



**2013**

# **Line Judge**

**Training and  
Certification  
Program**

**PAVO**

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# PAVO Line Judge Training and Certification Program

The objectives of the PAVO Line Judge Training and Certification program are to:

1. Build a database of certified line judges.
2. Increase knowledge and competency of line judges.
3. Increase recognition of line judges as professional officials.
4. Provide validation for line judge compensation.

Using the standards outlined below, PAVO affiliated boards (and other entities who establish a program meeting the minimum standards) have the authority to award and renew PAVO line judge certification. Certified line judges will receive the certification, a "Certified Line Judge" patch and current year certification pin, liability insurance coverage, a subscription to the *Official Word* newsletter, PAVO member discounts on travel, events, and merchandise, and access to the NCAA/ArbiterSports Central Hub. Current-year rule interpretation newsletters, messages from the National Coordinator, and other important seasonal information are only available on the Central Hub.

## Basic Line Judge Certification Standards

### Initial Certification Requirements:

- To be PAVO-certified, line judges must join a PAVO-affiliated local association (called a "board"). A list of PAVO-affiliated boards is available on the PAVO website ([www.pavo.org](http://www.pavo.org), click on "LOCAL CHAPTERS"). Annual dues of \$20 are charged to Line Judge members, although local boards may charge a small additional fee for local programs. All PAVO members, including Line Judge members, must sign the PAVO *Code of Professional and Ethical Conduct, Conditions of Membership, General Waiver, and Media Release*. These documents can be signed and submitted during the online dues-payment process, or by contacting the PAVO central office ([pavo@pavo.org](mailto:pavo@pavo.org)).

**NOTE:** PAVO Referee-members or Scorekeeper-members who have already joined through a local PAVO board do not have to submit the \$20 additional dues for line judge certification.

- Attend an annual Line Judge training session where current-year materials developed by PAVO are used, conducted by an approved PAVO instructor. Approved PAVO instructors include any PAVO State or National referee, a PAVO Nationally-certified line judge, any NCAA Division I conference assignor/coordinator, and any individual who has been assigned as a line judge to an NCAA Division I Regional or Championship event in the last five years. Additional approved instructors may be listed on the PAVO website ([www.PAVO.org](http://www.PAVO.org)).
- Submit to your local board chair:
  - The current-year written Line Judge examination, corrected to 100% and signed by the PAVO training-session instructor; and
  - Three recommendation signatures from any approved PAVO instructor. Signatures must be obtained from at least two different individuals, and be based on at least one 25-point set. Recommendations may be based on observations at any women's or men's collegiate match, or any other PAVO, USAV or high school match officiated by referees certified by PAVO or USAV within 90 days of the start date of the certification. Recommendation forms are included in this manual, or can be obtained from the PAVO central office ([www.PAVO.org](http://www.PAVO.org) or 888-791-2074).
- Certification expires annually on June 1.

### Renewal requirements:

- Attend an annual Line Judge training session as described above.
- Submit to your local board chair:
  - The current-year written Line Judge examination, corrected to 100% and signed by the PAVO training-session instructor.
  - One written recommendation signature (see description above) annually.
- Join a local PAVO-affiliated board, including dues payment. Annual PAVO dues are \$20 for line judges, although local boards may charge a small additional fee for local programs. All PAVO members, including Line Judge members, must annually sign the PAVO *Code of Professional and Ethical Conduct, Conditions of Membership, General Waiver, and Media Release*. These documents can be signed and submitted during the online dues-payment process, or by contacting the PAVO central office ([pavo@pavo.org](mailto:pavo@pavo.org)).

**NOTE:** PAVO Referee-members or Scorekeeper-members who have already joined through a local PAVO board do not have to submit the \$20 additional dues for line judge certification.

## National Line Judge Certification

For information on National Line Judge Certification, please go to [www.pavo.org](http://www.pavo.org).

