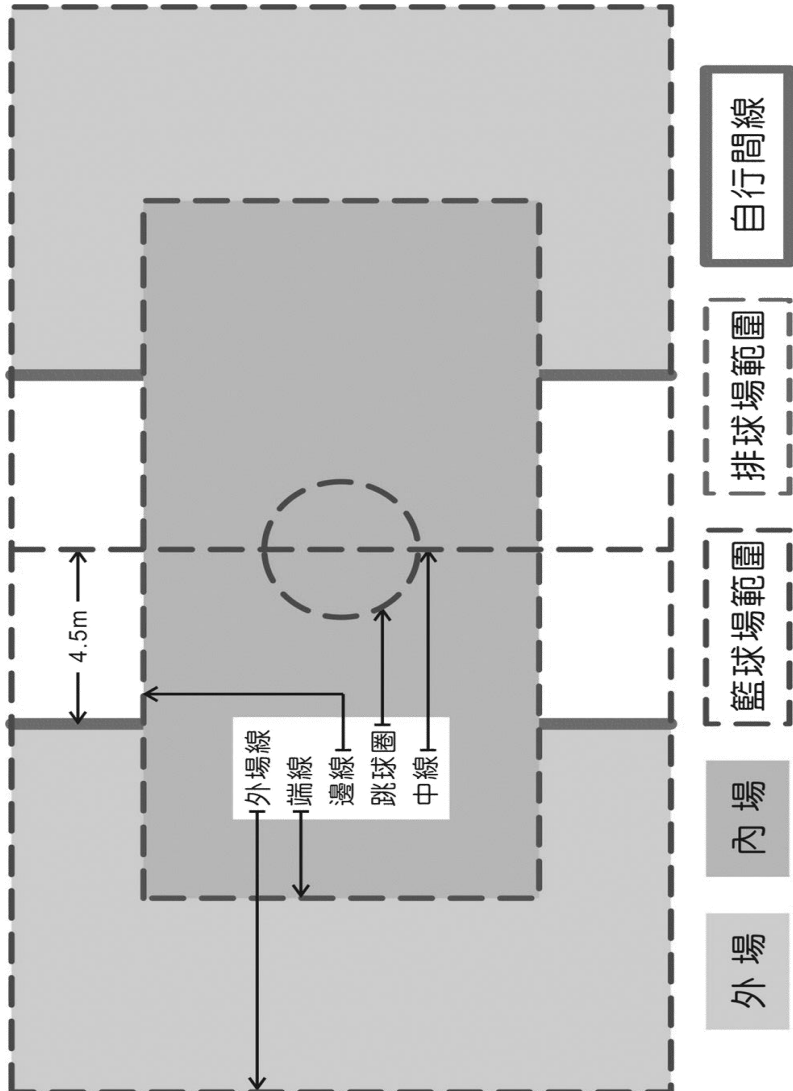
Venue preparation:

Follow the original sidelines of basketball court and volleyball court.

Set up a line 4.5 meters away from the midline.

* Size of basketball court: length 28m x width 15m

* Size of volleyball court: length 18m x width 9m



2.3 Jump Ball Circle

Jump ball zone is set in the centre of the midline.

*While jump ball, at least one foot of player is stepping inside the zone.

2.4 Bench

(1) Two benches are set up outside the court and at the two sides of the midline extension.

(2) No team members are allowed to move away from the benches without the permission of judges, time keeper or secretary.

2.5 Foul Out Player Zone

Zone should be set up outside the court and behind the judges.

It should be round shape with 1 meter radius or square shape with 1 meter length.

B. Competition Rules

3. Equipment

3.1 Ball

(1) Every ball used in the competition should be fulfilled the standard of Hong Kong Dodgeball Association.

(2) The pressure of a standard leather ball should be 0.4-0.45 kg/cm.

