

# ***Line Judge Information***

## **UNIFORM:**

- **Official TSSAA Blue Polo**
- **Solid Black Non-Faded Dress pants preferred.**
- **Solid White athletic shoes with white crew socks preferred. Solid Black athletic shoes with black crew socks optional.**
- **Uniform should be clean, and unwrinkled.**

## **ARRIVAL AT SITE:**

- **Be dressed and on the court no later than 30 minutes prior to the scheduled match start time.**
- **Report to the First Referee for instructions and court position.**

## **RESPONSIBILITIES DURING THE MATCH:**

- **Determining if the Ball is IN or OUT**
- **Determining if an ANTENNA or FOOT/SERVICE LINE fault has occurred.**
- **Determining if a ball was TOUCHED by a player, prior to it landing out of bounds or touching anything that causes it to become out of play, on that player's side of the court.**

## **REMINDERS, TIPS, SUGGESTIONS, UNUSUAL SITUATIONS:**

- **Line judges are members of the officiating crew. Don't fraternize with players, fans, or coaches.**
- **Relax between points; but don't slouch, cross your arms or legs, or wave your flag.**
- **Keep flags still when not making a call.**
- **Be stationary when making your call. Hold your signal a sufficient time and establish eye contact with the R1. Don't chase the ball.**
- **Be confident and decisive when making your call. Make a call on every play unless the play clearly involves only your partner's lines or is one for which a line judge does not make a call. (see next page).**
- **Don't mimic your partner. Call only what you see. Call only the lines you are responsible for.**
- **Be alert to the developing play and the direction the ball is heading. ANTICIPATE where the ball will land - watch the line not the ball.**
- **Be prepared to move along either line to get a better view of the ball if necessary. (I.E. 'pancakes')**
- **When the ball is out of play stand at your base position while holding your flag in front of you at waist level with one hand on each end.**
- **Before the start of the first match and between sets, be prepared to take your starting position about 10' from the court on the imaginary extension of the sideline. Take your base position when the R2 rolls the ball to the server.**
- **When the ball lands in the corner away from BOTH line judges call only the line you are responsible for. This may result in a different call from each line judge. This is perfectly normal. (I.E. The ball may be long with regard to the end line but be in with respect to the side line).**

## **SITUATIONS WHEN A LINE JUDGE DOES NOT SIGNAL A FAULT:**

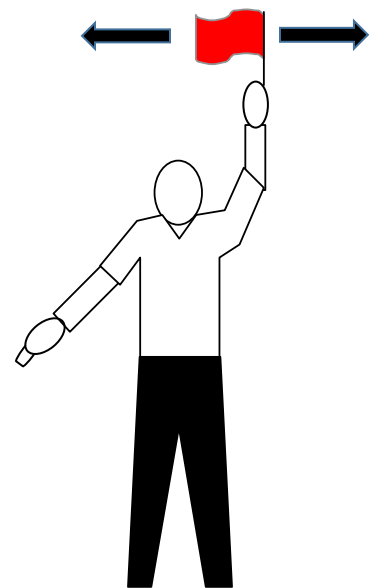
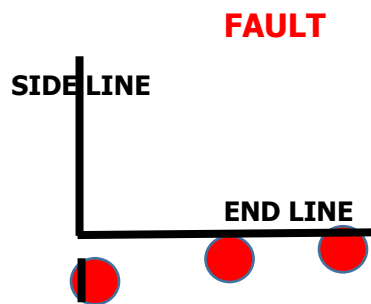
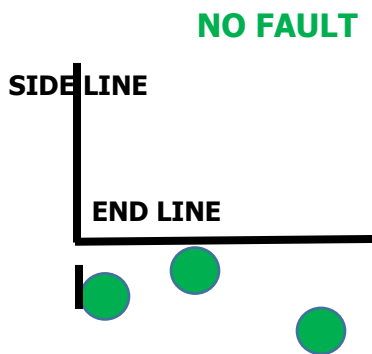
- **The ball lands 'out' on the other line judges line(s)**
- **The ball crosses under the plane of the net.**
- **Net serve.**
- **You are obstructed from seeing the ball and unable to determine if a fault has or has not occurred.**
- **You do not see a touch, even though the other line judge signals touch.**
- **A player contacts an antenna.**
- **A non-server is touching the floor outside the sideline or end line.**

