Line Judge Training



Kevin Morast
Assistant Executive Director
Volleyball Liaison
NDHSAA

Important

- Be professional
- Part of the team



Attire and Appearance

- Appropriate attire – preferably white shirt and black pants
- Comfortable shoes – no flip flops or sandals
- Be at the match no less than 20-30 minutes prior to the start
- No cell phones



F-L-A-T-S

- F = Foot fault – the server's foot steps on or over the line on the serve
- L = Line – indicate whether the ball landed in bounds or out of bounds. If the ball lands on the line, it is in
- A = Antenna – indicate whether a served ball or a ball over the net touches or is outside of the antenna
- T = Touch – indicate if a player touches a ball going out of bounds on player's side of the net
- S = Stand – know where to stand during set, time outs, if server serves from left third of service area, etc

Foot Fault

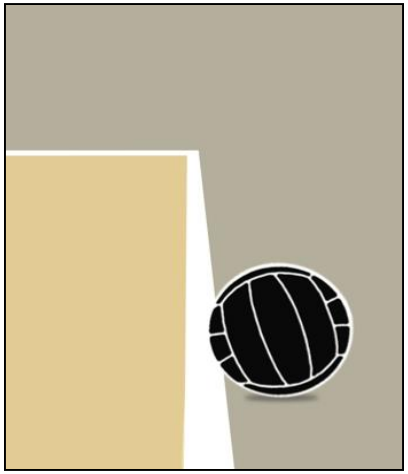
- Keep an eye on foot placement during the serve
- Example to the left is a foot fault



Line



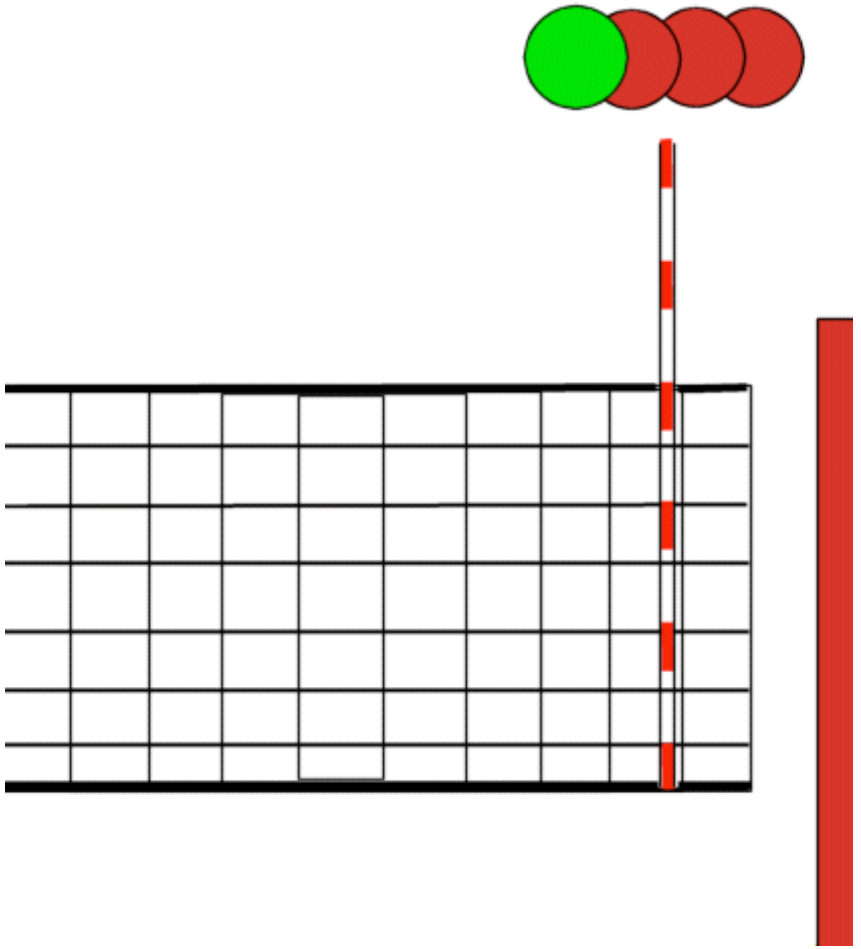
- A line judge must be aware of both the back line and the sideline