[Note] The standard of Hong Kong Dodgeball Association is as follow:

Group	Standard	Circumference (cm)	Weight (g)	Pressure Kg/cm	Rebounded Height of 2-m Free Fall (cm)
Secondary or above	Leather	65 – 67	370 – 390	0.4 – 0.45	
Primary	Rubber	65 – 67	300 – 320	0.13 – 0.20	100 - 110

3.2 Prohibited Equipment

The following equipment are prohibited to use in the game:

(1) Spikes or granular shoes

(2) Gloves

(3) Non-slip products (non-slip spray, glue ... etc.)

(4) Items that attached on body

(5) Bandage on hand

* Wrap on palm and fingers are not allowed, but wristlet and elbow pad are allowed.

(6) Items that judges consider as dangerous

B. Competition Rules

4. Penalty

4.1 Category

There are 3 types of penalties, warning, foul out and disqualification, secretary is required to take record separately when there are penalty.

4.2 Warning

Warning is given when player is having dangerous movement or bad behavior, a yellow card would be shown to the violator.

[Note] Warning could be given to all team members in the bench area.

4.3 Foul Out

- (1) Foul out will be given when a team member received warning for 3 times, a red card will be shown to the violator.
- (2) Foul out will be given immediately when any team member violated the Olympic spirit, having violence or insult action.
- (3) Foul out player should stay in the foul out player zone and not allowed to participate in the rest of the game.

4.4 Disqualification

- (1) Disqualification will be given when a team member continue to occur bad behavior.
- (2) Disqualified team member could not participate in all remaining games.

Competition Committee of Hong Kong Dodgeball Association will start investigation on the team and decide further action.

B. Competition Rules

5. Officials

5.1 Delegation of officials

Every venue should be placed one site manager, one secretary and one time keeper.

5.2 Site manager

Responsibilities of site manager are as follow:

- (1) Site manager is responsible for managing whole game matters, who has to declare the official time out in the following situation:
 - A. The game is ready to restart, but judges did not realize there are erroneous judgments on the right of service.
 - B. On court player injured but judges yet to dispose.
 - C. Judges did not realize those infield player that should be out but did not; or outfield player back to infield without successful attack.
 - D. Judges did not realize infield player move to outfield without reasonable causes.
 - E. Other urgent matters need to be addressed.
- (2) Observe the effectiveness of attack when vice judge or linesman declare official time out or signal the end of game; give right instruction if judges questioned.

5.3 Secretary

Responsibilities of secretary are as follow:

- (1) Confirm the team members list of both teams.
- (2) Record the competition and results.
- (3) Provide the number of warning that team member received if chief judge required.

5.4 Time Keeper

Responsibilities of time keeper are as follow:

- (1) Manage the time of game.
- (2) Signal the end of game.

[Note] Official time out due to judgment, dead ball or other necessities, time keeper should stop the watch according to the instruction of chief judge or site manager.

B. Competition Rules

6. Judges

6.1 Delegation of judges

Every game should be placed one chief judge, one deputy judge and four linesmen.

[Note] Linesmen could be two or four.

6.2 Chief Judge

Authorities and responsibilities of chief judge:

- (1) Manage over the whole game and declare suspension if necessary.
- (2) Determine and implement all penalties and show with yellow or red card.
- (3) Determine the right of service when out, safe or foul appear.
- (4) If necessary, consult deputy judge or linesmen before declare out, safe or foul.
- (5) Stay in a clear visual position and show the number of passes with gesture.
- (6) Remind or guide the team member if necessary.
- (7) Sign to confirm the record sheet after a game.

6.3 Deputy Judge

Authorities and responsibilities of deputy judge:

- (1) Assist the chief judge to manage the game.
- (2) Assist the chief judge to determine and implement the penalties.
- (3) Assist the chief judge to determine out or safe.
- (4) Signal the chief judge to implement official suspension if necessary.

6.4 Linesmen

Authorities and responsibilities of linesmen:

- (1) The main duty is to determine the ball is out of bound or touched before out of bound, who is also needed to observe the foul matters around the boundaries.
- (2) Assist the determination of out or safe.
- (3) Signal the chief judge to implement official suspension if necessary.
- (4) Use flag signal for showing illegal gesture.

