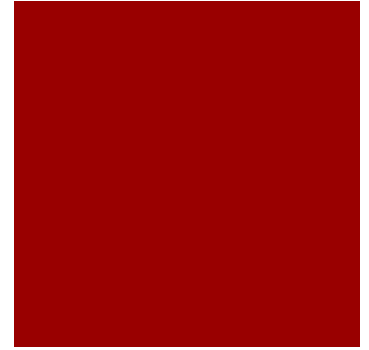


# Line Judge Training

Volleyball Canada  
2010 – 2011 Edition

N. Konowalyk – September 2010

# The Importance of Line Judges



- All of the referee corps are trained observers, this is especially true for line judges
- Line judges play an essential role in supervising the match along with the other officials

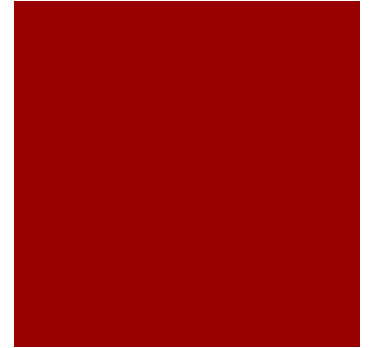
# We Understand...

- Our decisions may sway the result of a rally, set, or match
- That we have to be prepared, knowing our responsibilities and fulfilling our role to the best of our ability
- That we are one of the cogs in the overall wheel of officiating in a match



# Some High Expectations

- Line judges have to maintain the image of the refereeing corps inside and outside the competition area (i.e. PROFESSIONALISM)
- Line judges must show exemplary conduct throughout the competition (including before, during and after!)
- They also need to adhere to established timetables (i.e. showing up on time, keeping commitments)



# Some Background

- The rules of the game (ROG) regulate the functionality of the line judges
- The ROG also dictate the where the line judges are to be located and their responsibilities
- Lastly, the ROG indicate what signals are to be used

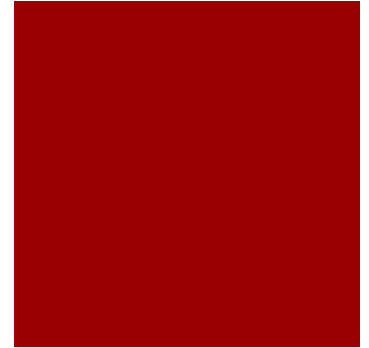




# Location, Location, Location...

Rule 27.1 of the Volleyball Canada rulebook

# Where Do I Stand?



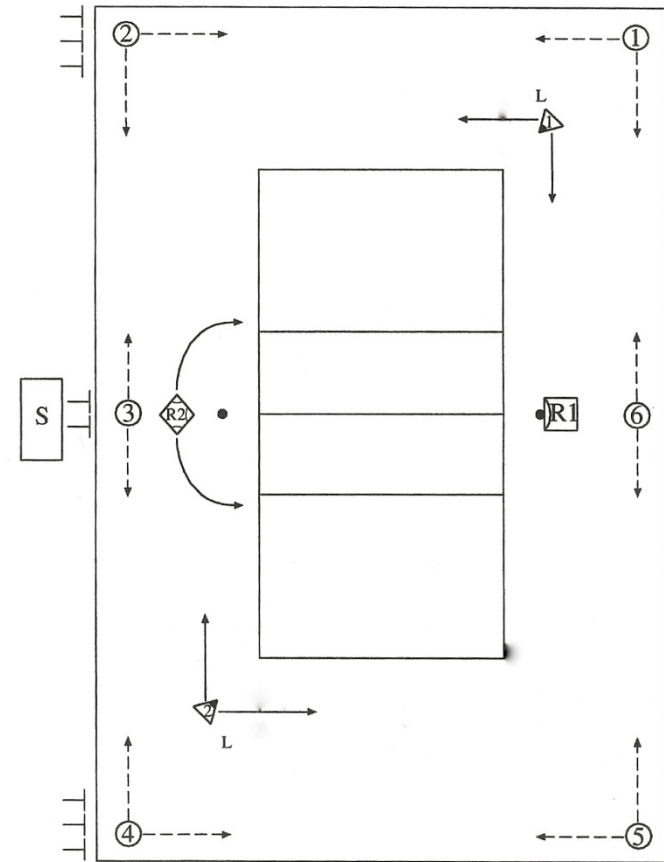
- Rule 27.1 – Location
  - Two Line Judges – they stand in the free zone at the corners of the court closest to the right hand of each referee, diagonally at 1 to 2m from the corner
  - Four Line Judges – they stand in the free zone at 1 to 3m from each corner of the court, on the imaginary extension of the line that they control
  - Once a line judge has an established position, they retain that position for the entire match