# LINE JUDGE TRAINING

## Introduction

The game of volleyball today is fast, intense and complex. Collegiate players are more skilled than ever. Referees, players, coaches and fans all depend on the line judges for good decisions and knowledge of the applicable rules.

The NCAA recognizes that line judges are vital to a successfully officiated volleyball match, so they look for experienced, well-trained line judges to work in the NCAA Championship tournament in all divisions. Most of the line judges who work the NCAA Championship started at local colleges or high schools. By working hard and perfecting their skills, they share the spotlight with the players, coaches, and other officials at this highest level of competition. As a line judge, your decisions are critical to a well-officiated contest. You are often asked to make a judgment on a play because only you are in position to see the action, making you invaluable to the referees.

## DUTIES AND TECHNIQUES

### Pre-match Responsibilities

#### Arrival

Your professional image is very important. In some environments, it is appropriate to arrive at the facility in your line judge uniform. However, at many matches, you should arrive in business casual dress, just as the referees do. Line judges should arrive at least 45 minutes before the match start time, and should be at the court in uniform and ready to work at least 30 minutes prior to the match start time; some conferences may require an earlier arrival. When possible, the line judges should enter the court together. Remember, you are a professional who is part of the officiating team. Avoid being overly friendly with any fans, players, or coaches. The initial image you project as a punctual, well-prepared, neutral line judge will impact the perception of your work during the contest.

#### Proper Attire

Your line judge uniform should reflect your professional stature. If the institution or conference that assigned you does not require a specific uniform shirt, wear a plain white, polo-style shirt or wear the white polo that the referees wear, with "Volleyball Certified Official" embroidered on one sleeve. Dress in navy slacks, white socks, and clean, white athletic shoes. If you are currently a PAVO-certified line judge, wear your certification patch on the right chest area of the shirt, and the current year certification pin on the right collar lapel (unless asked not to by the conference or assignor).

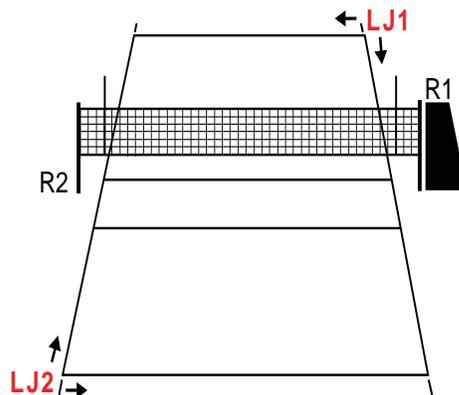
#### Pre-match Conference with the First Referee

When you arrive, introduce yourself to the first referee, the second referee, and the scorekeepers. Even the most experienced line judge needs to participate in a pre-match discussion with the referees. Whenever possible, that discussion should take place in the locker room, before the officiating crew goes to the court. The first referee will discuss your duties and signals, and clarify any personal preferences for handling specific match situations. The first referee will also assign each line judge to a specific corner if those positions haven't been designated by the assignor. Listen carefully and ask questions as needed. This pre-match conversation lays the groundwork for the team effort that is required to have a successfully officiated match once play begins.

### Pre-match Protocol

Line judges have duties and protocols to follow before the start of play. Most matches use multiple game balls in order to improve the tempo of play, and the line judges control the game balls before each set to help ensure that the game balls stay separate from balls that are used for warm-ups.

Nearly all matches begin with the national anthem and player introductions. After warm-ups are complete, and just before the anthem/introductions, one line judge accompanies the first referee across the court while carrying a game ball (two game balls if a four-ball rotation is being used) and flag. That line judge (LJ1) places the game ball(s) and flag on the first referee's stand, ensures that the antenna is secure and perpendicular directly over the sideline, and then stands to the first referee's right, near the referee stand. The other line judge leaves a game ball and flag on the score table, and, after checking the antenna, stands to the right of the second referee near the bench-side net post. Neither line judge should hold the flag or ball during the national anthem. After the anthem and introductions, shake hands with the referee on your side, and then retrieve your flag and ball; on the R2's side, the line judge must avoid the coaches who will probably be shaking hands in front of the score table. Both line judges take the game ball(s) and flag to a position about 10 feet past the end line, along the imaginary extension of the sideline. After the second referee has checked the team lineups and given the initial game ball to the first server, deliver your game ball(s) to the ball crew and step up to your base position (see below).



