



# Line Judging Protocols

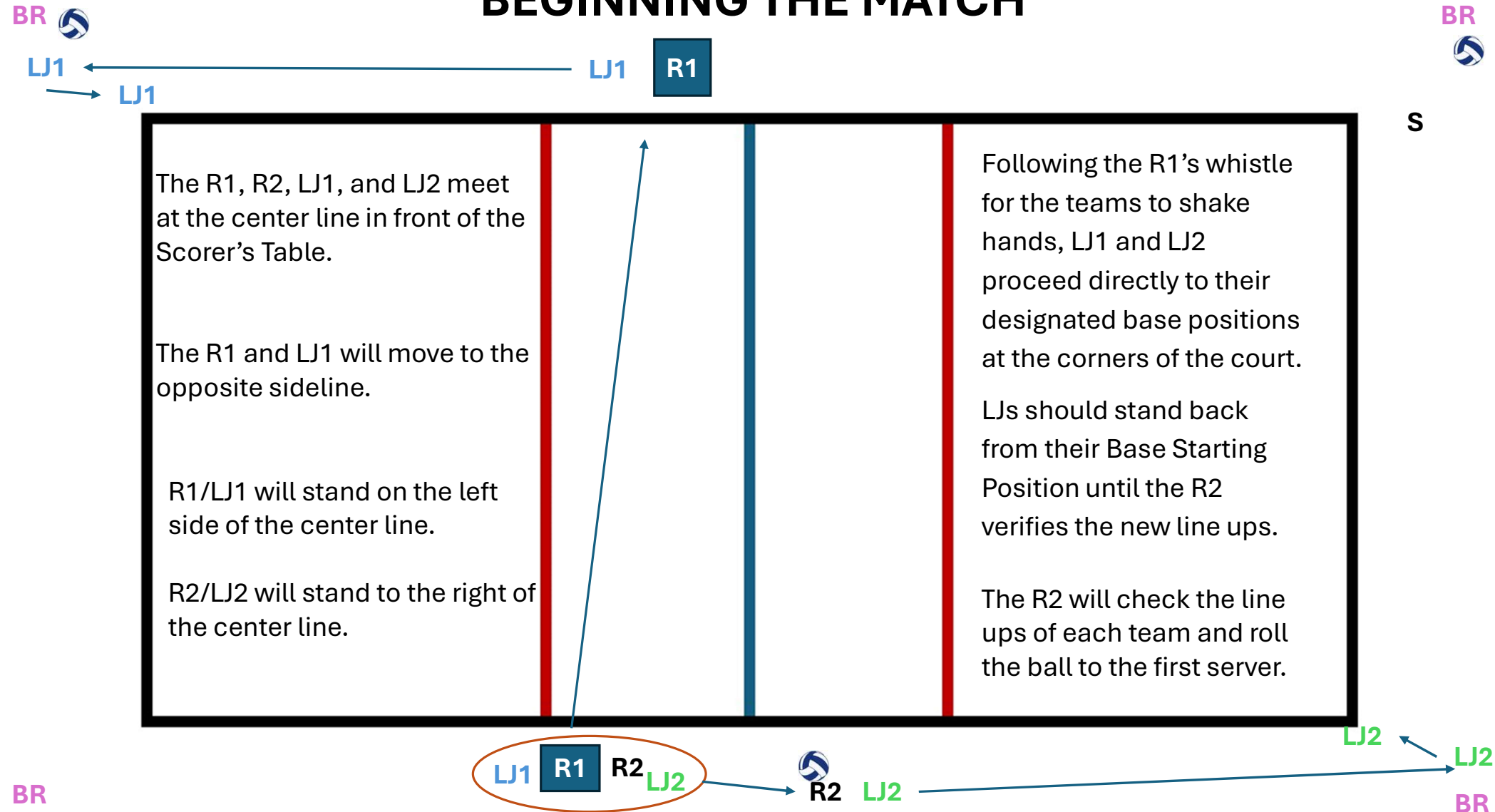
Colorado Volleyball Officials Associations

- Beat the ball to the floor with your eyes.
  - **Probably the most important technique in getting the call correct!**
- Make eye contact with the R1 after every play.
  - Sometimes just a slight shake of the head to indicate that you did not have a touch or antenna.
- **Do not call, “Out” or “In”** on your partners side line or end line!
  - You are judging different lines! Judge only yours!
- **Do call, “In”** on the central part of the court on both sides of the net.
  - Never assume that the R1 sees the ball hit the floor.
  - Even the most obvious.
- **Do call, “Touches”** on both sides of the net.
  - Be 100% certain on touches!