# Rule 27.1 – Location for 2 Line Judges

Line Judge #1 (L1) and #2 (L2)

- Positioned as per the picture to the right
- Each line judge supervises two lines – long and short
- Stands in the free zone 1.0 to 2.0m from the corner diagonally
- Moves to observe the short line when the server nears the corner

## LOCATION OF THE REFEREEING CORPS AND THEIR ASSISTANTS EMPLACEMENT DU CORPS ARBITRAL ET DE LEURS ASSISTANTS



- R1 = First Referee / Premier arbitre
  - ◆ R2 = Second Referee / Second arbitre
  - S = Scorer / Marqueur
  - ▷ = Linesjudges / Juges de ligne (numbers 1-4 or 1-2 / numérotés 1-4 ou 1-2)
  - ④ = Ball Retrievers / Ramasseurs de ballon (numbers 1-6 / numérotés 1-6)
  - = Floor Moppers / Balayeurs et Essuyeurs
- Diagram / Fig. 10 R. 3.3, 23.1, 24.1, 25.1, 26.1 & 27.1 (line judges)

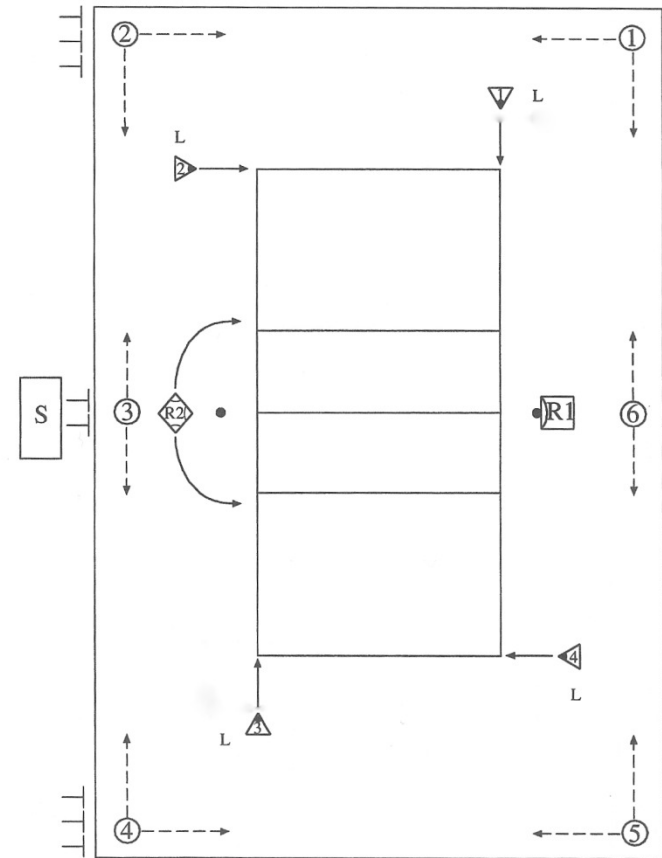


# Rule 27.1 – Location for 4 Line Judges

Line Judges 1 (L1), 2 (L2), 3 (L3) and 4 (L4)