### General Techniques

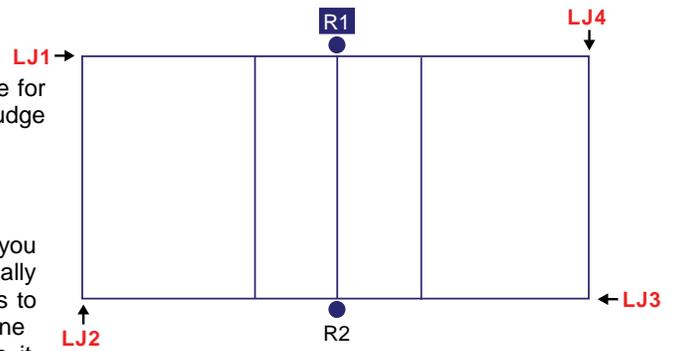
Most matches use two line judges, each positioned to the right of a referee at the intersection of a sideline and end line. Each line judge is responsible for judging the full length of the sideline and end line that intersect at their base positions.

If a match uses four line judges, each line judge is responsible for judging only one sideline or one end line on the court. Each line judge is designated the position number noted in the diagram.

## During the Match

As a line judge, your perspective of the match is unique and you must know your responsibilities in determining faults. It is equally important to clearly communicate your decisions and observations to the referees using standard signals and techniques. Excellent line judges move during a rally to get the best view of the play as it develops.

At most matches, you will be provided with a flag to signal your decisions, which is the recommended method; some line judges bring their own flags. When flags are not available, use hand signals to communicate.



Positions when using four line judges

## In Bounds and Out of Bounds

### Rules

- A ball is "in" when it contacts the court inside the court boundary lines, or when any part of the ball contacts any part of the sideline or end line.
- A ball is "out" when it lands completely outside the boundary line – that is, when no part of the ball makes contact with the sideline or end line - without being touched by a player on that half of the court (see "Touches" below). A ball that contacts the net pole or referee stand is also signaled "out".
- When a ball crosses completely under the net or net cable, line judges do not make a signal.
- During the pre-match conference, be sure to clarify any ground rules with the referees. They may need your help to determine if a ball has touched an overhead obstruction. If the ball touches an overhead obstruction that you have been told is above a non-playable area, or touches an overhead obstruction and then completely crosses the net to the opponents' court, signal "out".

When the ball contacts the floor, signal with confidence, using an emphatic signal, and hold that signal long enough to ensure good communication with other officials, teams, and spectators. Establish eye contact with the first referee at the end of each rally, whether or not you make a call. Eye contact will communicate that you are alert and taking care of your match responsibilities. Be relaxed but alert between points, avoiding behaviors and body language that might appear too relaxed or indifferent. For example, do not slouch, cross your arms, play with the flag or volleyball, or respond to a friend or spectator trying to get your attention.

### Signals

- To signal "in" with a flag, point the flag with an extended arm at about a 45-degree angle to the floor. Aim the tip of the flag at the center of the court. (Signal #1a.)
- To signal "in" without a flag, extend both arms in front of the body at about a 45-degree angle with palms to the floor, aiming at the center of the court. (Signal #1b.)
- To signal "out" with a flag, extend the arm with the flag straight up. Point the tip of the flag toward the ceiling. (Signal #2a.)
- To signal "out" without a flag, use the same signal that the referees use. Raise both forearms vertically with your elbows bent at 90-degrees, and your palms facing your shoulders. (Signal #2b.)