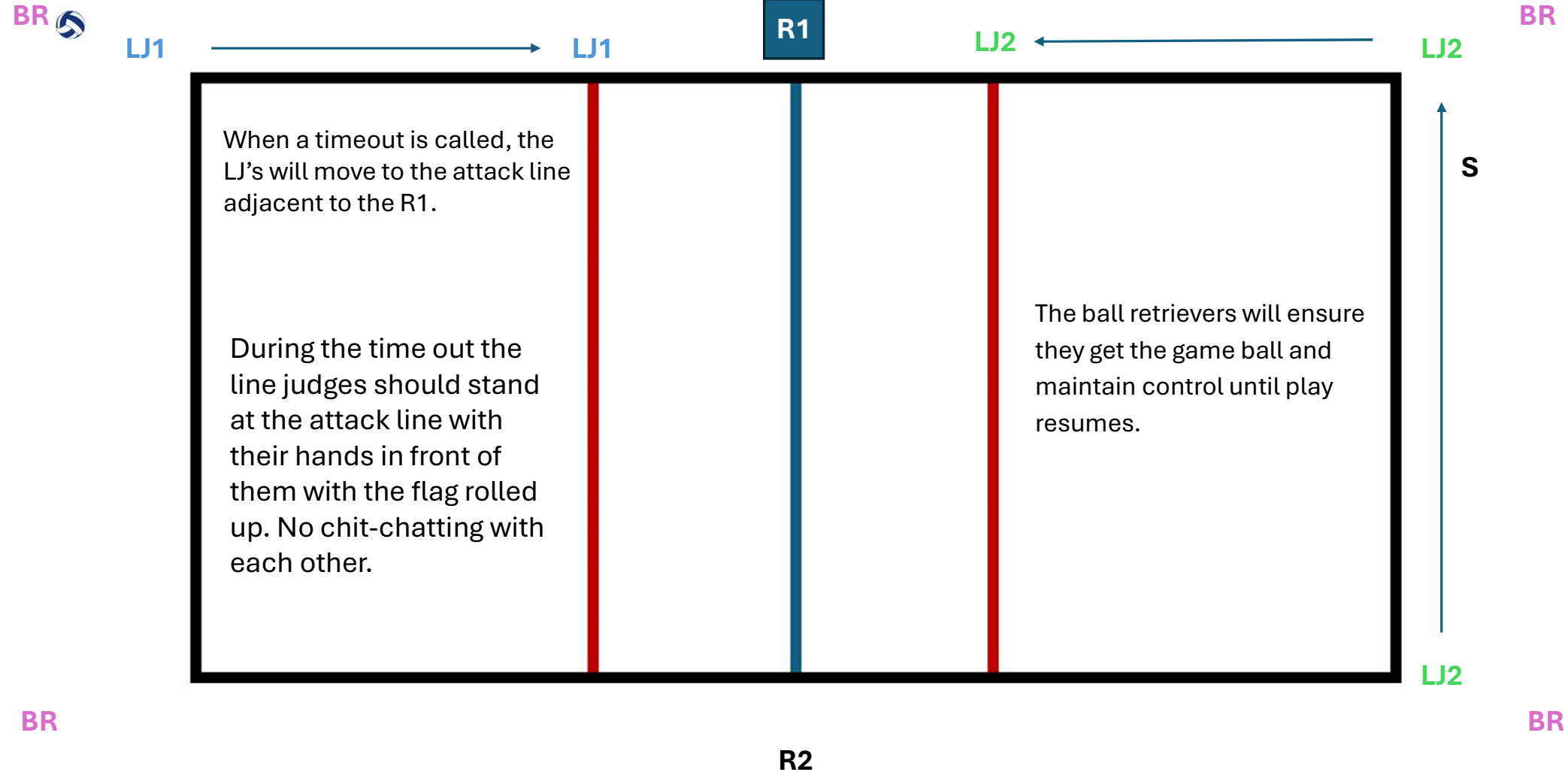
- **Do call, “Antennas”** on both sides of the court.
  - Don’t drop antenna signal if not immediately acknowledged.
  - Remember outside or OVER antenna is a fault. The antenna extends from the floor to the ceiling.
- **Do call, “Ball touches”** any part of the ceiling on the way over the net by using the antenna signal, pointing at the ceiling and shaking your flag.
  - Sometimes it may be necessary to indicate the team at fault!
- Stand near (but not on top of) the corners to get best view of both lines.
- For balls hit away from your side of the court, position your feet perpendicular to side line.
- For balls hit into your side of the court, position your feet at 45 deg. Angle and be mobile to turn towards either side line or end line.