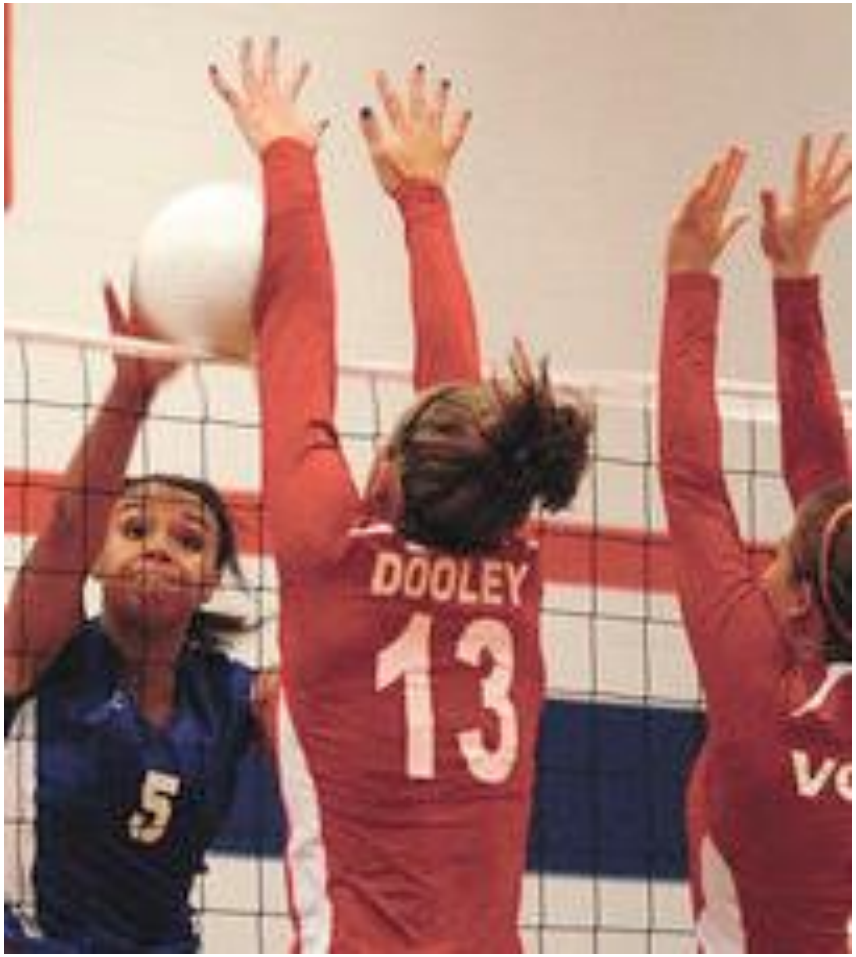
- If no part of the ball lands on the line, it is <u>out</u> of bounds
- The shadow of the ball has no bearing on if the ball is in or out of bounds

Antenna

- Which of these balls are considered “in” and which are “out”?



Touch

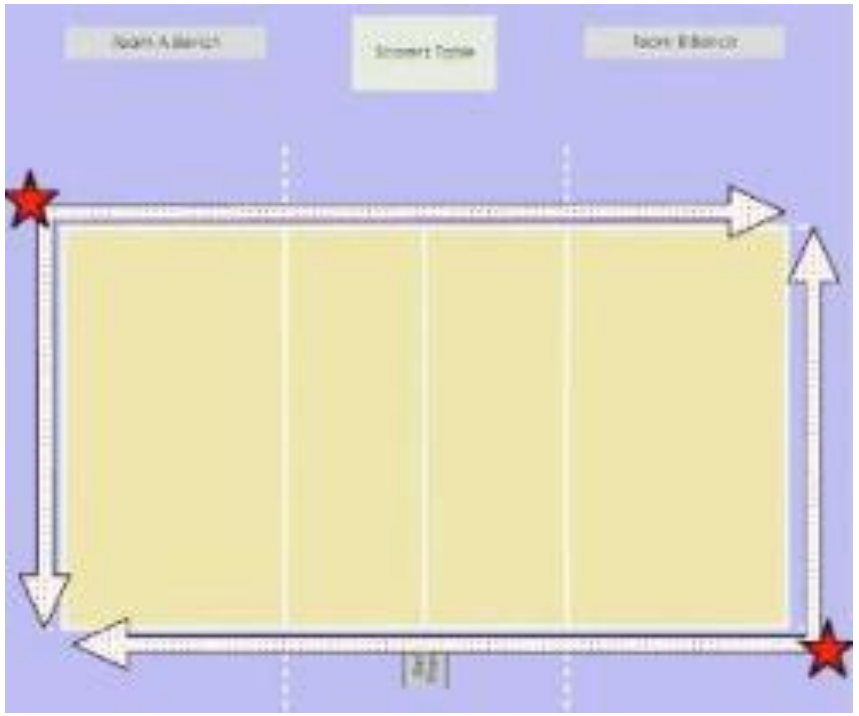






Stand

- Stand in the corner that the R1 assigns you to.



Stand (cont)

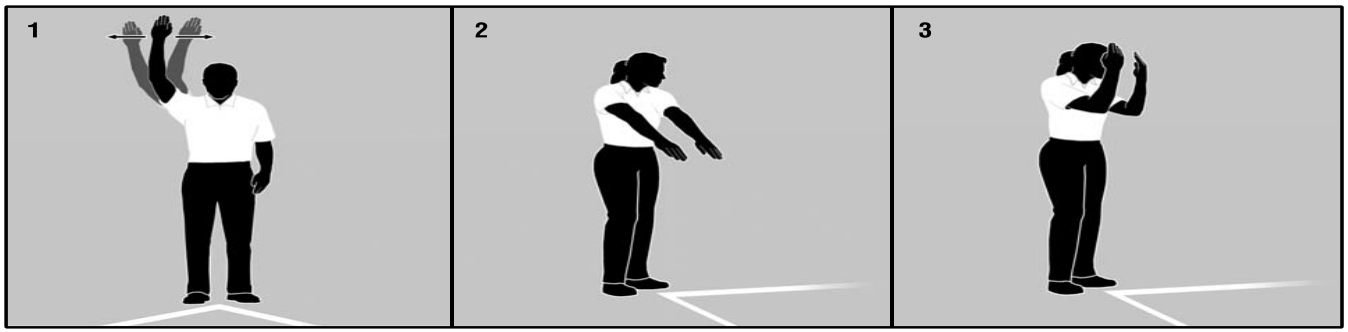
- Stand in the proper position to make sure you can see both the side line and the baseline.