Signal #1a



Signal #1b



Signal #2a



Signal #2b

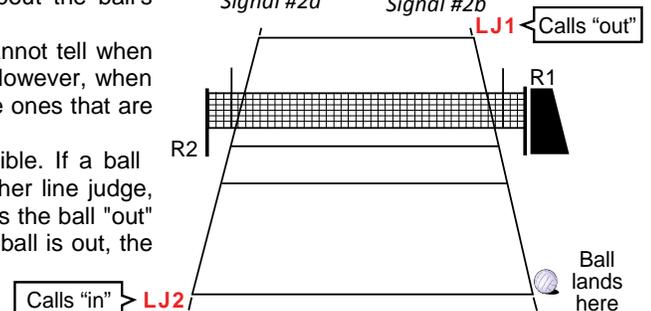
### Technique

Be alert to the developing play and look ahead to where you expect the ball to land. The ball often travels too fast to try to follow its movement and then determine where it contacts the floor. Learn to watch the player who is contacting the ball to get a sense of what direction the ball will be going, and look ahead of the ball to where it might contact the floor.

You may need to move from your base position to see where a ball lands. If you do need to move, move as quickly as possible, and be sure your head and body are stationary so that you can focus on where the ball contacts the floor. You can see more clearly if you are not in motion when you make judgments about the ball's contact point.

Even obvious "in" and "out" decisions need to be signaled. You cannot tell when the first referee may be blocked from seeing a ball contact the floor. However, when the ball lands out of bounds over the opposite sideline or end line—the ones that are the responsibility of the other line judge—do not signal "in" or "out."

Make the call appropriate to the lines for which you are responsible. If a ball lands near the intersection of the sideline and end line away from either line judge, one line judge may call the ball "in" on the sideline, while the other calls the ball "out" on the end line (or vice versa). If either line judge determines that the ball is out, the first referee will likely rule the ball "out".



Be decisive and prompt with your calls. The confidence level of the referees, players, coaches and spectators will depend on your ability to convince them that you are alert and competent.

Line judges must assist the referees in determining whether a player manages to keep a ball in play when it is very close to touching the floor (commonly called a "pancake"). In the pre-match conference, the first referee should tell you what action to take when a player manages to keep a ball from contacting the floor. Most referees will ask that you make no signal at all when a successful pancake occurs. However, if a player attempts to play the ball near the floor, and you see the ball touch the floor during the attempt, immediately signal that the ball was "in," and hold the signal until the first referee has had a chance to see it; but be sure to stay focused on the continuing play as well. If the failed pancake attempt occurs in the free zone (the playing area outside the court boundary lines), signal that the ball was "in", followed by the "touch signal". Be aware that your perception of pancake attempts may sometimes differ from the first referee's view, and the referee may "wave off" your "in" signal. If that happens, just drop the "in" signal immediately, and get ready to make your next decision.

Sometimes a line judge must move out of the way of players. When you must move, keep facing the court and back up along the sideline or end line extended. You are still responsible for making the call, and backing up allows you to continue watching the play. Of course, player safety is the primary concern.

Occasionally, the first referee will overrule a line judge's decision. Being overruled does not mean that you are doing a bad job! The first referee's elevated position sometimes provides a better perspective of the play depending on the speed and angle of the ball or the players' positions. A good, professional line judge must learn to accept being overruled without a visible reaction. Focus on the next play, as the first referee may need your help again immediately.

## Blocked from Seeing the Ball Land

### Signals

- Cross the forearms in front of the chest. If using a flag, hold the flag with either hand. (Signal #3a/b.)

### Technique

Despite your best efforts, you may be unable to make an immediate, accurate and decisive call on a play because your view was blocked. In this situation, quickly signal your inability to see the play at the end of the rally.