## **SITUATIONS WHEN LINE JUDGE'S SIGNAL DIFFERS FROM REFEREES'**

- **Ball contacts an antenna or crosses the vertical plane of the net over or outside the antenna. LJ=Antenna Fault Referee=Out**
- **Line judge is obstructed from seeing the ball and unable to determine if a fault has or has not occurred.  
LJ=Blocked Referee=IN/OUT/TOUCH**

## FOOT/ SERVICE LINE FAULT:

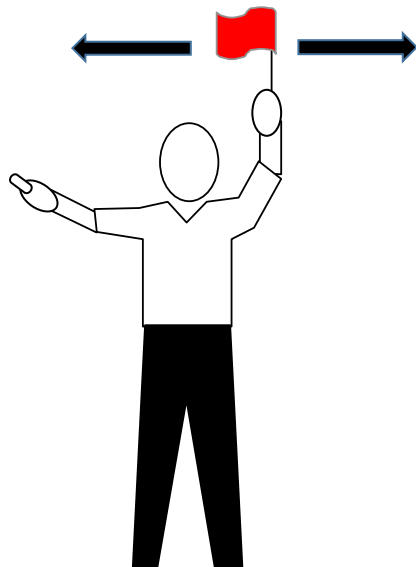
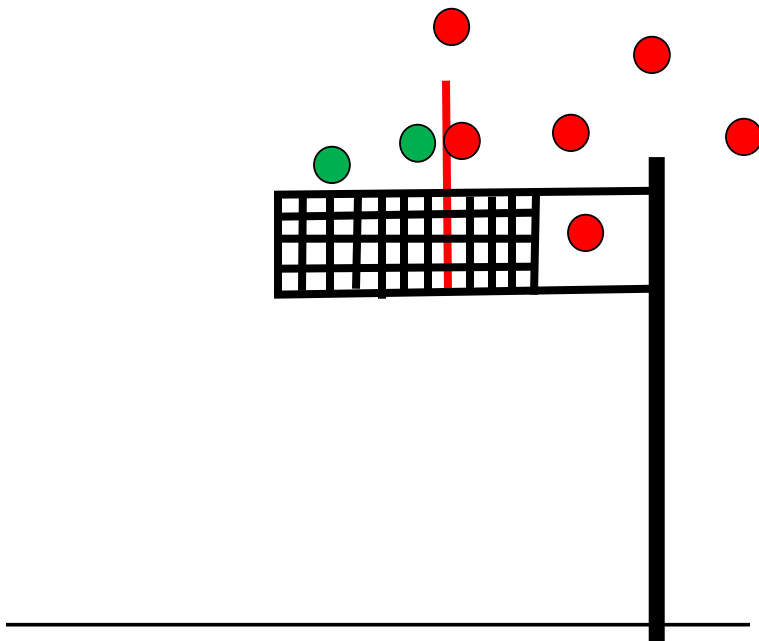
- At the moment a ball is contacted for serve, the server must either be behind the end line and between the outside edges of the extensions of the sideline; or have jumped from within this same serving area. It does not matter where the server lands. The server can be ON the extension of the sideline, but NO part of their foot can be touching the floor OUTSIDE the extension line.
- When you see a service fault, signal immediately and continue to signal until acknowledged by the referee.



To signal a "FOOT FAULT", fully extend the arm with the flag above your head, tip of flag pointing to the ceiling, and wave the flag while pointing to the line in question with your other hand.

## ANTENNA FAULT:

- An antenna fault occurs when a ball touches an antenna, OR crosses the net over or OUTSIDE of an antenna without touching any of the net apparatus, posts, or referee stand. (including a served ball).
- When you see an antenna fault, signal immediately and continue to signal until acknowledged by the referee.