Other Important Notes

- Make a call every time the ball lands on your side of the court
- Do not chase the ball
- Ignore spectators and focus on the match

Signals



Obtain First Referee's Attention | **Inbounds** | **Out-of-Bounds/Antenna Violation**



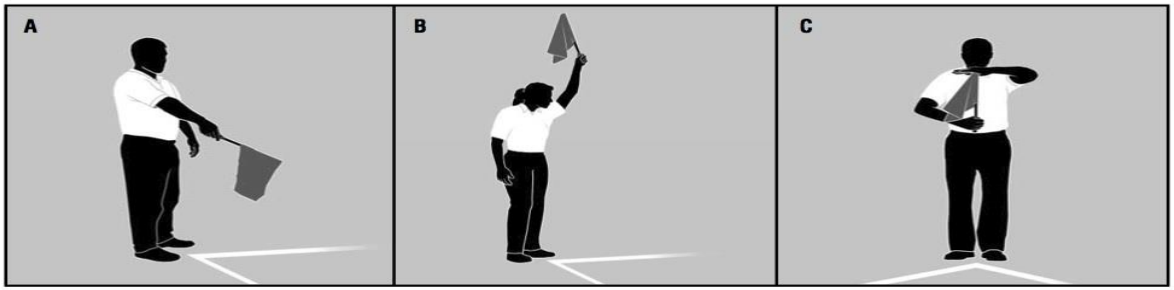
Touch | **Line Violation** | **View of Play Blocked**

LINE JUDGE SIGNALS USING HAND SIGNALS

1. **Obtaining First Referee's Attention:** Wave arm overhead to obtain the first referee's attention, when necessary.
2. **Inbounds:** Arms extended in front of body, hands open (palms down) toward the floor area between the attack line and the net.
3. **Out-of-Bounds/Antenna Violation:** Hold forearms in front of chest, hands open (fingers together) and palms toward face.
4. **Ball Touched:** Hand on offending team's side held beside head, palm toward head, then brush upward across fingertips one time with other hand, palm forward.
5. **Line Violation:** Indicate the line where violation occurred by extending arm and pointing toward the line with the index finger.
6. **View of Play Blocked:** Cross forearms in front of chest, palms facing the body.

HOW TO USE LINE JUDGE SIGNALS

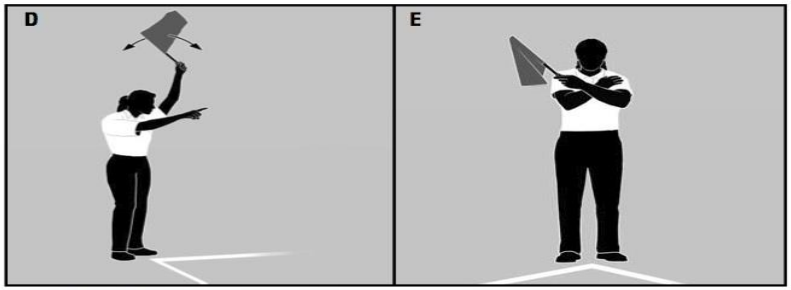
LINE JUDGE SIGNALS USING FLAGS



Ball "In"

1. Ball "Out"
2. Obtain R1's Attention

Ball "Out" After Contact with a Player



1. Ball Outside or Touching the Antenna
2. Service Line Fault

Impossible to Judge

The flags should be solid red in color and of a recommended size of approximately 12 inches by 12 inches to approximately 16 inches by 16 inches. The flag and hand grip should be securely affixed to the pole.

1. **Obtaining First Referee's Attention:** Raise flag over head to obtain the first referee's attention, when necessary.
2. **Inbounds:** Point with the flag down.
3. **Out-of-Bounds:** Raise the flag, arm extended.
4. **Touch:** Raise the flag and brush it with the open palm of the other hand.
5. **Ball outside or touching antenna:** Wave the flag over the head and point to the antennae
6. **Service line fault:** Wave the flag over the head and point the service area using index finger, extended arm shoulder height.
7. **View of Play Blocked:** Raise and cross both arms in front of the chest, palms facing the body.

NOTE: Beginning with the 2014 season, flags shall be used by line judges, unless determined by the state association to use hand signals.

Good Luck!!

- Contact Info:
  - Kevin.morast@ndhsaa.org