Signal #3a



Signal #3b

## Antenna Faults / Pursuit Rule (15.1.1.1)

### Rules

- Line judges have the best perspective for judging the path of the ball as it crosses the net to the opponent's side, so you must understand the rules and techniques regarding antenna faults.
- The rules and techniques regarding antenna faults differ significantly, depending on whether or not NCAA Rule 15.1.1.1, commonly known as the "pursuit rule," is in effect. In the pre-match conference, the first referee will tell you whether the pursuit rule will be used during your match. The pursuit rule is not used if a playing facility does not have enough clearance behind the first referee's stand and the net pole on the second referee's side. When the pursuit rule is being used, you must help determine and signal whether the ball's path is legal in both directions.
- Regardless of whether the pursuit rule is in effect or not, an antenna fault occurs whenever
  - a ball touches an antenna, the net outside an antenna, or the cables/straps that attach the net to the net posts;
  - a served ball or a ball that has been contacted more than once by a team crosses the net plane to the opponent's side by traveling over or outside the antenna.
- When a ball travels *inside* the net pole to the opponent's free zone, line judges should signal "out" when it contacts an object, an individual who is not a current player, or a member of the team that caused the ball to cross the net plane.
- If the pursuit rule is not in effect: An antenna fault occurs if, after any team contact, the ball completely crosses the net plane to the opponent's side by traveling over or outside the antenna.
- If the pursuit rule is in effect: A player may attempt to retrieve a ball by traveling outside the net pole or under the net provided:
  - A teammate has made the first team contact (or block); and
  - The ball then travels over or outside the antenna; and
  - The ball enters the opponent's free zone; and
  - When the pursuing player returns the ball to her team's playing area, the ball's return path is over or outside the same antenna.

### Signals

- To signal an antenna fault with a flag, wave the flag above your head with one hand and point to the antenna with the other. (Signal #4a.)
- To signal an antenna fault without a flag, wave one hand above your head, and point to the antenna with the other hand. (Signal #4b.)
- Occasionally, there is some confusion regarding which team actually committed an antenna fault. A line judge can use hand signals to communicate which team is at fault when necessary. After signaling an antenna fault, lower the flag and then:



Signal #4a



Signal #4b

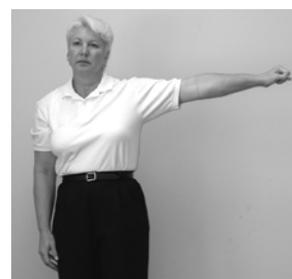
- o extend your right arm, with or without a flag, parallel to the end line to indicate that the team nearest you committed the fault; or
- o extend your left arm, with or without the flag, parallel to the sideline to indicate that the team in the opposite court committed the fault.

### **Pursuit Signal**

When the pursuit rule is in effect, the ball remains in play after a first contact or block if it travels to the opponent's free zone over or outside the antenna without touching the net, antenna, or cables. To signal that a ball is pursuable, extend the left arm straight to the side, either with the flag or a closed fist. (*Signal #5a/b.*) Do not try to switch hands with the flag during play. If the pursuing team returns the ball over or outside the antenna, no fault has occurred. Drop the "pursuable" signal and play continues. If the return path of the ball is completely inside the antenna, signal an antenna fault. (*Signal #4a/b.*)



*Signal #5a*



*Signal #5b*

If a pursuable ball crosses the net plane and then contacts the floor in the opponent's free zone, a person out of play, or any nonplaying area, the line judge(s) should signal an antenna fault. (*Signal #4a/b.*)

### **Technique**

When you see an antenna fault, signal immediately and continue signaling until acknowledged by a referee. Often, after a ball passes close to an antenna, play continues, and the first referee must stay focused on the play. Hold your fault signal until the referees notice that you are signaling a fault.

Moving to the best position to judge antenna faults and still be in position for other calls is a challenge. With experience, you will be able to discern if one or both of your lines has little chance of being involved in an "in/out" call. For instance, moving up the sideline to judge the ball's path near the antenna is only a good idea if the ball is traveling at such an angle that your end line is not going to be in question.