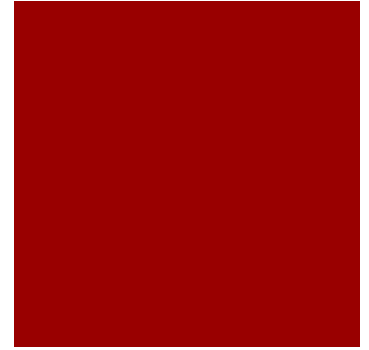
- Positioned as per the picture to the right
- Each line judge supervises one line – either long and short
- Stands in the free zone 1.0 to 3.0m from the corner in a straight line back from the baseline or sideline
- In positions 1 and 3, moves behind the server who starts near the corner

LOCATION OF THE REFEREEING CORPS AND THEIR ASSISTANTS  
EMPLACEMENT DU CORPS ARBITRAL ET DE LEURS ASSISTANTS



- R1 = First Referee / Premier arbitre
  - ◆ R2 = Second Referee / Second arbitre
  - S = Scorer / Marqueur
  - ▶ = Linesjudges / Juges de ligne (numbers 1-4 or 1-2 / numérotés 1-4 ou 1-2)
  - ④ = Ball Retrievers / Ramasseurs de ballon (numbers 1-6 / numérotés 1-6)
  - = Floor Moppers / Balayeurs et Essuyeurs
- Diagram / Fig. 10 R. 3.3, 23.1, 24.1, 25.1, 26.1 & 27.1 (line judges)

# What About Interruptions?



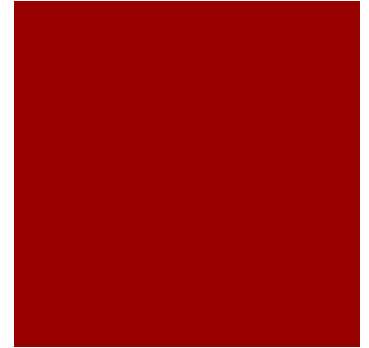
- There are other situations that arise in a match that dictate the line judge's location
  - Pre-match protocol requirements
  - Technical time outs
  - Set intervals
  - Post-match protocol requirements
  
- Each league may have different requirements and protocols – one of the jobs of the officiating corps is to know the protocols



# Responsibilities

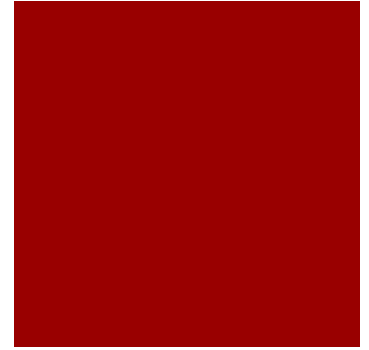
Rule 27.2 of the Volleyball Canada rulebook

# What does Rule 27.2 tell me?



- That as a Line Judge, I perform my function by using flags to signal:
  - The ball 'in' and 'out' whenever the ball lands near my line
  - The touches of 'out' balls by the team RECEIVING the ball
  - The ball touching the antenna, the served ball crossing the net outside the crossing space, etc
  - Any player (except the server) stepping outside of their playing court at the moment of the service hit

## Rule 27.2 also tells me...



- That as a Line Judge, I perform my function by using flags to signal:
  - The foot faults of the server
  - Any contact with the antenna on their side of the court by any player during their action of playing the ball or interfering with the play
  - The ball crossing the net outside the crossing space into the opponent's court or touching the antenna on their side of the court
- If that's not enough, I also have to repeat my signal should the first referee request it!



# Pre-match Instructions

From the R1 to the LJs...

