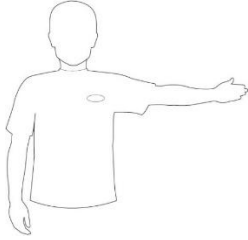
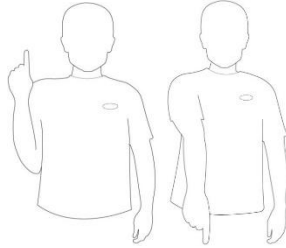


Appendix C: Hand Signals

C1. Player and Observer Hand Signals



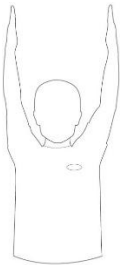
In or out of bounds



Disc up or down



Catch in the end zone



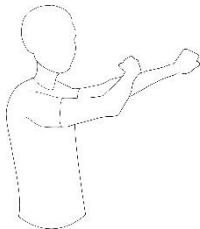
Goal



Force out foul

Artwork
Pending

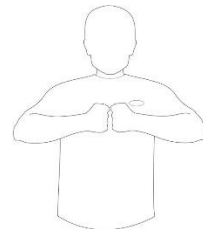
Bobble



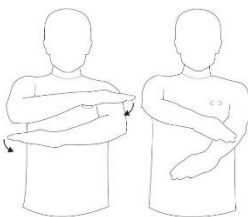
Foul

Artwork
Pending
(consistent with WFDF)

No contest



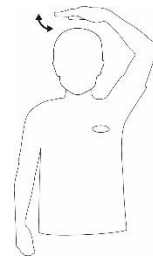
Contest



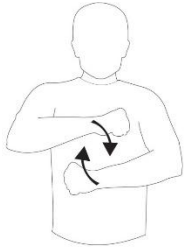
Retraction (3 swipes)



Injury timeout



Disc uncatchable



Travel

Artwork Pending
(consistent with WFDF)



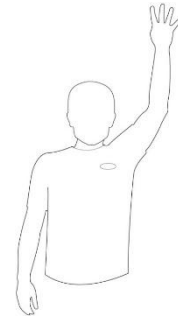
Stall or time violation



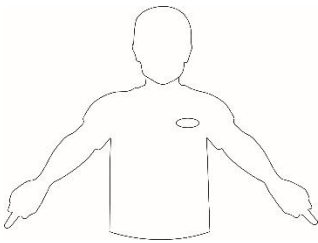
Readiness and brick



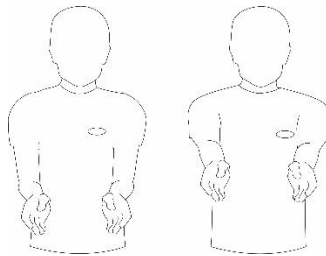
Play has stopped



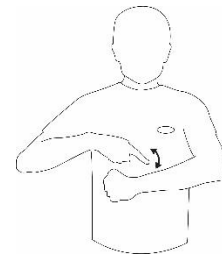
Announce stall (use appropriate number of fingers)



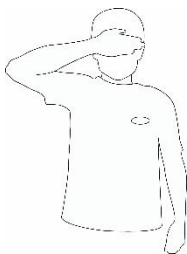
Double team



Disc space



Fast count



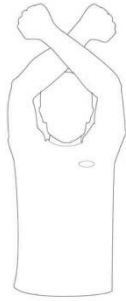
Vision blocking

Artwork Pending
(arms out to the side like a "T")

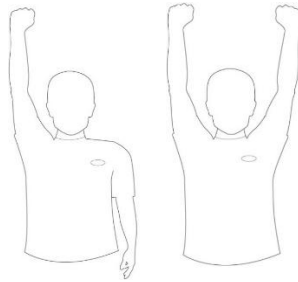
Gender ratio: 4 women

Artwork Pending
(hands behind head, elbows out)

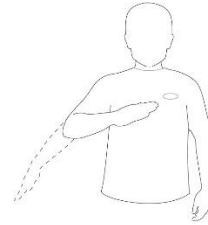
Gender ratio: 4 men



Offsides



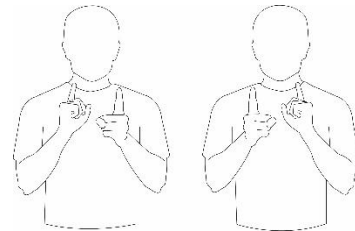
10/20 seconds



Prestall count

Artwork
Pending

Artwork
Pending
(consistent with WFDF)

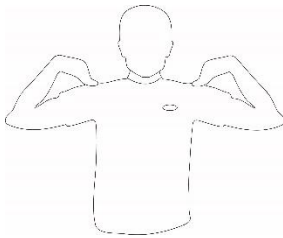


Timeout

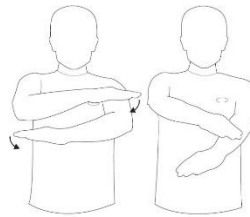
Spirit timeout

Injury substitution

C2. Observer Only Hand Signals



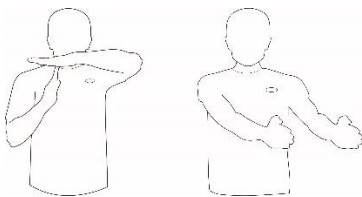
Observer ruling



Observer overrule (3 swipes)



Call on field



Timeout