Remember that you can signal an antenna fault that involves either antenna.

## **Foot Fault / Line Violation**

### **Rules**

- At the moment the server contacts the ball for service, the server cannot be touching the court or the end line. The server must also be within the service zone, marked by the short lines that are extensions of the sidelines at the moment the serve is contacted. Touching either extension is permitted, but contacting the floor outside these extensions at the time of service contact is a foot fault. A player may begin the service approach from outside the service zone.

### **Signals**

- To signal a foot fault with a flag, wave the flag above your head with one hand while pointing to the line where the fault occurred with the other hand. (*Signal #6a.*)
- When you do not have a flag, signal by waving one hand above the head and use the other hand to point to the line where the fault occurred. (*Signal #6b.*)
- Remember that the first referee is watching the ball, so you may need to hold the foot fault signal until the referees see you.



*Signal #6a*



*Signal #6b*

### **Technique**

Focus on the end line to watch for foot faults as the server prepares to serve. After the serve is contacted, quickly turn to see the location of the served ball in case you are required to make a call on your sideline.

To judge the legality of a jump server, watch for the last point of contact the server had with the floor prior to the jump. If the server contacts the court or end line at take-off, a foot fault has occurred. Provided the server jumps from a legal position behind the end line and in the service zone, the server can land anywhere, including inside the court.

The service zone includes the area behind the entire length of the end line. If a server takes a position within 4 to 5 feet of the sideline near you, you must move to ensure that you are not obstructing the server's position or view. The line judge's default position is along the imaginary extension of the sideline, about three feet behind the server and outside the server's peripheral vision. During the pre-match discussion, the first referee will tell you how and when to move to the alternate position, which is a 3 or 4 feet from the corner of the court, along the imaginary extension of the end line. You should only take this position if instructed by the referee. From either position, after the serve has been contacted and the server moves toward the court, move quickly back to your base position. You may have to stop moving as you return in order to make a call on a very fast moving serve. Do not adjust your position at all unless the server is close enough to be distracted by your normal base position.

Line judges are not responsible for calling non-serving players off the court (position fault) at the time of service. It is the referees' responsibility to decide on position faults by non-serving players. Line judges may discreetly provide information to the referees at an appropriate time if they notice potential position faults of this nature.

## Touches

### Rules

- A "touch" is called when a player contacts the ball during a block, or the first, second or third team hit, and then the ball lands out of bounds on that team's side of the net. If the ball is hit into the net &/or opposing blockers and then lands out of bounds on the attacking team's side of the net, it is not appropriate to signal "touch" – just signal "out".

### Signals

- To signal a touch with a flag, hold the flag in a vertical position with the top of the flag at about chin level. Place the palm of your other hand on top of the flag, elbow at shoulder height. (Signal #7a.)
- To signal a touch without a flag, bend one arm at the elbow with the palm facing you at head level and turn the palm of your other hand away from you. Touch the fingers of both hands. (Signal #7b.)



Signal #7a

Signal #7b

### Technique

Remember, use a touch signal only after a referee's whistle ends a play. Making accurate decisions about touches can be challenging. As the play develops, focus on the blocker's hands as the ball is being attacked. When you see a touch, be prepared to signal immediately if the ball then lands out of bounds on that team's side. Do not signal "touch" if the rally continues, or if the ball lands in bounds near one of the lines you are judging.

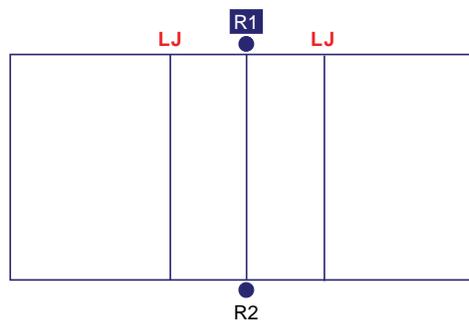
The first referee will routinely look at both line judges after a ball has gone out of bounds to see if either one saw a touch. This is good teamwork and is not an attempt to influence your call. If you see a touch, signal it clearly and decisively. If you do not, make eye contact with the first referee even though you do not signal. Either line judge can call a touch by either team anywhere in the playing area. However, do not signal a touch just because the other line judge does. Only signal touches you actually see.

