OFFICIAL NFHS BASKETBALL SIGNALS

Starting and stopping clock

1

Start clock

2

Stop clock

3

Stop clock for jump/held ball

4

Stop clock for foul

5

Stop clock for foul
(optional bird dog)

Information

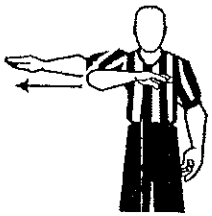
6

Directional signal

7

Designated spot

8

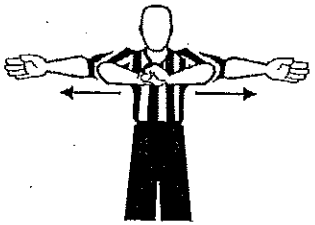


Visible counts

9

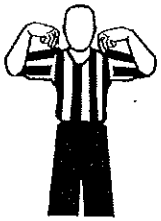
Beckoning substitutes

10



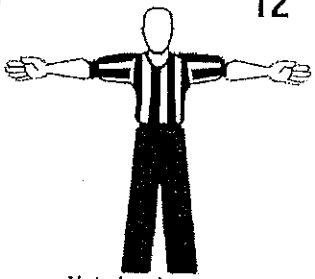
60-second time-out

11



30-second time-out

12



Not closely guarded

Shooting/scoring

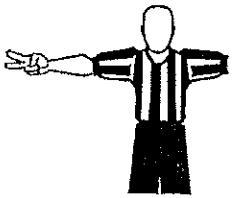
13

No score

14

Goal counts

15



Point(s) scored
use 1 or 2 fingers after signal 14

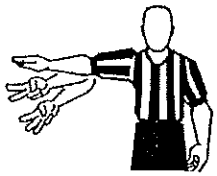
16

3-point field goal

Attempt

and if successful

17



Bonus free throw for 2nd throw,
drop one arm – for 2 throws, use 1
arm with 2 fingers – for three
throws, use 1 arm with 3 fingers

18

Delayed lane
violation