

# # OF WHISTLES FOR COURT PROTOCOL



## **Beginning of Match = 2**

- 1 = R1 W – Direct the 6 starters to their respective end lines
- 2 = R1 W – Direct starters to the net to shake hands with opponents (right sideline)

## **End of Set = 3**

- 1 = R1 W – When fault occurs to end play followed by result of play, then nature of fault
- 2 = R1 W – Signal “End of Set” (signal #23)
- 3 = R1 W – Signal “Change Courts” (signal #24)

## **Prior to Deciding Set = 4**

- 1 = R1 W – When fault occurs to end play followed by result of play, then nature of fault
- 2 = R1 W – Signal “End of Set” (signal #23); then direct players to their team benches
- 3 = R2 WW (Double) – Raise coin in air to call Captains to Officials Table for coin flip  
When results are known, R2 give 2 signals: which team will serve, team side for set
- 4 = R1 W – Signals whether teams will remain on same side or change courts

## **End of Match = 3**

- 1 = R1 W – When fault occurs to end play followed by result of play, then nature of fault
- 2 = R1 W – Signal “End of Set” (signal #23)
- 3 = R1 W – Direct players to the net to shake hands (right sideline)

### **REMEMBER, WHEN STOPPING PLAY:**

- **Sound the whistle** with authority
- **Signal the result of play** (point/loss of rally, replay or reserve)
- **Signal the violation** and hold the hand and arm signal long enough to be seen  
(Think Pulley system – only one signal given at a time)