When the ball is blocked immediately back to the attacker's side of the net and lands out of bounds, do not use the touch signal – just signal "out". Sometimes the ball is attacked into the top net tape and may or may not be contacted by the blocker(s) before rebounding back to the attacker's side. In this situation, the line judge is only responsible for determining whether the ball lands "in" or "out". Only the referees determine whether the blocker(s) touched the ball, since the ball did not go out of bounds on the blocking team's side.

Players may attempt to influence your decisions regarding touches. Do not allow them to change your mind about what you did or did not see. Report any unsporting conduct or comments to the referees during the next dead ball.

## Other Responsibilities

- During a timeout in a match played using NCAA women's rules, both line judges go to the intersection of the attack line and the sideline, near the first referee. To move to that position, LJ1 waits as LJ2 walks along the end line. As LJ2 turns toward the referee stand at the corner, both line judges walk up the sideline to the timeout position. Walk with the flag rolled up, and, once in position on the first referee's side, stand at the attack line – line judges determine before the match whether they should hold the flags in front of or behind the body during the timeout. If the absence of a ball crew, the line judge on the serving team's side should hold the game ball during the timeout. Do not approach the referee stand unless requested to do so by the first referee or the position of the cheerleaders/mascot require you to move. Both line judges return to base position when the second referee whistles the 15-second warning prior to the end of the timeout, or earlier if both teams return to the court.
- In the absence of a ball crew, the first referee may instruct the line judges to help retrieve balls between rallies. Remember, your primary responsibility is to communicate any decisions to the referees before retrieving a ball. The players can retrieve the ball if you are involved with a decision.
- Wave your flag overhead to alert a referee to any potentially dangerous situations like wet areas on the floor, foreign objects entering the court, or loose/displaced antennas, but remember that it is the referees' responsibility to determine when or if play is stopped.
- Line judges should not engage in conversation of any kind with coaches, players or spectators. If the coach or a player asks you a question concerning your call, make eye contact with your referees to assist you. Inappropriate comments from the bench or spectator areas, or by players on the court, should be reported to the nearest referee when the ball is out of play.
- If a player is injured, move away from the area until the injury situation is resolved.



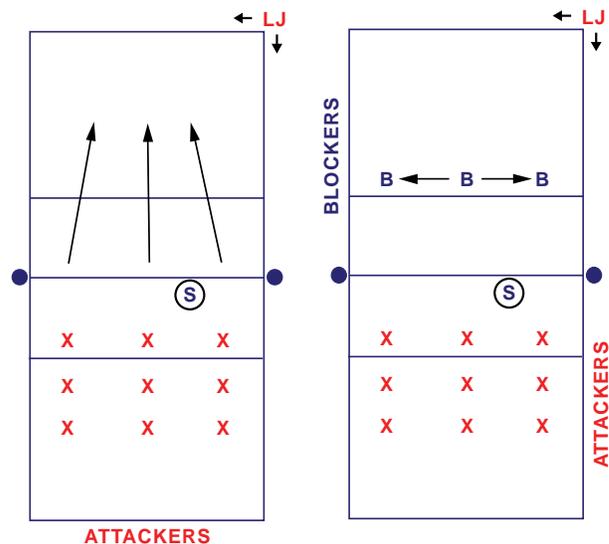
## Post-set and Post-match Responsibilities