B. Competition Rules

7. Form of competition

7.1 Game Time

5 minutes for each quarter, 2 minutes break between sets.

7.2 Run-off System

- (1) There are three run-off systems, one-set system, three-set system or five-set system.
- (2) For three-set system, first team to win two sets is the winner.
- (3) For five-set system, first team to win three sets is the winner.
- (4) At the end of each set, winner is the team that remained more infield players; or hit all infield players of competitor.
- (5) At the end of each set, both teams remain the same number of infield players, it would be considered as draw.

Adopt over time when there is a draw, both teams should send one representative to jump ball and adopt the run-off system as follow:

- A. After two-minute over time, winner is the team that remained more infield players.
- B. In two-minute over time, team first to hit two infield players of competitor and the game will be ended prematurely.

[Note] Attention on over time:

1. Infield and outfield players could not be exchanged at the end of official time. Jump ball should be started immediately.
2. Outfield player could not be survived in over time.

7.3 Start of the game

Chief Judge should implement the jump ball in jump ball circle, time should be counted when the ball tossed off from the hand of chief judge.

7.4 End of the game

- (1) At the end of the game, site manager or time keeper should signal with a whistle.
- (2) At the end moment, ball threw off from the hand and hit the infield player of competitor, it should be considered as effective attack.

7.5 Waiver and Disqualification

At the following situations, judges should declare the waiver of the team and it should be disqualified:

- (1) Team should be considered as waiver, if without enough players at the start of the game, its competitor will be considered as winner without playing.
- (2) Team after instructed by judges but yet to correct, it will be disqualified, its competitor will be considered as winner without playing.
- (3) When team won without playing, the result will be recorded as 2:0 for three-set system; 3:0 for five-set system and the score for each set will be recorded as 11:0.

7.6 Incomplete Team

At the following situations, team will be considered as incomplete:

- (1) Team remained only one on court player, because of player injured or fouled out, it should be determined as lose for those set, which score should be recorded as 0:11.
- (2) Besides players injured, fouled out or disqualified, each team should retain enough official player on court; if not, team should be considered as incomplete team and lose for those set, which score should be recorded as 0:11.

7.7 Player disposal

At the start of each set, there should be at least one player both in infield and outfield, each team has the freedom of arrangement.

7.8 Site Exchange

After the second set of the game, teams should exchange site for every set.

[Note] Benches are not included in site exchange.

7.9 Official Time Out

At the following situations, official time out should be declared by chef judge, if chief judge did not notice, it should be done by site manager:

- (1) Player injury.
- (2) Non players enter the court.
- (3) Dangerous items appeared on court.
- (4) The game ball blasted.
- (5) The time that chief judge and site manager consider as necessary.

B. Competition Rules

8. General Rules

8.1 Catch

Player uses any part of his body to receive the ball thrown by teammates or competitors, and the state of the player should be able to throw the ball.

8.2 Attack

Under the following conditions, the completion of throw should be considered as attack:

- (1) Infield defensive player standing naturally, competitor throws the ball and the track passes through the area that under the shoulder of infield defensive player .
- (2) Infield defensive player hands open, competitor throws the ball and the track passes through the area that inside the hands of infield defensive player.

8.3 Pass

Throw and catch the ball between infield and outfield teammates, outfield player catch the touched out of bounds ball is also included.

8.4 Player “Out”

- (1) Out in the following situations:
 - A. Directly hit by competitor infield or outfield player, and infield teammates could not catch the ball before landing.
 - B. Ball thrown by competitor infield or outfield player, and the ball touched the jersey or attachment on body of player before landing.
 - C. On the above A, B situations, ball caught by competitor before landing.
 - (2) After the ball touched by two more players continuously, ball landed or legally caught by competitor before landing, the first player touched the ball should be out.
 - (3) When infield player out, it must move to outfield.
 - (4) Outfield player survive when successfully put out the competitor infield player, it could move into its infield.
 - (5) Outfield player disposed at the start of each set, it must survive before moving into its infield.
- [Note] Survival is not allowed when only one outfield player is remained.

