

GUIDELINES FOR LINE JUDGES

1. PREMISE

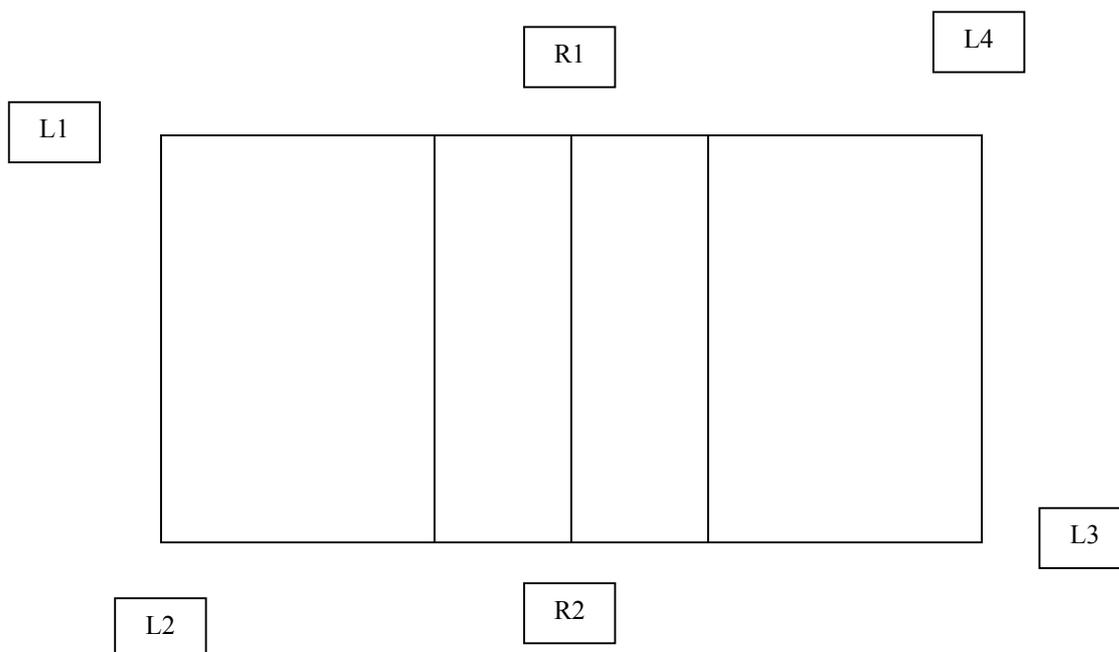
The Rules of the Game regulate the functionality of line judges, their location (27.1) and their responsibilities (27.2). Furthermore Rule 28.2 indicates their flag signals as shown in diagram 12.

2. LOCATION ON THE PLAYING AREA

Prior the match

The line judges must present themselves at the scorer's table at least 45 minutes before the start of the match.

After the playing protocol and before the start of the match, each line judge is positioned at one of the four corners of the playing court, designated by L1 – L2 – L3 – L4:



During the match

The line judges stand at 1 to 3 m from each corner of the playing court the imaginary extension of the line which they control:

- **L1** on the right hand of the 1st referee (R1) to control the sideline;
- **L2** on the left hand of the 2nd referee (R2) to control the end line and the servers;
- **L3** on the right hand of the 2nd referee to control the sideline;
- **L4** on the left hand of the 1st referee to control the end line and the servers.

These locations are maintained throughout the whole match.

At the end of the match

Line judges do not line up together with the referees; they should go directly to the scorer's table.

3. RESPONSIBILITIES

Line judges collaborate with the 1st referee, to whom they give information concerning faults, which are within their range of jurisdiction (Rule 27.2).

The 1st referee may use information given by the line judges to decide about the fault.

Official signals must be firm and clear; line judges must ensure their signals have been noticed by the 1st referee who may ask for a repeat signal in case of doubt.

If the first referee does not agree with the signal given by the line judge and therefore decides otherwise, the line judge must not insist further but calmly return to the rest position without expressing disagreement.

Where line judges give contradictory signals, the 1st referee has the authority to make a decision.

The line judges have uniform flags, measuring 40 x 40 cm, of a contrasting color to that of the playing court. The flags are used to signal as follows:

a) **BALL IN** (Signal 1)

When the ball touches the floor of the playing court including the boundary lines.

This signal must be given by the line judge who controls the line nearest to the point where the ball touches the ground. If the ball lands exactly at the corner formed by the sideline and the end line, the signal must be given by the line judge closest to the corner.



b) **BALL OUT** (Signal 2)

When the ball touches the floor completely outside but near the boundary lines of the playing court, or it touches the antenna (exception: see d)).

This signal must be given by the line judge who controls the line closest to the point where the ball touches the floor.



c) **BALL TOUCHED** (Signal 3)

When the ball is touched by blocker(s) or a player of the receiving team or of the defending team and after that it touches the floor outside the boundary lines on the same side.

This signal is given by the line judge who controls the line closest to the point where the ball touches the floor.