- At the end of each set, if there is another set to be played, the line judges gather all game balls, and go to the timeout position near the first referee stand. Wait until the teams have changed courts/benches, and then walk across the court and return the balls to the score table.
- Depending on the venue, line judges may have a specific place to sit or stand between sets. If there is no designated area near the score table for the line judges, get a drink of water if needed after returning the balls to the score table, and then both line judges return to the timeout position (with a flag and a game ball) near the first referee stand by walking across the court along the attack line. If teams are practicing on-court, walk around the court.
- During an extended intermission between Sets 2 and 3, the officiating crew may leave the court area. Avoid areas where the potential for contact with team members or fans is high. Between sets, do not linger in front of the score table or converse with the scorekeeper or second referee, unless the second referee initiates a conversation regarding your line judge duties. Be prepared to return to duty when the clock timing the interval between sets is at the 0:30 mark. Take a game ball and flag to the starting position about 10 feet from the court on the imaginary extension of the sideline, and repeat the pre-match protocol.
- When the match is over, leave the playing area quickly, following the “exit plan” established by the first referee. Do not engage in discussions or communications with players, coaches, or spectators. Line judges are not responsible for game balls after the match. Flags can be taken directly to the locker room and returned to event management from there.
- Participate in a post-match review with the officiating crew whenever possible. Often, referees and official observers include line judges in formal or informal post-match discussions and evaluations. The network that you build through these efforts is important to your success as an official.

## On-court Practice

Once you master the rules, techniques and signals, it is vital to practice making game-like decisions. Line judges must practice good techniques and habits, like looking ahead of the ball, focusing on the blocker's hands to see touches, and concentrating on the server during service contact. Take advantage of team practice or scrimmage situations and try the following:

1. When teams are practicing offense with single attack lines, take a line judge's position at the opposite end line and call each ball as it lands. If possible, have a colleague videotape you and one of the lines you are calling, and later evaluate your mechanics and the accuracy of your calls.
2. When teams are practicing with both attackers and blockers, practice watching for blockers' touches. Observe from the line judge's position on both the blocker's side and the attacker's side. After deciding whether or not a touch occurred, ask the blockers to confirm.
3. During serving practice, observe the server for foot faults and then quickly transition to see where the serve lands. In particular, practice the position and transition necessary when a server takes a starting position within 4 to 5 feet of the left sideline.
4. For extra practice, volunteer to work as a line judge for actual scrimmages.
5. Practice may also take place prior to the match as the teams are warming up. Experienced line judges find that "warming up" their eyes on the lines during hitting and serving drills is very beneficial.



## Summary of Line Judge Signals

Situation	Signal
Ball lands in-bounds	IN
Ball crosses the net and lands out of bounds	OUT
Ball contacts the net post or referee stand	OUT
Ball contacts the antenna, cables or net outside the antenna, or straps/cables connecting the net to the post	ANTENNA FAULT
Ball contacts an overhead obstruction over a non-playing area, or contacts an overhead obstruction after the third contact by a team	OUT
Non-pursuable ball contacts an overhead obstruction and then crosses the net to the opponent's court, or crosses the net and then contacts an overhead obstruction over the opponent's court	OUT
After an attack, a defender touches the ball and then the ball lands out on the defensive team's side of the net	TOUCH
After an attack, a blocker touches the ball and then the ball lands out of bounds on the attacker's side of the net	OUT
When an attacked ball is blocked, the ball then contacts a member of the attacking team before landing out of bounds on the attacking team's side of the net	TOUCH
After first, second, or third team contact, the ball goes into the net and then lands out of bounds on the attacking team's side of the net	OUT
Unsuccessful pancake attempt in that team's free zone, after first or second team contact	IN, followed by TOUCH
Non-pursuable ball is contacted in the opponent's free zone by the pursuing team	OUT
Unsuccessful pancake attempt in the opponent's free zone on a pursuable ball	IN, followed by ANTENNA
Pursuable ball lands untouched in the opponent's free zone, or in a nonplaying area, or contacts a person out of play	ANTENNA FAULT
Pursuable ball is returned between the antennas	ANTENNA FAULT