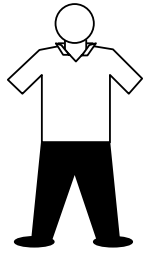


# LINE JUDGE GUIDELINES

## BEFORE THE MATCH

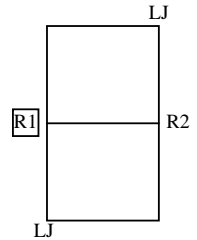
### UNIFORM:

- If LJ is also a referee, wear OHSAA referee shirt.
- Solid black pants (not jeans or sweats).
- Solid black socks and shoes or white socks/athletic shoes.



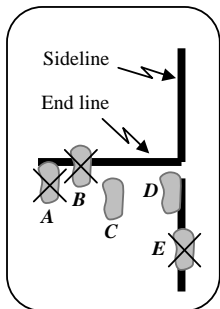
### ARRIVAL AT THE SITE:

- Be dressed and on the court at least 20 minutes prior to the match start time.
- Report to the first referee/R1 who gives line judges instructions and informs them of their court positions.
- The R1 will determine whether line judges will use flags or hand signals to indicate fouls.

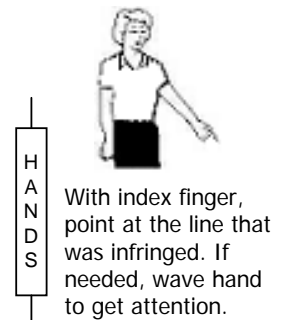
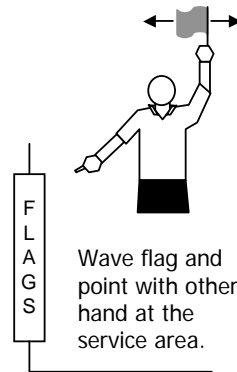


## RESPONSIBILITIES

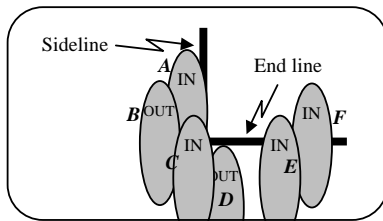
### DETECT SERVING AREA VIOLATIONS



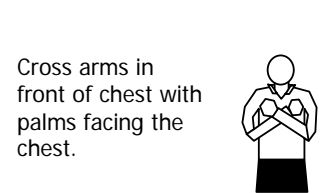
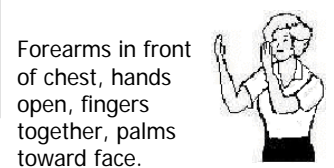
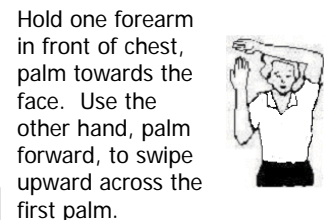
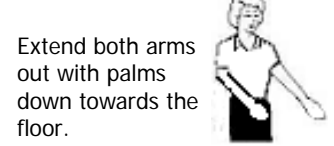
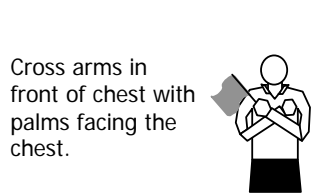
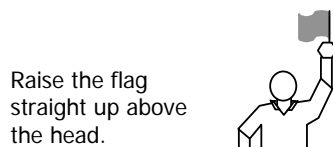
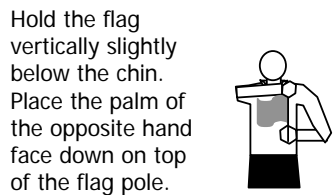
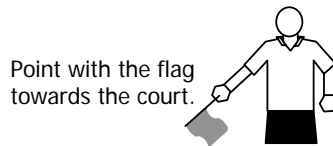
- At the moment the ball is contacted for serve, the server must either be behind the end line and between the outside edges of the extensions of the sidelines or have left the floor from within this serving area. It does not matter where a jump server lands.
- So, if a server serves while stepping on or over the end line, it is illegal (*ex. A & B*). Serving while stepping on the sideline extension line is OK (*ex. D*), but stepping beyond it is illegal (*ex. E*).