# What does the first referee want?



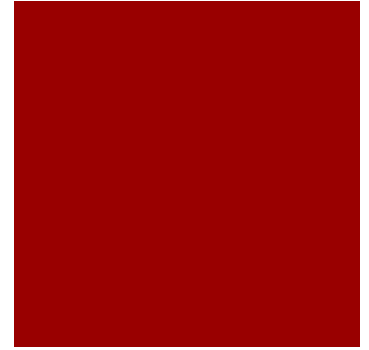
- Before the match begins, the first referee will give instructions to the referee corps – these instructions cover all facets of game management and start the communication process
- The first referee will also let the line judges know what they are looking for from whom, and give line assignments – heed the instructions, and don't do more than asked!



# Techniques and Tips

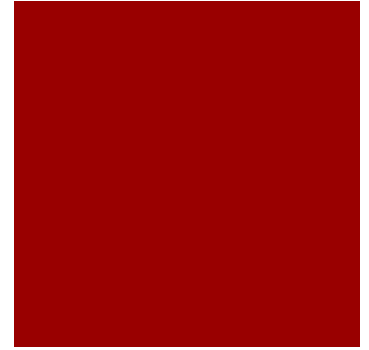


# Techniques of Line Judging



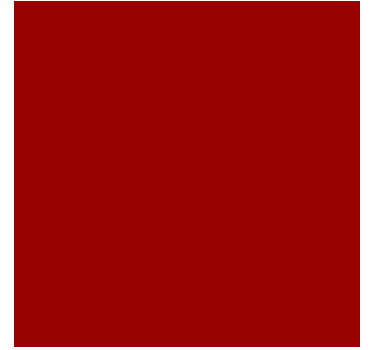
- Be prepared – this will help you achieve the best level of concentration and condition to work the match
- Stand in a position which allows evaluation of play within your jurisdiction – you can move, especially to avoid interfering with play
- Signals should be made quickly and should be decisive – the sequence for line judges is:
  - See
  - Decide
  - Signal, making eye contact with R1

# Warming up the eyes – Preparing to make a call



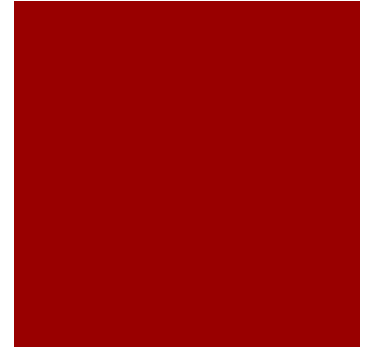
- Our attention span during play is of major importance
- Continual scanning of the ball in play and the line of responsibility allows for temporary evaluation
  - i.e. We look from the ball to the line and back about 2 – 3 times per play to ready ourselves for judgement
- This is done by moving the eyes rather than the head (unless head movement is necessary – short lines in 4 LJ system)

# Other Line Judging Keys



- Focus
  - Pay attention to those points or areas where the rally is taking place.
  - Briefly follow the ball path, then change focus (the 'snap-shot' method)
  
- Anticipation
  - Looking forward after seeing the initial contact, and anticipate the landing where a decision is required

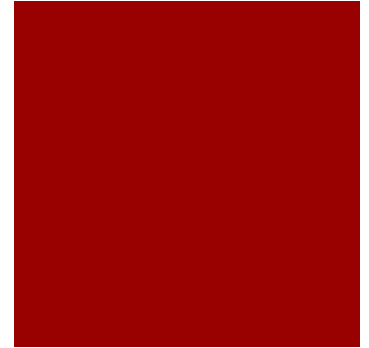
# Body Positioning



- There are essentially three positions when line judging
  - Relaxed – feet closer together, standing erect, flag held down along the side or back of the leg
  - Ready position – higher knee bend, athletic position with feet shoulder width apart, one foot in front of the other; as play progresses this transitions to a deeper knee bend and allows for movement as necessary
  - Signalling – back to erect standing position, with flag used to indicate detected fault (if no fault, you revert to relaxed position)

# Movement

- During a rally, line judges may need to move from their assigned locations – this is usually to:
  - Avoid interfering with players playing the ball
  - Better observe a ball crossing the net near an antennae
  - To keep the ball in sight during ball contact with player(s) or equipment, including the ‘pancake’ dig
  - To keep their body facing the action at all times
  - To report to the first referee when summoned to the referee stand



