

LINE JUDGING HIGH SCHOOL VOLLEYBALL

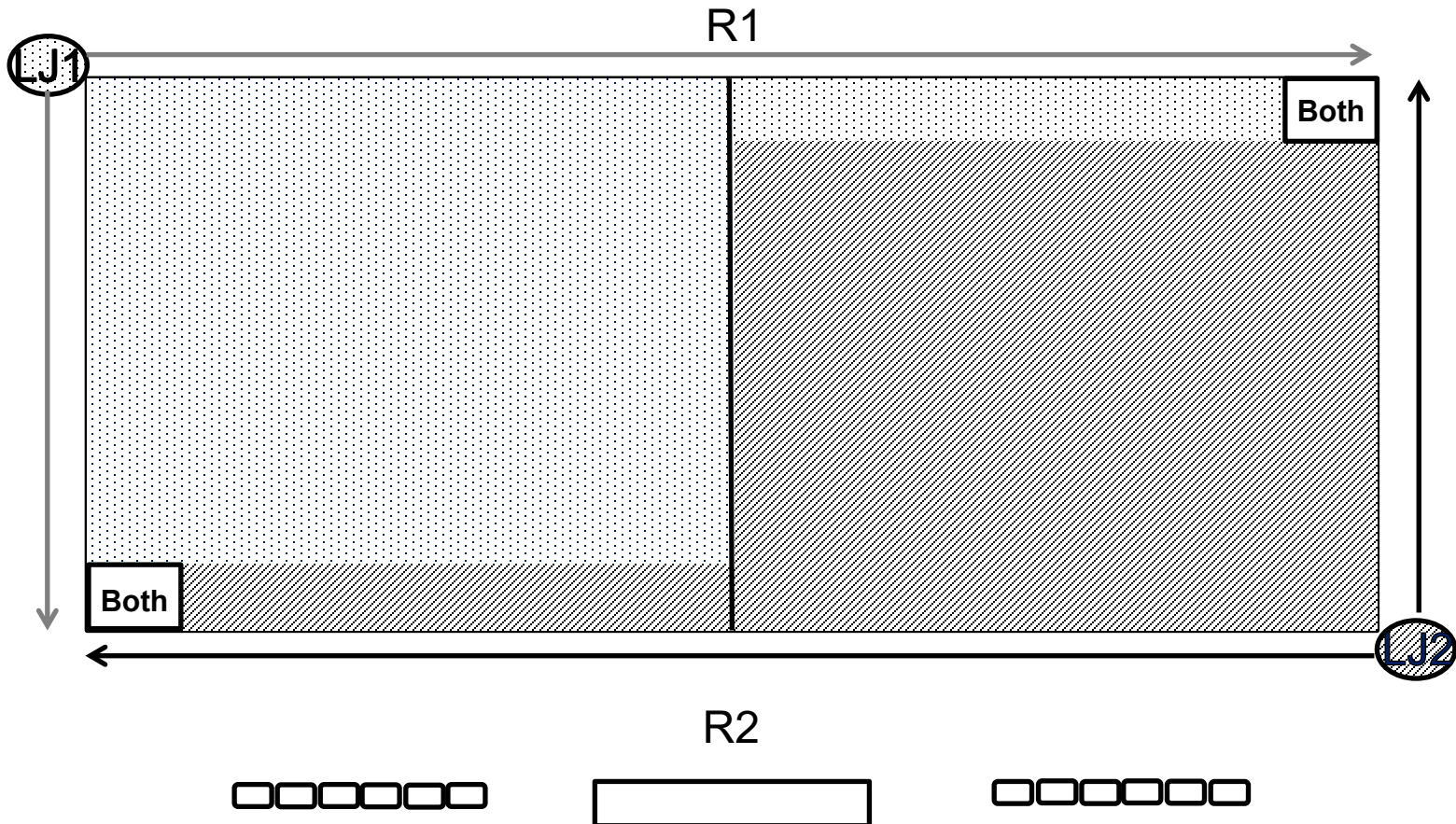
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Anybody can be a Line Judge, Right?

- Serious match problems normally occur because of cumulative friction or several “small” problems, not a single “bad call.”
- Many issues occur when a line judge makes a bad call, or no call, or appears to be unsure of their call or even what they are doing.
- The Line Judges ARE a part of the Officiating Crew!
 - Often, LJs are folks Coaches scrambled to find just before matches.
 - Treat them as your partners!
 - They can help you or hurt you. Which do you prefer?
- Pregame is vital! Must be sure LJs know what is expected, Keep LJs “in the match,” Acknowledge LJs during Tos. Be Approachable, but Talk during TOs only if needed.
- Prepare LJs for possible over-rule situations, but use LJs routinely so they are “there for you” when you need them.

Do YOU know how to be a GOOD Line Judge?