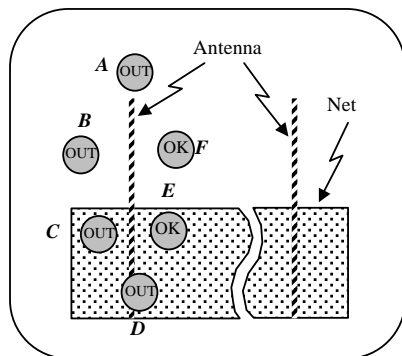
### MAKE IN / OUT / TOUCH CALLS



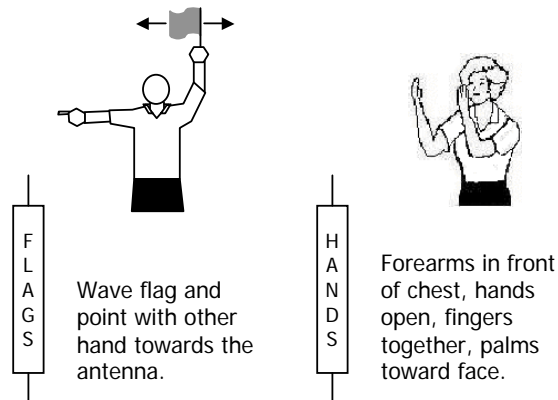
- A ball is considered to have landed in bounds if any part of the ball contacts the floor on or within the court boundary lines (*ex. A, C, E, and F*). Balls landing completely beyond the court lines (*ex. B and D*) are out of bounds.
- A touch is signaled if a ball goes out of bounds (hits the floor or goes into an unplayable area like the bleachers) on the same side of the net as the team that last touched the ball. If the ball goes out of bounds on the side of the net opposite the team that last touched the ball, the out of bounds signal is given. To clarify which team made the last touch, using an extended arm and vertical palm, subsequently point to:
  - the end line to indicate the near-side team
  - the sideline to indicate the far-side team
- If there is no touch, the line judge cannot see the ball land, and the ball is too close to the line to call, don't guess. Use the "Cannot Judge" signal. This should be used sparingly. Line judges need to be able to adjust their positioning in order to see most balls land.



## JUDGE ANTENNA VIOLATIONS



- A ball crossing the net must pass completely between the antennas. A ball that passes outside of an antenna (ex. B) or directly over an antenna (ex. A) is illegal.
- A ball hit into the net must contact the net completely between the antennas. A ball hits the net outside of an antenna (ex. C) or directly on an antenna (ex. D) is illegal.



Wave flag and point with other hand towards the antenna.

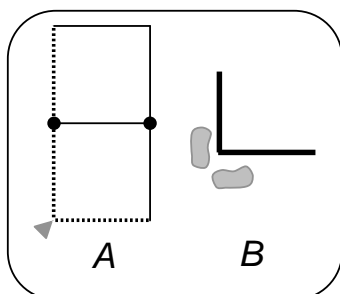
Forearms in front of chest, hands open, fingers together, palms toward face.

## ASSIST ON CEILING CALLS (WHEN ASKED)

- A ball that hits the ceiling and remains on the same side of the net may be played. However, if a ball contacts anything above the court before, during, or after its flight across the net, it is illegal.
- While line judges do not signal when a ball touches the ceiling and crosses the net, the R1 and/or second referee, R2 may summon the line judge after a play in order to make such a determination.

## POSITIONING & TIPS

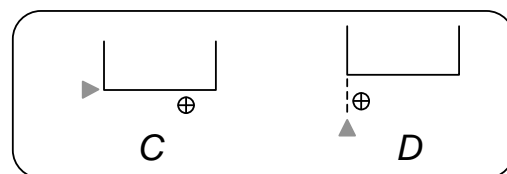
### NORMAL POSITION



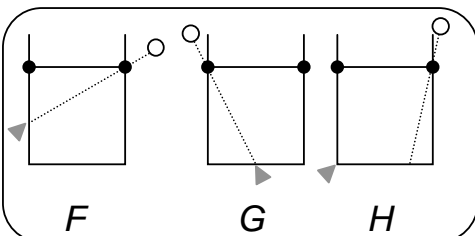
- Each line judge will occupy a position in the left corner to the right of an official.
- The line judge is responsible for the end line and the entire sideline (under the net into the other side of the court) that intersect in this corner (see Diagram A).
- Feet should be positioned off of the court, but straddling the corner (see Diagram B). This allows a complete view of both lines with a simple head pivot.

### SERVICE

- A line judge on the side of the server will normally stand by the left corner of the court, face the end line, and watch for end line violations on the server (see Diagram C). The opposite line judge will watch for sideline extension violations.
- If the server is in the left third of the serving area, the line judge should move back and in line with the left sideline to a position behind the server (so as to prevent distractions -- see Diagram D). The line judge will watch for sideline violations and then return to his/her normal position after the serve.



### MOVING TO VIEW ANTENNA VIOLATIONS



When a ball is going to be sent across the net from outside of the court sidelines, it is often advantageous for a line judge to move along a sideline or end line to a position in line with the ball and the antenna. This way, s/he can better judge an antenna violation without giving up position on a line to which the ball may be hit (see Diagrams F & G). In Diagram H, the line judge shown stays put (to watch both lines). Here, the opposite LJ would move.

### TIPS & TRICKS

- When a ball is attacked, the line judge should first assess if there were any touches by the block and whether the ball traveled inside the antennas.
- After the ball clears the block, the line judge should anticipate the line(s) to which the ball is traveling. His/her focus should then move to that line and wait for the ball. Following the ball makes the call more difficult.
- Learn to look through legs to see close plays.
- Don't jump to dodge a ball hit at you. You will probably miss the call.

### TIME-OUTS & BETWEEN GAMES

- During time-outs, line judges stand at the intersection of the sideline and attack line near the referee on their respective sides of the net (see Diagram E). The line judge on the side of team with the next serve will hold the ball.
- Between games, line judges should sit in a neutral area of the stands or at the table.