- Get low on blocks and lines.
  - Able to more clearly see touches from below.
  - Shorter distance eyes need to travel to floor.
- Do not be nailed to the floor!
  - Sometimes moving one or two steps up the side line or across the end line:
    - Will help get a better view on a pancake.
    - Will avoid being blocked from seeing the line by a player(s).
- Anticipating a dink or roll shot.
- Remember to move in a direction perpendicular to a player running towards you.
- For a server close to the LJ, consider having the LJ position themselves to the side.
  - Don't drop foot fault signal if not immediately acknowledged.

# BEGINNING THE MATCH

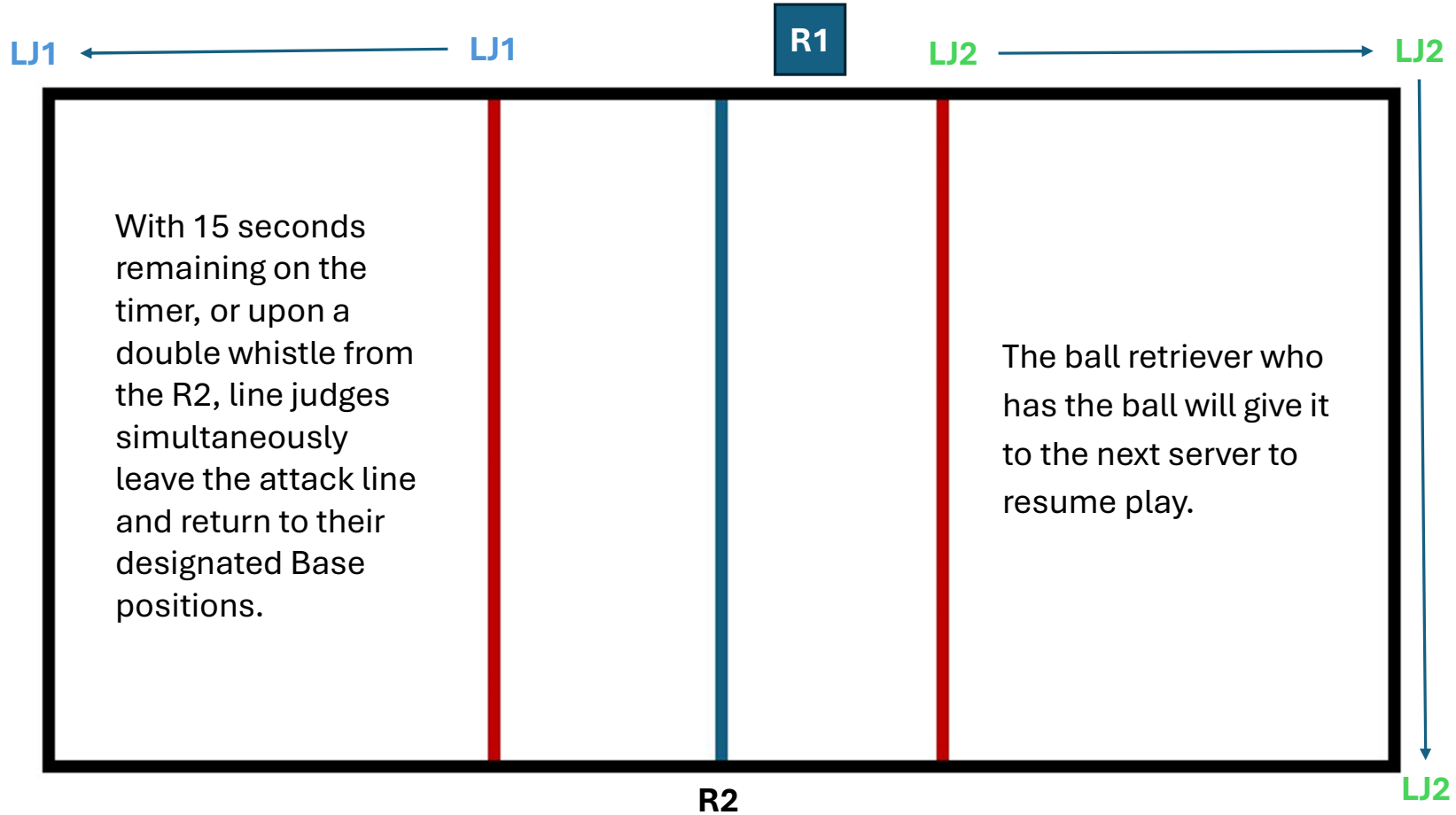


# TIME OUTS



BR

# END OF A TIME OUT



With 15 seconds remaining on the timer, or upon a double whistle from the R2, line judges simultaneously leave the attack line and return to their designated Base positions.

The ball retriever who has the ball will give it to the next server to resume play.