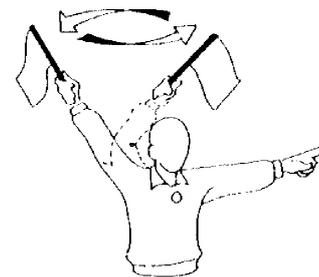


If a blocker is touched by the ball which contacts the ground outside the playing court on the same side, the signal must be given by the line judges who see the touch.

d) BALL IN EXTERNAL SPACE (Signal 4)

1) When the ball crosses the vertical plane of the net outside the crossing space into the opponent's court or it touches the antenna, rope, post or the net outside the side band.

2) When, after the ball has crossed the vertical plane of the net to the opponent's free zone totally or partially through the external space, it touches the floor or it is played back by the same team not totally or partially through the external space on the same side of the court.



This signal is given by the line judge who controls the sideline on the side where this takes place.

e) SERVICE (Signal 4)

When the server, at the moment of the service hit or take-off for a jump service, touches the court including the end line or touches the floor outside the boundary lines of the service area.

This signal is given by the line judge who controls the end line concerned.

f) PLAYER OUTSIDE COURT AT THE MOMENT OF THE SERVICE (Signal 4)

When a player (except the server) is outside his/her own court at the moment of the service hit.

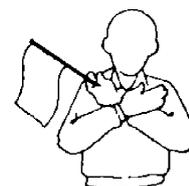
This signal must be given by the line judge who controls the corresponding boundary line and the line judge should also point at the line concerned.

It must be specified that it is considered a fault if even a single part of the foot touches the external area of the playing court beyond the boundary line.

g) JUDGMENT IMPOSSIBLE (Signal 5)

When the line judge is unable to evaluate a fault within his/her jurisdiction.

This signal must be given without delay at the exact moment it is realized that an event within the line judge's jurisdiction cannot be judged.



4. TECHNIQUE

As with the referees, line judges should prepare themselves before the match in order to achieve the best level of concentration and personal condition for conducting the match in a good manner.

During the match, line judges must stand in a position which enables correct evaluation of events within their jurisdiction; if necessary a line judge can move position. If during a service or a rally the line judge interferes with player(s) movements he/she must rapidly and appropriately move away to avoid interference even if this causes a temporary loss of attention.

Body Positions

Volleyball is characterized by three situations: playing actions; intervals between rallies and interruptions. During these three situations the line judge must adopt different body positions. Interruptions include intervals between two sets, time-outs, substitutions, interruptions which are unforeseen or prolonged, requests of game captain to referees, etc.

a) During playing actions

This is the most important phase of a line judge's function: the quality of judgment depends on concentration, the ability to direct attention to the point or area concerned, using small appropriate movements.

Prior to 1st referee's whistle which authorizes the service, the line judge shall stand in "rest/wait" position. The flag is laid on a leg and the legs are slightly apart. When service is whistled each line judge assumes a body position which enables full attention to be given to all events which concern their respective responsibilities:

- The line judge who controls the end line of the serving team should verify the correct execution of the service with regard to the position of feet on the ground while the server makes service;
- The other line judges evaluate any other event within their jurisdiction.

To judge such events correctly, the line judge must first briefly follow the ball path and then anticipate its landing at the point where an evaluation is required (in/out, outside of crossing space, touch of antenna).

During the rally, each line judge must maintain the body position as taken during the service, and if necessary shall slightly change position to improve view, mainly regarding any eventual ball contact with blocker(s).

The anticipation technique is also essential during the rally in order to judge correctly. But due to rapid changes of events which follow one another in a very short time and with higher ball speed, line judges must pay attention towards the points or areas where the game rally takes place.

In order to improve attention, besides necessary physical and mental training the line judges shall adopt a technique by which they can continuously verify the measures concerning the area within their competence, as follows:

- When the rally is taking place on the opposite court, line judges who control the end line shall visually scan the end line and alternatively move their eyes two or three times from it to the running ball. This gives a temporary automatic evaluation of the end line distance from the action which is taking place so that when an attack is played the eyes are fixed on the end line before the ball's arrival, after having verified if there has been a contact with blocker(s) or not, it happens automatically without any need to search before focusing on it.

The difficulty of focusing is a major problem for these line judges because of the necessary movements of head and eyes when transferring one's attention from the game action to the end line.

- For those line judges who control the sidelines the same automatic motion for measuring the distance is needed, but in this case measuring the right hand sideline and left hand sideline is easier as it is in front of the ball's landing, therefore great eye or head movements are not necessary.

For these line judges a major difficulty is to verify whether the ball touches the blocker(s) or whether the ball crosses outside of the crossing space, especially when this takes place partially on the imaginary extension of the antenna.

b) Intervals between two rallies

At the end of the rally the line judge making an official signal must maintain the signal for a moment and look towards the 1st referee, then return to the "rest/wait" position ready to concentrate on the next rally.

The other line judges who are not involved with the evaluation of the rally just ended shall change their attention position to the rest/wait position; they also must be ready to concentrate again on a new rally.

c) Intervals between sets

During intervals between sets line judges must move to the back end of the free zone, gathering two by two, in order not to interfere with players' warm-up. During time-outs, during substitutions and at requests made by game captain they shall maintain the rest/wait position.

In case the match is temporarily interrupted, line judges must behave as for intervals between sets. If referees decide to go back to their dressing room, line judges should also return to the dressing room.