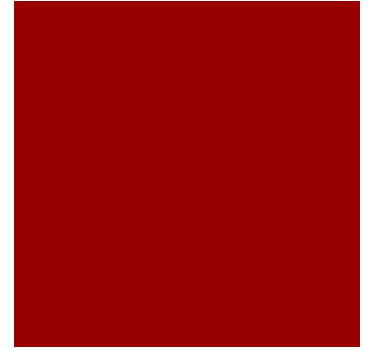


# The Signals

Rule 28.2 of the Volleyball Canada rulebook

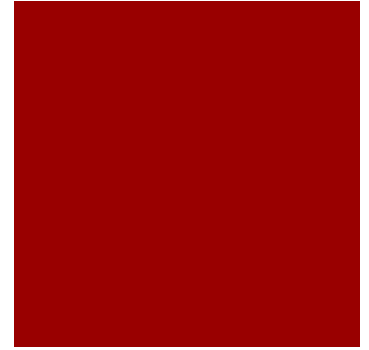
# Some Commentary...

- Signals used must be those approved by the Volleyball Canada referee committee
- Signals are to be shown clearly so that the referee, the players, coaches and spectators can understand the decision made
- The signal must be quick and maintained for a moment (or repeated if required)
- Communication within the referee corps is paramount



# Gripping of the Flag

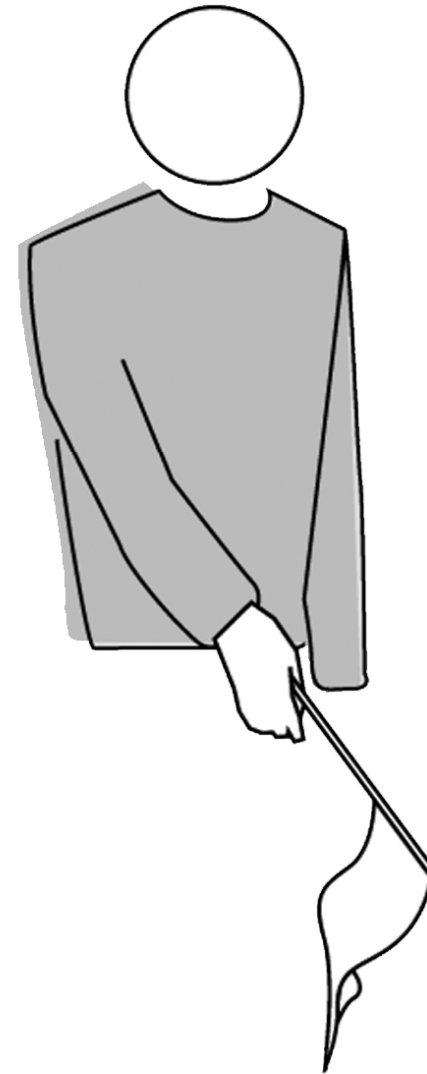
- All signals use a badminton or handshake grip – this will allow the flag to “pop” with a slight cock of the wrist from the starting position behind your back leg
- If the flag and arm are not straight in the signal, it is often due to either a bent elbow or a frying pan grip





