

## 2013 Line Judge

## Certification Exam Answer Key

**PAVO** 

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- 1. INCORRECT. The referees will determine who contacted the ball before it landed out of bounds on the attacker's side. The line judge only signals "out".
- 2. CORRECT. The line judges arrive courtside, in uniform, at least 30 minutes prior to the start of the match. Some conferences may require the line judges to be courtside earlier than the 30:00 minute mark.
- 3. INCORRECT. Line judges do not have the responsibility for calling foot faults by players other than the server.
- 4. INCORRECT. Line judges should never address participants (or spectators). The referees must be alert to this potential situation, and intervene accordingly.
- 5. CORRECT. A ball passing completely within the crossing space / antennas is not pursuable. When a player pursuing the ball makes contact with the ball in the opponent's free zone, the correct call is "out."
- 6. INCORRECT. The line judge(s) should inform the nearest referee the next time the ball is out of play.
- 7. INCORRECT. The ball may be legally played off of the ceiling and other overhead obstruction provided it is above the playing area and not directly above the opponent's playing court.
- 8. CORRECT. When a ball contacts the net post or referee stand, the line judge(s) should signal "out" to indicate this fault.
- 9. INCORRECT. If a server takes a position within 4 to 5 feet of the sideline near the line judge, or a position behind the line judge along the sideline extension, the line judge needs to ensure that the server's position or view is not obstructed. The line judge's default position is along the imaginary extension of the sideline behind the server, and outside the server's peripheral vision. The line judge should take the alternate position along the extension of the end line only at the first referee's direction.
- 10. INCORRECT. If a ball strikes an overhead object before or after crossing the net, the line judge(s) signal "out".
- 11. INCORRECT. A ball that travels under the net, either inside or outside the sideline, is not a fault that is signaled by the line judges.
- 12. CORRECT. This procedure formalizes the protocol for line judges when a timeout occurs. LJ2 must not walk across the court to his/her timeout position near the first referee.
- 13. CORRECT. To clarify that the "pancake save" was unsuccessful, the line judge may need to signal that the ball hit the floor ("in" signal), and then signal "touch" as the play-ending fault. This technique is only necessary when the ball lands in close proximity to the player's hand, i.e., within approximately one foot of the player's hand.
- 14. CORRECT. A ball striking an overhead obstruction above a non-playing area is "out." This should be discussed with the referees during the pre-match meeting.
- 15. INCORRECT. The line judge should make his/her call without verbalizing the nature of the call.
- 16. CORRECT. The line judge should move to allow the player(s) to make a play on the ball. When moving, the line judge should back up so he/she can still see the court and playing action.
- 17. CORRECT. If an errant ball or object enters the court during play and presents a concern for safety, it is appropriate for the line judge(s) to wave the flag (or an arm if flags are not being used) to alert the referees, particularly if the referees are unaware of the errant ball or object. The referees will determine whether the errant ball or object interfered with play.
- 18. INCORRECT. As the second referee performs the team lineup checks prior to each set, the line judges should stand along their respective sideline extension, approximately 10 feet back from their base position. <u>After</u> the second referee delivers the game ball to the first server, the line judges will roll the other game balls to the nearest ball retrievers, and then take their base position.

- 19. INCORRECT. Either line judge may signal an antenna fault on either antenna. The angle of some plays results in the opposite line judge having the best view of the antenna and flight path of the ball.
- 20. CORRECT. The referees and line judges should immediately depart the playing area together at the end of the match. The first referee should inform the line judges of the departure plan during the pre-match instructions. The line judges should not gather the game balls. Depending on the departure plan, they may or may not have an opportunity to return the flags to the score table if the exit path does not go directly by the score table, or if the line judges or referees own the flags, the flags should be taken directly to the locker room. Flags can be returned to event management in the locker room, if appropriate.
- 21. CORRECT. The line judge with responsibility for that sideline will make this call. The server may be touching the hash mark or its imaginary extension, but may not be touching the floor completely outside of the hash mark (or its extension) when the service contact is made.
- 22. CORRECT. After initially showing the "pursuable" signal, the correct fault signal is "antenna fault" when a pursuable ball lands in the opponent's free zone or touches any object in the nonplaying area.
- 23. INCORRECT. If there is no neutral area or space behind the score table, the line judges return to their timeout position on the first referee's side of the court, after returning games balls and getting a drink of water (if necessary).
- 24. INCORRECT. The ball may legally be pursued as long as it does not completely cross the net within the crossing space and does not contact the net, cables, or post outside the antennas. The location of the ball in relationship to the height of the net is not a relevant factor when determining pursuit.
- 25. CORRECT. The alignment and tautness of the antennas is checked prior to the national anthem and pre-match introductions.