BR

BR

# END OF EACH SET



LJ1



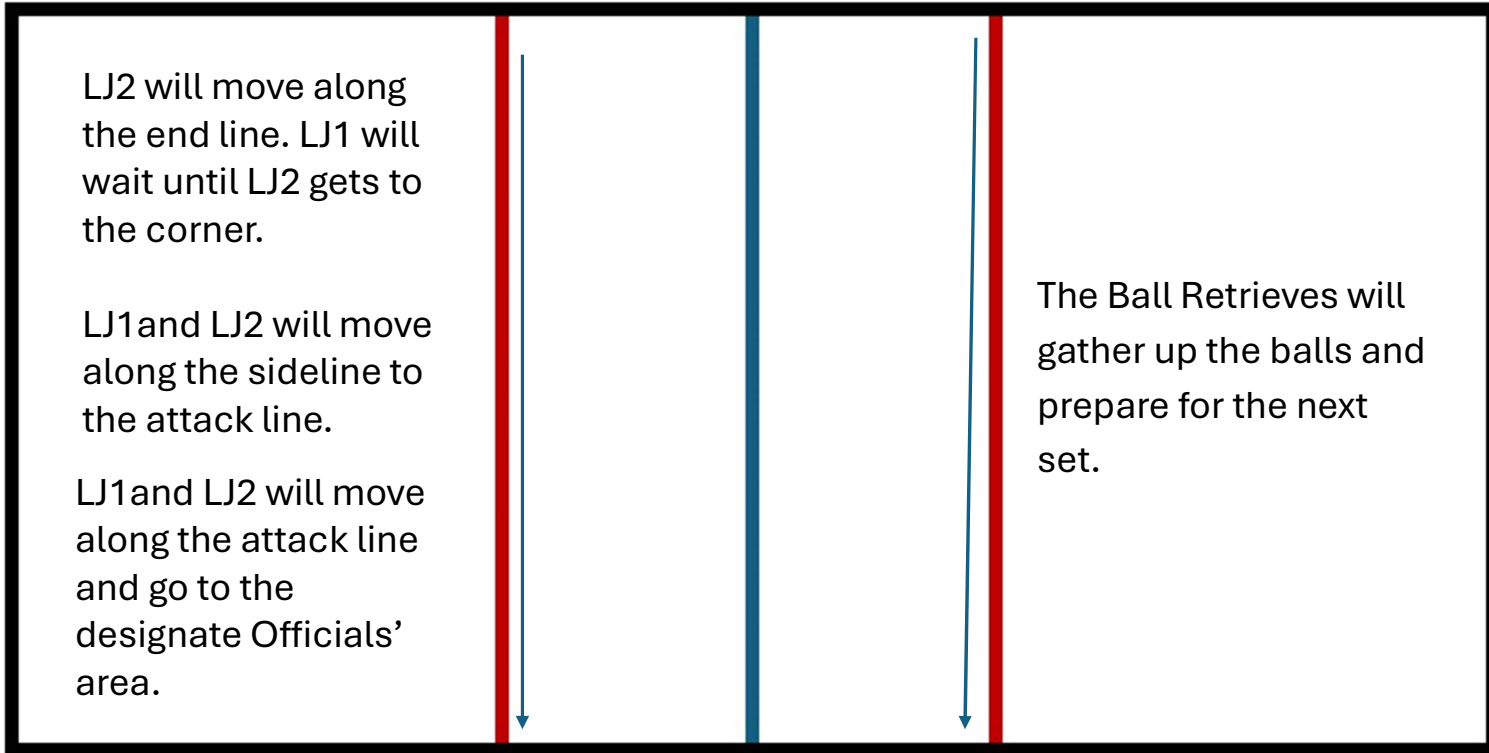
LJ1

R1

LJ2



LJ2



LJ2