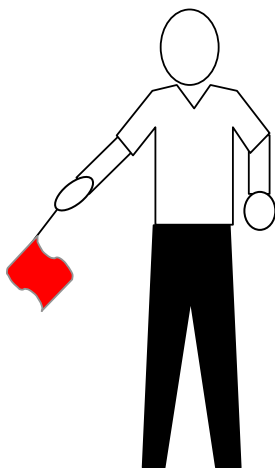
To signal an "ANTENNA FAULT", fully extend the arm with the flag straight up above your head, tip of flag pointing to the ceiling, and wave the flag while pointing to the antenna in question with your other hand.

## **IN / OUT:**

**Remember that you are responsible for in/out decisions regarding the end line and the ENTIRE sideline that intersect at your corner.**

### **IN**

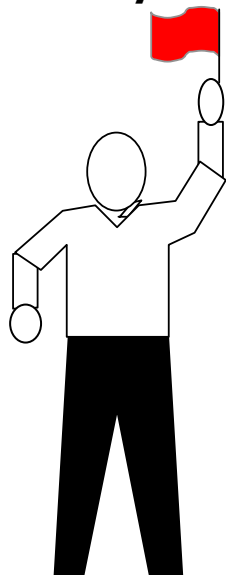
- **The ball is IN when any part of the ball contacts the court or ANY PART of the sideline or end line.**



**To signal "IN" fully extend the arm with the flag at about a 45-degree angle, aiming the flag at the center of the court.**

### **OUT**

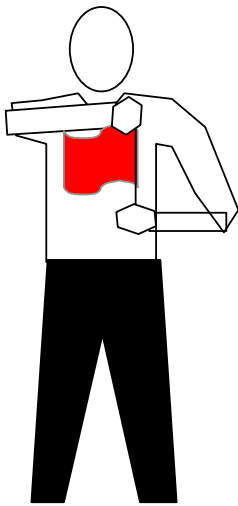
- **The ball is OUT when it contacts the floor completely outside the boundary lines without being touched by a player on that half of the court. The ball is also called OUT when it contacts a referee, the net outside of the antenna or (any part of the net apparatus cables, straps, net posts, referee stand), the antenna within the body of the net, the opponent's free zone, a non-player, wall/divider curtain, bench, bleachers, an object in or above a non-playable area, or any other area specifically determined by the officiating crew in the pre-game.**



**To signal "OUT", fully extend the arm with the flag straight up above your head. Point the tip of the flag directly at the ceiling.**

## **TOUCHES:**

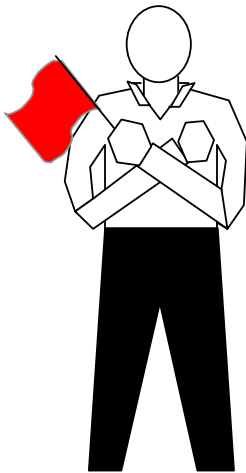
- **A touch is signaled when a player contacts the ball (block, 1<sup>st</sup>, 2<sup>nd</sup>, 3<sup>rd</sup> team hit) and then the ball lands out of bounds or contacts anything that causes it to become out of play on that player's side of the net.**
- **Either line judge can call a touch anywhere in the playing area. However only call touches YOU see. Don't mimic the other line judge.**
- **If the ball rebounds off the net or off an opposing blocker; and then lands out of bounds on the attacking team's side of the net, the appropriate call is "OUT".**



**To signal a "TOUCH" hold the flag in a vertical position in front of your body with the top of the flag chin high while placing the palm of your other hand on top of the flag; elbow at shoulder height.**

## **UNABLE TO JUDGE / BLOCKED FROM SEEING THE BALL:**

- **An unable to judge is signaled when you are blocked and unable to determine if a fault has or has not occurred.**
- **This should be a rare call; however, if you do not see it do not guess.**
- **Line judges should adjust their position in order to see the ball.**