8.5 Remedial Catch

- (1) Ball thrown by competitor infield or outfield player, directly hit infield player then bounced in air, the player or teammate could catch the ball legally at that state, the hit player does not need to be out.
- (2) Teammate violated the rules before completing the remedial catch, the first touched ball player should be out.
- (3) Competitor violated the rules before completing the remedial catch, it should be considered as a successful remedial catch.

8.6 Safe

Safe defense should be determined in the following situations, player should not be out:

- (1) States different from 8.4(1) should be considered as safe.
- (2) Successful remedial catch.
- (3) Foul on offensive player.
- (4) Ball thrown by competitor, directly hit the judges or out player, then bounce to hit another infield player before landing.

8.7 Scrum

- (1) Both team players catch the ball simultaneously and without any

foul actions, chief judge should declare official time out.

(2) The ways to continue the game after scrumming are as follow:

- A. Infield and outfield player catch the ball simultaneously, infield player throw the ball to continue the game.
- B. Infield players of both teams catch the ball simultaneously, those players should do jump ball in the jump ball circle to continue the game.

[Note] “Scrum” is a process to continue the game, so the number of pass should be accumulated if the possession right belonged to the previous team.

8.8 Dead Ball

It should be determined as dead ball in the following situations:

- (1) Out of bounds.
- (2) Judges, out player or survival player being hit in the dead ball zone.
- (3) Ball hit the obstacles or birds over the court.
(The above situations should be determined as out of bounds)
- (4) Declaring foul.
- (5) Scrumming ball.
- (6) Judges declaring official time out.

8.9 Possession Right and Right of Service

- (1) Possession right during the game:
 - A. Rolling ball in infield or outfield, player got the possession right once it catch the ball in own field.
 - B. Ball thrown by teammate or competitor, anyone got the possession right once catching the ball in own field.
 - C. Out player being hit again in infield, ball should be considered as landing, player got the possession right once catching the ball in own field. Except player touch ball intentionally.
 - D. Judges being hit in infield or outfield, ball should be considered as landing, player got the possession right once catching the ball in own field.

- (2) Right of service after dead ball:
- A. Ball out of bounds with the last touch by hands of outfield player (fingers, palms or back of the hand only), without illegal action, those outfield player own the right of service. But teammate throw the ball out of bounds, infield player of competitor will own the right of service.
 - B. Ball out of bounds with the last touch by infield player or throw by teammate, competitor infield will own the right of service.
 - C. Determined foul, competitor infield or outfield will own the right of service.
 - D. After the official time out, the right of service should be determined by chief judge.
- (3) Out player moving in infield, being hit again or glanced out of bounds, the previous touched ball team will not own the right of service, but for its competitor infield.
- Except out player touched ball intentionally.
- (4) Judges being hit in infield or outfield then out of bounds, the previous touched ball team will not own the right of service, but for its competitor infield.

[Note] (1) Player could catch the ball in air or in bouncing, once they stay in their own field legally.

(2) Player could have free movement, dribbling or other actions in their own legal field, once they own the possession right, but ball should be thrown within 5seconds.

8.10 Entering Infield and Leaving Outfield

Besides the following situations, players are not allowed to enter or leave their infield or outfield arbitrarily. Players are required to enter or leave their infield or outfield through the dead ball zone:

- (1) Outfield player put out competitor infield player, who is survived and allowed to enter infield. Survival is not allowed when only one outfield player remained, except all competitor infield players were out.
- (2) Out player moving to outfield.

8.11 Giving Up Survival Rights

In the following situations, it should be considered as giving up survival right, unless re-attack and successfully put out the competitor, otherwise should not back to infield:

- (1) Player gained the survival right with successful attack, who touch the ball again in outfield. (Whether intentional or not)
- (2) Did not immediately move to infield after gaining the survival right, and continue to stay in outfield.

8.12 Active Participation Encouragement

In the following situations, player should pick the ball and give to throw ball player in order to encourage active participation, except there are instructions from judges:

- (1) During dead ball, nearest player of the ball should pick the ball actively, and give the ball to the throw ball player according to the gesture or judges.