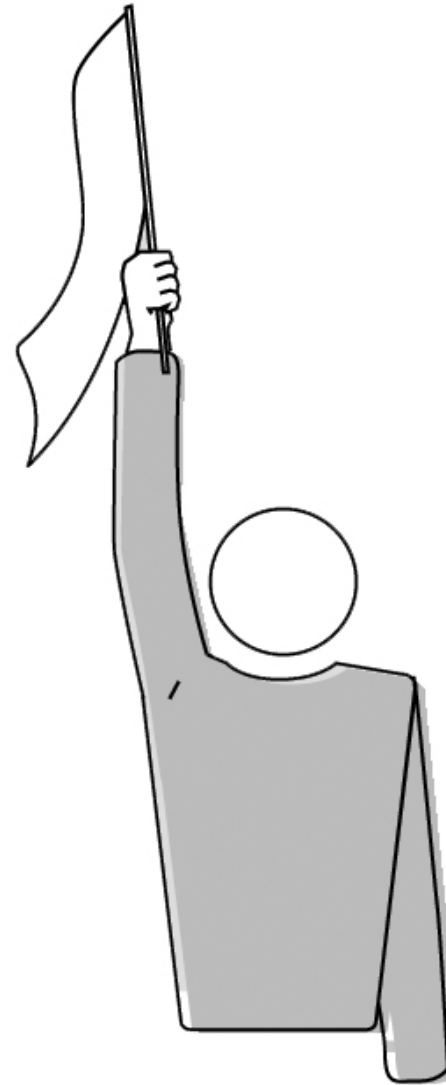
## Signal 1 – Ball 'In'

- Point down with the flag at a 45 degree angle
- Used when the ball touches the playing court, including the boundary lines
- Signalled by the line judge who controls the line nearest to where the ball touches the floor



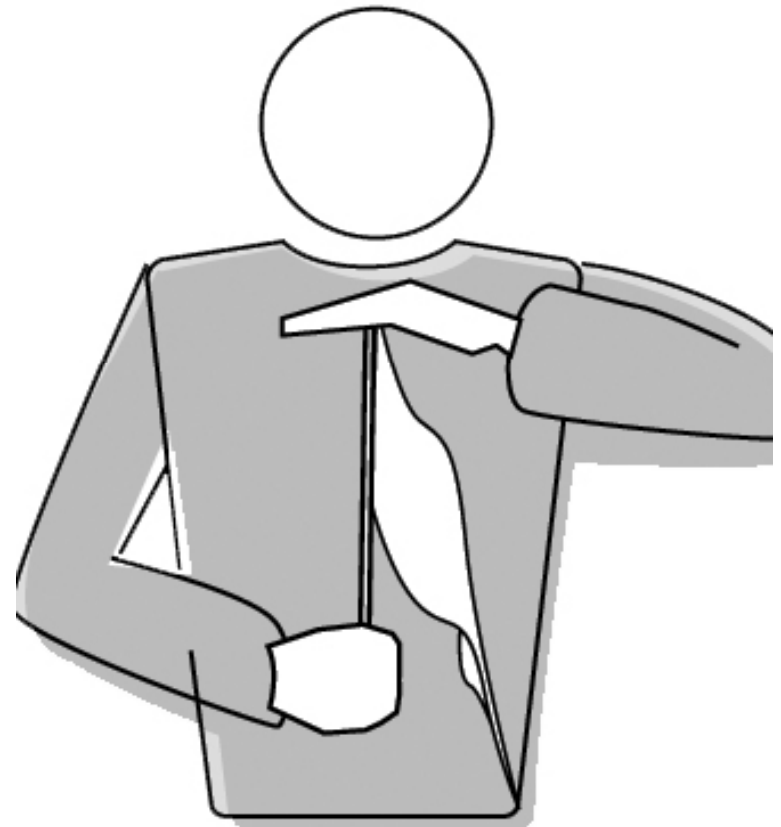
## Signal 2 – Ball ‘Out’

- Point straight up with the flag
- Used when the part of the ball that touches floor lands completely outside the boundary lines
- Used to indicate the ball touching an object outside the court, the ceiling or a person out of play
- Used to indicate the ball touching the ropes, posts or net itself outside the side bands
- Signalled by the line judge who controls the line nearest to where the ball touches the floor