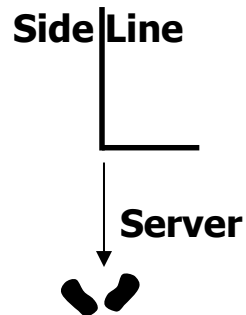
**To signal "UNABLE TO JUDGE" cross your arms in front of your chest with palms facing your chest.**



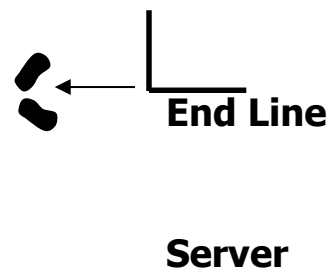
**POSITIONS: (BASE, SERVER CLOSE TO SIDE LINE, TIME OUT, BETWEEN SETS, VIEWING FOR ANTENNA FAULTS)**

- **During time outs and between sets; line judges stand at the intersection of the attack line and sideline on the side of the 1<sup>st</sup> referee.**  
**To move to this position walk along the end line and sideline without entering the court.**
- **Do not approach the referee stand unless requested to do so.**
- **The line judge on the side of the court that has the next serve should hold the ball.**
- **If the server moves to a position within the left 1/3 of the service area, move directly back and in line with the extension of the Side Line out of view of the server, OR, if directed by the first referee, move to the side in line with the extension of the End Line.**

**LJ in line with extension of Side Line**

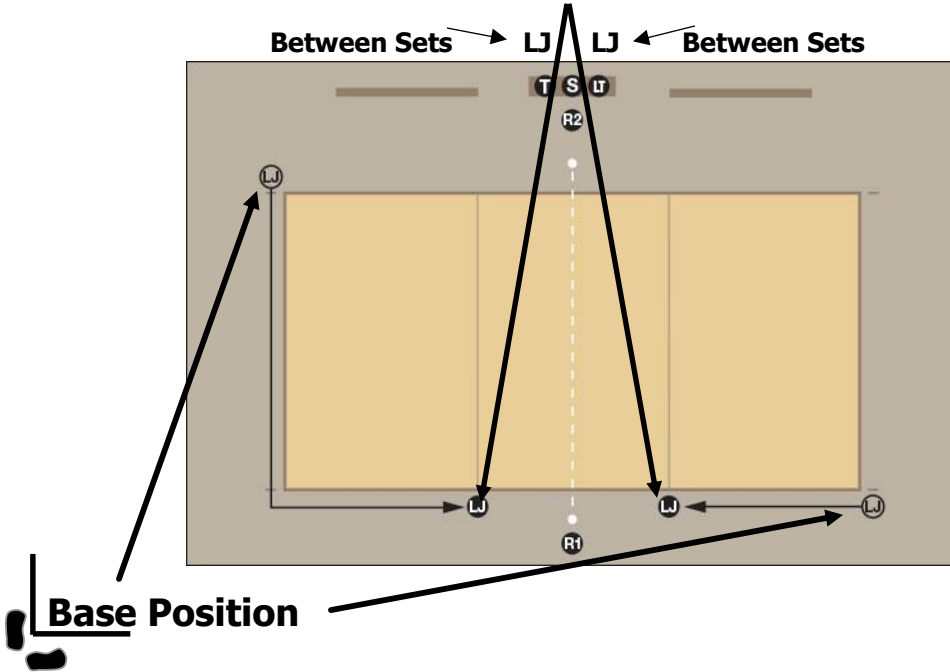


**LJ in line with extension of END line.**



# Time Out/ Between Set/Base Positions

## Time Out Position



## Positions for Viewing Antenna Faults

When a ball is sent across the net from an angle outside of the court sideline, it is often advantageous to move along the sideline or end line to a position in line with the ball and antenna. This way the line judge can better judge an antenna violation without giving up position on a line to which a ball may be hit; as in A & B below.

In C the line judge shown stays put and the opposite line judge would move.