[Note] Organizer should prepare a spare ball for each venue, once the ball picking is time consuming, should immediately use the spare one.

- (2) Not allow hitting the ball or intentionally throw the ball too far to delay the game.

[Note] Intentionally throw the ball too high should be considered as delaying.

8.13 Jump Ball

- (1) The ways of jump ball are as follow:
 - A. Chief Judge should implement the jump ball by tossing the ball in jump ball circle, jump ball players should stay in the semi-circle opposite from their infield.
 - B. Time should be counted since the ball tossed off from the hand of chief judge, players should beat (stir) till the ball fall from climax.
- (2) Jump ball should be rerun in the following situations:
 - A. Chief Judge deemed that there are deviation on the height and direction of the tossed ball.
 - B. Tossed ball did not touched by any players and out of bounds.

8.14 Ways to Continue the Game

Ways to continue the game after official time out are as follow:

- (1) Game continue by throwing ball from infield, player who holding the ball should standstill, and holding above head, then throw ball after whistle by chief judge.

(2) Game continue by throwing ball from outfield, player who last touched the ball should standstill, and holding above head, then throw ball after whistle by chief judge.

[Note] Outfield player own the right of service with last touch out of bounds, pick ball player could be excluded in above state.

(3) The above throw ball ways (1) (2), time should be counted after the whistle.

(4) Game continues in jump ball, time should be counted according to 8.13.

B. Competition Rules

9. Fouls

9.1 Fouls and Right of Service

Players violated rules 9.2 – 9.19 should be determined as foul, when fouls occurred, right of service should be determined to competitor infield or outfield.

9.2 Five Passes

In the situation that without foul or out, ball pass between infield and outfield should maximized as 4 times, foul should be given when the fifth pass completed, the right of service should be determined to competitor infield.

If ball pass consecutively, ball out of bounds last touched by outfield player and become dead ball, player use passing in re-serve, the number of pass should be accumulated.

9.3 Same Field Pass

Pass or deliver ball between infield teammates or outfield teammates, it should be considered as same field pass, and the right of service should be determined to competitor infield. It should not be foul if judges consider the thrown as attack.

9.4 Foot Fault

During the game, ball holder should not step on line or cross the line, the right of service would be determined to competitor infield or outfield if violation occurred.

9.5 Pick Ball Foul

During the game, players are not allowed to touch the rolling ball in competitor fields, except the bouncing ball in air.

Dribbling in competitor fields should be considered as foul.

Pick ball foul occur, the right of service should be determined to competitor infield or outfield.

9.6 Attacking on Head

It is not allowed to hit directly on the face or head of competitors, attack would be ineffective if there is violation.

[Note] Player hit the ball with head intentionally would be considered as out and a foul would be given.

9.7 Personal Foul

During the game, physical contact with competitors is not allowed, the right of service would be determined to competitor infield or outfield if violation occurred.

Except unintentional slight contact during jump ball.

9.8 Touch Ball Again

Out player from infield moving to outfield, it is not allowed to touch the ball again in infield, the right of service would be determined to competitor infield if violation occurred.

9.9 Hinder the Game

In the process of entering or leaving different fields, player intentionally touch the ball thrown by competitor is not allowed, the right of service would be determined to the competitor infield if violation occurred.

9.10 Holding Over Five Seconds

After catching, players are not allowed to hold the ball over five seconds, the right of service would be determined to competitor infield if violation occurred.

If player fell down and could not complete the throw immediately, the holding time should be counted since the player stand again.

9.11 Early Stir Ball

During jump ball, players should beat (stir) till the ball fall from climax, if player stir the ball before reaching the climax, it would be considered as early stir, and the right of service would be determined to competitor infield.

9.12 Repeat Stir Ball

It is not allowed to stir ball twice during jump ball, the right of service would be determined to competitor infield if violation occurred.

Except intentionally hit by falling stirred ball.

9.13 Attack Jump Ball Player

After jump ball, if infield player catch the ball, the jump ball player of competitor is not allowed to be attacked in the first throw, the right of service would be determined to competitor infield if violation occurred.