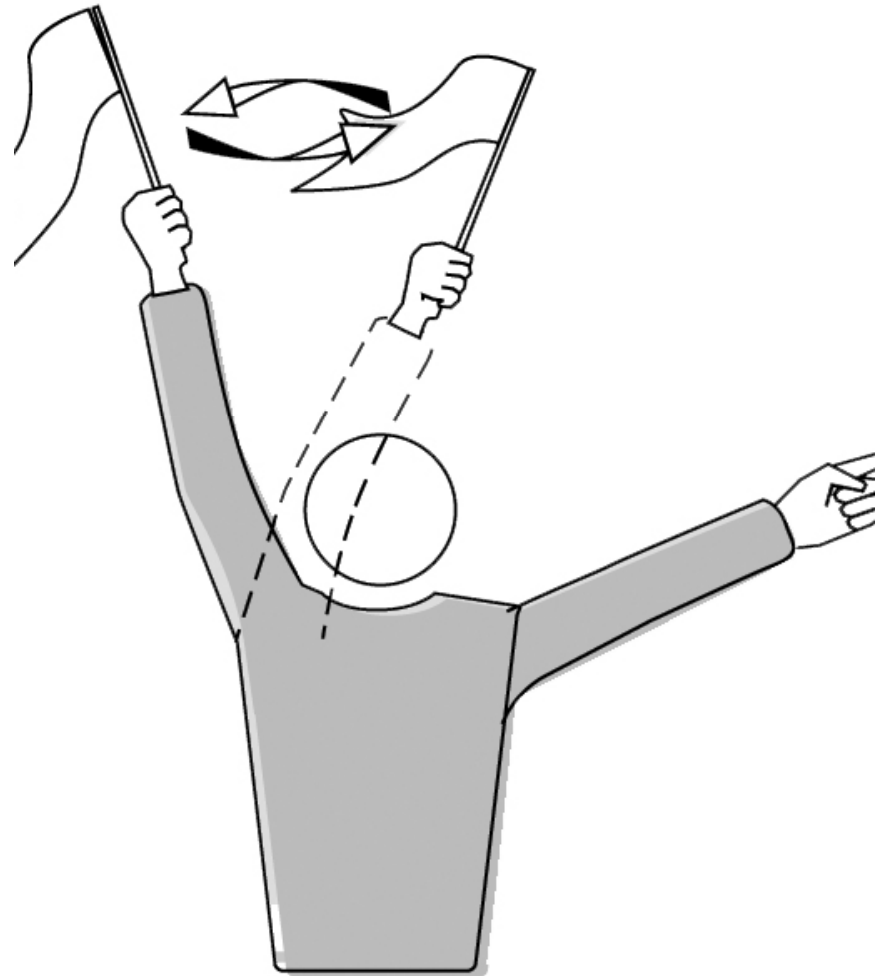
## Signal 3 – Ball Touched

- Raise the flag and touch the top of the flag with the palm of the free hand
- Used when the ball is touched by the blocker(s) or a player of the receiving/defending team and then touches the floor outside of the boundary lines on the same side OR when a team has played the ball and it lands out on their own side
- Signalled by the line judge who controls the line nearest to where the ball touches the floor



## Signal 4 – Ball ‘Out’ or Foot Fault (Any Player)

- Wave the flag over the head and point to the antenna or the respective end line
- Used when the ball crosses the vertical plane of the net outside the crossing space into the opponent's court or it touches net features outside the side band OR when the server faults OR when a player is outside their own court at the moment of the service hit
- Signalled by the line judge who controls the line where the infraction takes place



## Signal 5 – Judgement Impossible

- Raise and cross both arms and hands in front of the chest
- Used when the line judge is unable to evaluate a fault within their jurisdiction
- Signal must be given without delay at the exact moment the line judge realizes an event cannot be judged (taking into consideration referee corps communication)

