



**PROFESSIONAL ASSOCIATION
OF VOLLEYBALL OFFICIALS**



2022-2023 Line Judge Training Manual and Certification Program

PROFESSIONAL ASSOCIATION OF VOLLEYBALL OFFICIALS

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A handwritten signature in black ink, reading "Katrina J. Meyer". The signature is written in a cursive style with a large, stylized initial "K".

Katrina J. Meyer, Executive Director
Professional Association of Volleyball Officials

2022-2023 Line Judge Training Manual

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PAVO Line Judge Certification

Introduction

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. Recognize and validate line judges as professional officials.
4. Advocate for reasonable line judge compensation.

Using the standards outlined below, PAVO Affiliated Boards have the authority to award and renew basic PAVO line judge certifications. As part of the certification process, line judges will receive a “Certified Line Judge” patch, liability insurance coverage, a subscription to the *Official Word* newsletter, PAVO member discounts on travel, events, and merchandise, and access to the NCAA Central Hub. The Central Hub provides current-year rule interpretation newsletters from the NCAA Secretary-Rules Editor, messages from the National Coordinator, access to “Ask the Judge,” a forum for line judges, and other important seasonal information.

Questions? See www.pavo.org, or call (855) 914-8225.

Basic Line Judge Certification Standards

Initial Certification Requirements: (These steps may be completed in any order.)

- Join a [PAVO Affiliated Board](#) as either a [Standard member](#) or an [Associate member](#). A Standard member is eligible for certification as a referee, line judge, and/or scorer. An Associate member is eligible for certification as a line judge and/or scorer. Current annual dues for both Standard and Associate members can be found on the PAVO website. Affiliated Boards may charge an additional fee for local programming and/or training. All PAVO members must agree to and sign the [PAVO Code of Ethical and Professional Conduct](#), [PAVO Conditions of Membership, General Waiver, and Media Release](#). These documents are electronically signed and submitted during the online annual registration and dues-payment process.
- Attend an annual line judge clinic, conducted by a PAVO-approved instructor, using current PAVO training materials (LJ Manual, LJ Video, LJ Exam, LJ Best Practices). 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.
- Submit the following, by December 31, to the Chair of the [Affiliated Board](#) that you choose to join:
 - The current-year written Line Judge Examination, corrected to 100%, and signed by an approved PAVO clinic instructor.
 - Three recommendation signatures from at least two separate PAVO-approved instructors. These recommendations must be based on at least one 25-point set. If one instructor serves as two of your three recommendations, this must be on two separate matches. 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 the past 12 months. Recommendation forms are included in this *PAVO Line Judge Training and Certification Program Manual* or can be obtained from the [PAVO website](#).
- Certification expires annually on June 1.

Renewal Requirements:

- Join a [PAVO Affiliated Board](#) as either a [Standard member](#) or an [Associate member](#), including timely payment of membership dues, and acknowledgement and acceptance of all PAVO membership waivers and documentation as described above.
- Attend an annual PAVO line judge clinic as described above.
- Submit the following by December 31, to the Chair of the [Affiliated Board](#) that you choose to join:
 - The current-year written Line Judge Examination, corrected to 100%, and signed by a PAVO-approved instructor.
 - One written recommendation signature (see description above) annually.
- Certification expires annually on June 1.

National Line Judge Certification

For information on National Line Judge Certification, please go to the [PAVO website](#), click on CERTIFICATIONS, and then LINE JUDGE.

Line Judge Training

Introduction

Line judges are more important than ever to a well-officiated volleyball match. The speed and complexity of the game continues to increase, requiring the teamwork and expertise of the entire officiating crew to make accurate decisions. Due to their advantageous positioning, line judges are able to make decisions on plays that the referees cannot see, making line judges valuable members of the officiating crew and increasing the likelihood of a well-officiated match. It is important to maintain a level of fitness necessary to meet the physical demands of the line judge position and make a good first impression.

A significant number of collegiate conferences and institutions are requiring PAVO Line Judge Certification for the individuals they assign to this critical position. In addition, the opportunities and compensation for proficient line judges continue to increase commensurately.

The NCAA recognizes that line judges are vital to a successfully officiated volleyball match and looks 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 Championships started developing their skills at local colleges or high schools. By working hard and perfecting their abilities, they share the spotlight with the players, coaches, and other officials at the highest level of collegiate competition.