9.14 Jump Ball Player Catch Ball

Jump ball player should catch ball until the ball thrown by others, the right of service would be determined to competitor infield if violation occurred. If the jump ball player is the only one infield player, this could be excluded.

9.15 Early Serve

Game continues after dead ball, player who has the right of service should serve the ball after the whistle of chief judge, the right of service would be determined to competitor infield if violation occurred.

9.16 Cross Fields Activities

During the game, any activities should be only done in own fields, the right of service would be determined to competitor infield if violation occurred.

[Note] During the game, players intentionally step on the line or cross fields due to necessary movement, not to look into the cause if no interruption on game.

9.17 Throw Ball Foul

The right of service would be determined to competitor infield if violation occurred.

Except outfield player touched ball out of bounds by hand or hit the body.

[Note] (1) “Bounceback” means set-up the ball, hit the ball and similar actions.

(2) Outfield player is legal to do “bounceback”, but the bounced ball catch by teammate would be considered as same field pass; player would not be out if hit by bounceback ball.

9.18 Catch Ball Foul

Infield players, after using hands, arms, legs, head or any part of body to bounceback the ball, are not allowed to catch the ball, foul would be given if violation occurred and the right of service would be determined to competitor infield. Outfield player is excluded from this rule.

[Note] (1) Refer to 9.17 Note (1)

- (2) It is legal to stop the ball with hands, but illegal for hitting.
(Ball flying in air or bouncing from the ground are both applicable.)
- (3) Player bounceback the attack ball from competitor, then player or teammate catch the ball, bounceback player should be out, the right of service would be determined to competitor.

9.19 Technical Foul

- (1) During the game, team members would be determined a technical foul in the following situations, a “warning” would be given, the right of service would be determined to competitor infield.
 - A. Improper criticize on judges or officials with verbal or arrogant attitude.
 - B. Improper acts.
 - C. Terrify, intimidate or provoke competitors.
 - D. During dead ball, delays to serve or hinders the game with improper acts.
 - E. Players leave the court to obtain improper benefits.
 - F. Non-competition members left bench area without permissions from judges or officials.
 - G. Not obey to the judgments from judges or officials.
- (2) Before the start of game or during the break, if technical foul occurred, “warning” should be given.

9.20 Successive Foul and Order of Severity

Fouls occurred successively, judgment should be accorded to the first violation.

Base on the violation fact, if judges have different judgments, the heavier penalty should be applied.



9.21 Benefits Provisions

Base on the violation fact, if judges could not identify the judgments whether favor the violated team, judgments should not be determined immediately, judges should observe the following processes, if the results is favorable to the violated team, the game should be continues; if does not, the judgments should be determined immediately.



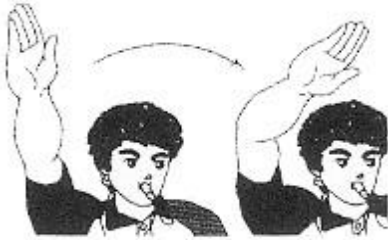
Technical foul is excluded from this rule, which should be determined immediately.




C. Gestures of Judges




1. Gestures of chief and deputy judges

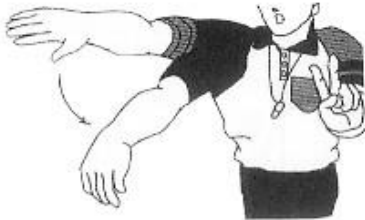


Gestures	Definition
<p data-bbox="191 459 241 488">Out</p> 	<ul data-bbox="661 501 964 635" style="list-style-type: none">• Whistling (1 short blast)• Point to the out player• Narrate “No. O out”
<p data-bbox="191 762 406 791">Official time out</p> 	<ul data-bbox="661 855 936 954" style="list-style-type: none">• Whistling• (1 long blast)• Narrate “Time Out”
<p data-bbox="176 1129 546 1158">End of the game (Time’s up)</p> 	<ul data-bbox="661 1246 969 1310" style="list-style-type: none">• Whistling (1 short blast 1 long blast)