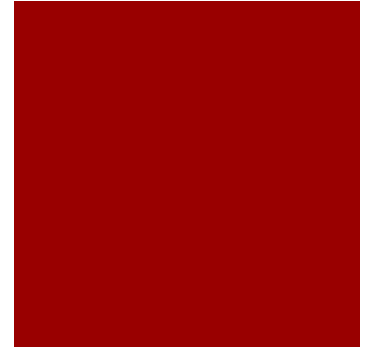




Being Over-ruled

# What do you mean, I'm wrong???

- Keep in mind, when working as a line judge and signalling, you're indicating judgement
- The first referee may or may not agree with your assessment – if the first referee disagrees, don't insist on your signal
- Relax, refocus, and “Don't let your eyes get as big as dinner plates”



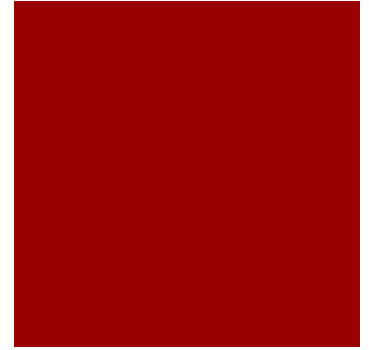


## Sportsmanship and Sanctions



# Discussions and Consequences

- At no time should there be any discussion between a team member (coach, player, etc) and a line judge
- If the line judge is being harassed or notices some other irregularity, they should signal and go to the first referee to inform them of the facts – only the first referee can apply sanctions if necessary

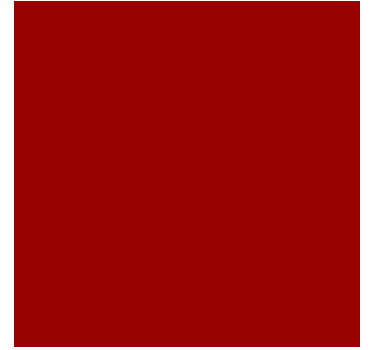




# Some What-ifs?

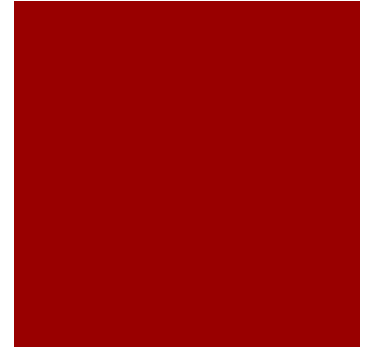
4 person Line Judge scenarios

# The ball lands in/at/near the corner (no touch)...



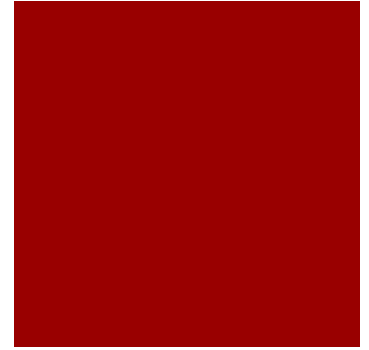
- On your line the ball is out, signal 'out'
- On your line the ball is in and without any doubt in on the other line, signal 'in'
- On your line the ball is in, but the other line is uncertain, make eye contact
- Your partner, following the sequence in this process, will have:
  - signaled out as in #1, you signal out
  - signaled in as in #2, you signal in
  - also be looking at you, meaning it is not out for either of you, both signal in
- These are not steps, but actually one decision that leads to a signal or eye contact – communication is paramount

# Three touch calls?



- The ball going away from L1 goes off the block/player and crosses the sideline for L1.
  - L1 signals ball touched on their line
  - L3 and L4 signal ball touched
  - R1 will look to L1 as the relevant line judge and also to the receiving side LJs

# Another one – 3 touch calls



- The ball going away from L3 goes off the block/player and crosses the sideline for L3
  - L3 signals ball touched on their line
  - L1 and L2 signal ball touched
  - R1 will look to L3 as the relevant line judge and also to the receiving side LJs



# Technical Resources

# Available resources for Line Judges



- Volleyball Canada rulebook – current edition
- Volleyball Canada Referee Guidelines – current edition
- Volleyball Canada Referee FAQ – current edition
- FIVB website
  - Multimedia tool for referees
  - FIVB Casebook