- Where does each Line Judge stand?
 - Which corners do they use? How close to the court? L1/L2?
 - Alert and focused on “this” match. Not talking with others. No Backpacks, Hoodies over heads, Cell phones, or Earphones.
 - Don’t play with Flags.



- “Base Position”
 - Right of each referee at intersection of a sideline and end line near that corner of the court (1-2 ft from corner). Each line judge is responsible for judging the entire sideline and end line that intersect at their base position.
- What are the signals that a Line Judge should use?
 - In
 - Out
 - Touch (No Touch?)
 - Couldn’t see what happened! (NOT “Can’t decide what to call.”)
- On the line? (On is In)
- Close Plays – watch line, not the ball. Think Twice, Signal Once!
- What part of the court is each Line Judge “responsible for?”
 - Don’t even signal plays on the other side of the court except for touches, pancakes, or plays “down your lines.” DON’T call in/out on far end-line (unless ball lands with 2-3 ft of “your” sideline) – then call “your” line only.
- DO NOT “Mirror” other LJ!
- ONLY call what you SEE, not what you “Thought you Saw”
 - If you are NOT SURE, then it didn’t happen!
- Excellent line judges move during a rally to get the best view of the play as it develops.

- A ball is “in” when it contacts the court inside the lines, or when any part of the ball makes contact with any part of a sideline or end line.
 - To signal “In”, point the flag with an extended arm at a 45-degree angle to the floor. Aim the tip of the flag at the center of “your” side of the court and...POP. Stand up smoothly, make/hold eye contact with R1 until point is awarded, then relax into base position (do not “pop” flag).
- A ball is “out” when it lands completely outside a boundary line – that is, when no part of the ball makes contact with a sideline or end line – and without being touched by a player on that side of the court.
 - To signal “Out”, fully extend the arm with the flag straight up. Point the tip of the flag toward the ceiling and ... POP. Stand up smoothly, make/hold eye contact with R1 until point is awarded, then relax into base position (do not “pop” flag).
- Signal “Touch” only after whistle ends rally, when ball is last contacted by a player and immediately goes out without crossing the plane of the Net (this touch “terminates” the rally).
 - To signal “Touch”, hold flag vertically, top of flag at chin level. Hold other hand horizontally over top of flag (like “Time Out”). Stand up smoothly, make/hold eye contact with R1 until point is awarded, then relax into base position.
- To signal an Antenna Fault, fully extend and wave arm at elbow with the flag above your head while pointing to the antenna with other hand.
 - Stand smoothly, continue to point and wave until R1 accepts or “waves off” signal. Then relax into base position.

- What should the Line Judge look for at different times?
 - Serving – Foot Fault (signal?). Position when Server is close to LJ?
 - Receiving - Focus on digs (contact with floor?). Move to See.
 - Play at the net, possible touch. See set, focus on Blocker’s fingertips
 - Do NOT signal a touch DURING a rally (“touch in play” – BAD). Only after the whistle when LJ sees a “terminating” touch that went out on that team’s side.
 - “No Touch”? Play ends involving one of “your lines” – call In or Out. Play ends on far side NOT involving “your lines” – just make eye contact with R1 and subtly shake your head “No” (I did not see a touch).
 - Attack into net (possibly contacted by blockers) & rebounds out on Attacker side.
 - Signaled “Out” (not Touch).
 - LJ does NOT give information on possible “4 hits” vs touch by blocker.
 - “Bang Bang” Antenna situations (signal?).
 - Pay attention! See what happens, not just “ball hit the antenna”
 - Last touched by WHICH TEAM? Antenna signal, then drop flag to side, gesture with palm toward team on far side of net or bench of team on near side of net.
 - Line calls. Watch the LINE. Don’t try to follow the ball! On is “In”!
 - Only call “your” lines! 2-3 ft inside “Neutral” corners - called by BOTH LJs.
 - Pancake plays. See these coming. Watch player’s hand. Move!
 - Player off the court at serve? Normally, Ref call. } Pre-Game with R1
 - Contact with non-playable areas, etc.

- R1 is responsible for the Line Judges
 - R2 is responsible for the Scoretable and Benches
- R1 should work with Home team coach to identify Line Judges before the Coin Toss, so LJs are ready for ...
- The Pre-game discussion with R1 and Line Judges
 - During Warm-Up (earlier if practical)
 - Exchange names and THANK THEM for HELPING YOU!
 - Briefly summarize their responsibilities (see previous pages)
 - SALT (1 minute max)
 - Service (Foot Fault, “Close Server”)
 - Antenna (Hold signal, “Bang Bang”)
 - Lines (Only call “your lines”, Don’t Mirror, In, Out, On the Line)
 - Touches (After whistle ending rally)
 - Time Outs – LJs on R1 Side Line at Attack Lines
 - Questions?
 - During match, come to R1 if there are problems.
 - LJs Do Not Switch Sides between Sets (even if teams do)!
- Most “important” corner is L2. Put most reliable LJ there.
 - Why? Coaches/Players. R2 always has bad view of that line.