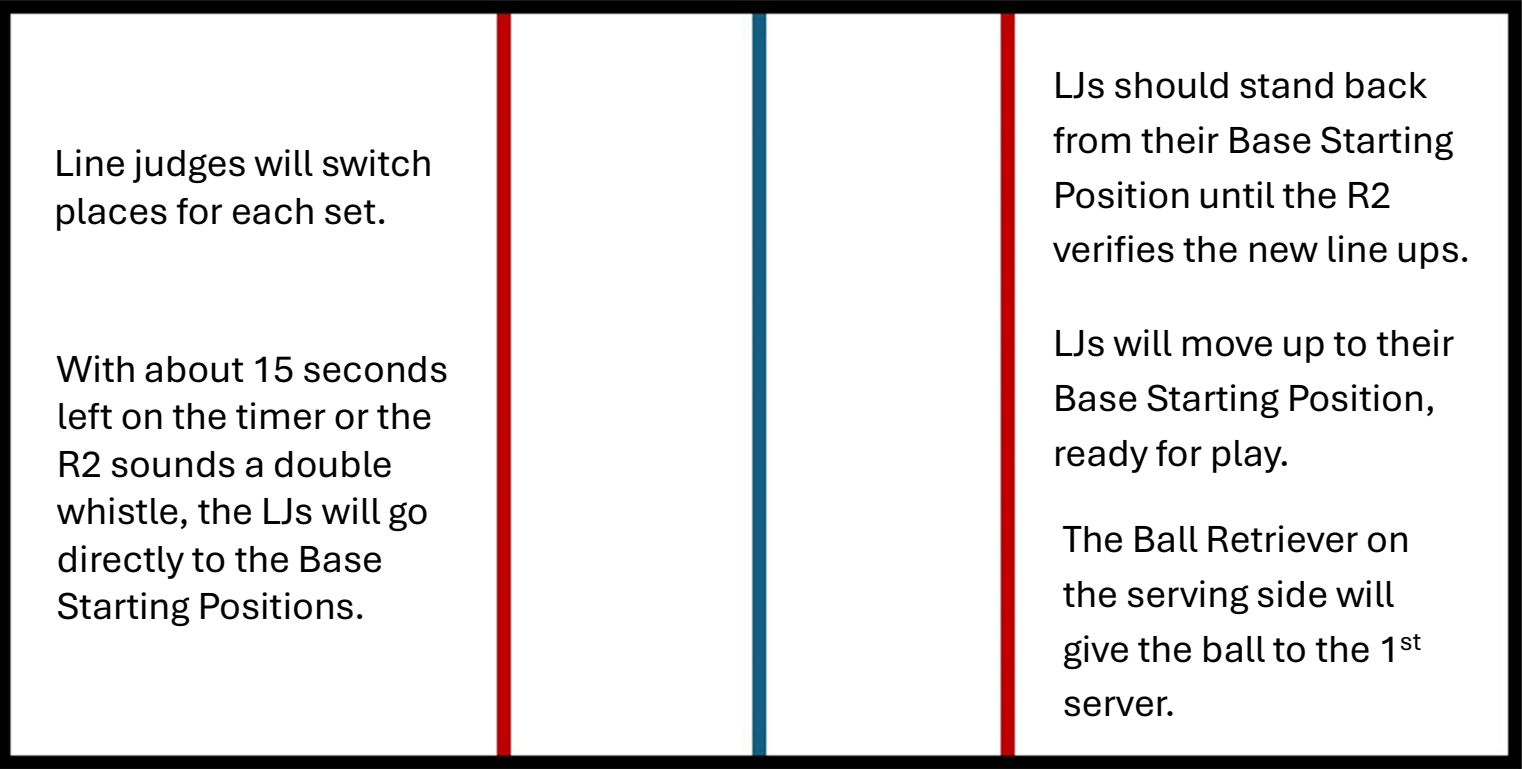
LJ1 LJ2

R2



# STARTING THE NEXT SET

R1



S

R2

LJ1 LJ2

LJ2

LJ2



BR



# END OF THE MATCH