Gestures	Definition
<p data-bbox="232 252 359 288">Jump ball</p> 	<ul data-bbox="661 371 863 437" style="list-style-type: none"> • Whistling (1 long blast)
<p data-bbox="208 611 445 643">Ball out of bounds</p> 	<ul data-bbox="661 751 857 817" style="list-style-type: none"> • Whistling (1 long blast)
<p data-bbox="221 1010 426 1042">Game continues</p> 	<ul data-bbox="661 1145 988 1310" style="list-style-type: none"> • Raise and wave around hand • No whistling • Narrate “Game continues”





Gestures	Definition
<p data-bbox="169 268 374 300">Number of pass</p>  <p data-bbox="191 528 493 555">遇攻擊時手放下然後繼續計算</p>	<ul data-bbox="642 344 992 512" style="list-style-type: none"> • Show with fingers • No whistling • Hands down if there is attacking, after that restart counting
<p data-bbox="174 659 351 691">Infield serves</p> 	<ul data-bbox="642 711 992 874" style="list-style-type: none"> • Point to the serving side (When outfield serving, raise hand and point to the air on the outfield serving side)
<p data-bbox="169 986 348 1018">Game restarts</p> 	<ul data-bbox="642 1150 844 1214" style="list-style-type: none"> • Whistling (1 short blast)

Gestures	Definition
<p data-bbox="169 284 228 316">Safe</p> 	<ul data-bbox="661 368 1001 496" style="list-style-type: none"> • Basically no whistling, player out but competitor is foul, should narrate “No. O safe”
<p data-bbox="169 671 228 703">Foul</p> 	<ul data-bbox="661 667 992 975" style="list-style-type: none"> • Whistling (1 long blast) • Raise one hand to show there is a foul • Show the related gesture (Just point to the foul player if no related gesture) • Show the serving side
<p data-bbox="169 1054 311 1086">Cross field</p> 	<ul data-bbox="661 1134 983 1273" style="list-style-type: none"> • Whistling (1 long blast) • Narrate “Cross field” or “Stepping line”

Gestures	Definition
<p data-bbox="191 293 342 325">Five passes</p> 	<ul data-bbox="661 384 958 485" style="list-style-type: none">• Whistling (1 long blast)• Narrate “Five passes”
<p data-bbox="169 651 362 683">Catch ball foul</p> 	<ul data-bbox="661 735 1005 868" style="list-style-type: none">• Whistling (1 long blast)• Narrate “Cross field catch ball”
<p data-bbox="169 1043 340 1075">Personal foul</p> 	<ul data-bbox="661 1150 978 1251" style="list-style-type: none">• Whistling (1 long blast)• Narrate “Personal foul”

Gestures	Definition
<p data-bbox="191 300 396 331">Same field pass</p> 	<ul data-bbox="698 389 975 523" style="list-style-type: none">• Whistling (1 long blast)• Narrate “Same field pass”
<p data-bbox="169 695 385 727">Touch ball again</p> 	<ul data-bbox="698 772 972 906" style="list-style-type: none">• Whistling (1 long blast)• Narrate “Touch ball again”
<p data-bbox="191 1074 389 1106">Attack on head</p> 	<ul data-bbox="698 1129 1009 1327" style="list-style-type: none">• Whistling (1 long blast)• Use hand to tap the head twice• Narrate “Attack on head”

2. Gestures of linesmen

Gestures	Definition
<p>Touched ball out of bounds</p> 	<ul style="list-style-type: none">• Whistling (1 long blast)• Narrate “No. O touched ball out of bounds”
<p>Out of bounds</p> 	<ul style="list-style-type: none">• No whistling
<p>Request time out</p> 	<ul style="list-style-type: none">• Whistling and wave flag• Enter the court
<p>Foul</p> 	<ul style="list-style-type: none">• Whistling (1 long blast)• Use flag to point out foul player, show the related gesture (Narrate foul action if no related gesture)