Duties and Techniques

Pre-Match Responsibilities

Arrival

You should project a professional image the moment you arrive at the facility. In some environments, arriving at the facility in your line judge uniform is appropriate. However; for most matches, you should arrive in business casual attire as the referees do. The preferred arrival time for line judges is 60 minutes prior to the match, and line judges should be courtside at least 30 minutes before match start time. Some conferences may require you to arrive earlier. If possible, line judges should proceed to the court together. Remember, you are a professional who is part of the officiating team so you should avoid being overly friendly with fans, players, and coaches. The initial image you project as a punctual, prepared, and impartial 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 same polo the referees wear with the “Certified Volleyball Official” logo on one sleeve. The uniform polo is available in three colors (white, cyan blue, and gray); be sure you know your assignor’s policies on acceptable shirts. In most cases, line judges do not have to wear the same color as the referees, but they must match each other. The default uniform polo is white. Line judges may either wear white, or they may wear the same color as the referees. You can purchase the official polo shirts from the approved vendors listed on the [RESOURCES](#) page of the PAVO website. Dress in navy slacks, black or navy belt (if your pants are designed to be worn with a belt), white crew 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 (unless instructed differently by the conference or assignor). PAVO Affiliated Board Chairs will provide patches to line judges who earn Basic Line Judge Certification. National Line Judge patches are obtained only from the National Rating Team.

Pre-Match Conference with the First Referee

When you arrive, introduce yourself to the first referee, the second referee, and the scorers, and then begin your match preparation. Even the most experienced line judge needs to participate in a pre-match discussion with the referees. The referees go to the court at least 40 minutes prior to the match start time. Whenever possible, the pre-match discussion with the line judges should take place prior to the 40-minute mark and preferably in the locker room. The first referee will discuss your duties and signals and clarify any personal preferences for handling specific match situations that are not addressed in this manual or the *NCAA Best Practices* document available on the NCAA Central Hub. The first referee may also assign each line judge to a specific corner if those positions have not been designated by the assignor. Listen carefully and ask questions as needed. This pre-match conversation lays the groundwork for the team effort required to have a successfully officiated match.

Pre-Match Protocol

The team pre-match warm-up period gives line judges the chance to prepare mentally and physically for the match. While the teams warm up with attack hits, take a position (without a flag) on your assigned corner of the court, but be prepared to move to the end line extended so you do not hinder players or coaches. This match preparation provides the opportunity to become familiar with player tendencies, court markings, lighting, and the speed and height at which the match will be played. Line judges should collaborate about the designated amount of time they both will spend watching the teams warm up and should stay long enough to watch both teams. Line judges should stay on their respective corners for the same amount of time during the warm-up period. After completing your warm-up, take a position behind the scorer’s table or in another designated area until the second referee whistles when the clock is at 1:15.

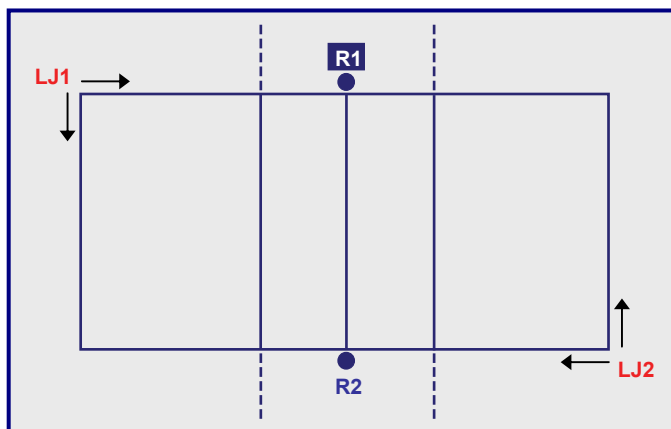
Nearly all matches begin with the national anthem and player introductions. After warm-ups are complete and just before the anthem/introductions, the line judge on the first referee's side (LJ1) accompanies the first referee across the court while carrying a game ball (two game balls if a four-ball rotation is being used) and flag. LJ1 places the game ball(s) and flag on the first referee's stand, quickly ensures the antenna is secure and perpendicular directly above the outside edge of the sideline, and then stands along the sideline to the first referee's right. The line judge on the second referee's side (LJ2) leaves a game ball and flag on the scorer's table, and, after quickly checking the antenna, stands along the sideline to the right of the second referee.

After the anthem and introductions, shake hands with the referee on your side of the court and then retrieve your flag and ball. LJ2 must avoid the coaches who will probably be shaking hands in front of the scorer's 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. The preferred position is to hold the flag in either the right or left hand, straight down the leg, and the ball in the opposite hand, against the hip. 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 diagram 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 near the corner of the court. Each line judge is responsible for judging the *entire* sideline and end line that intersect at their base positions. From this base position, you must be ready to adjust and move quickly (as needed) to view each play as clearly as possible. The basic mechanics include several important points:

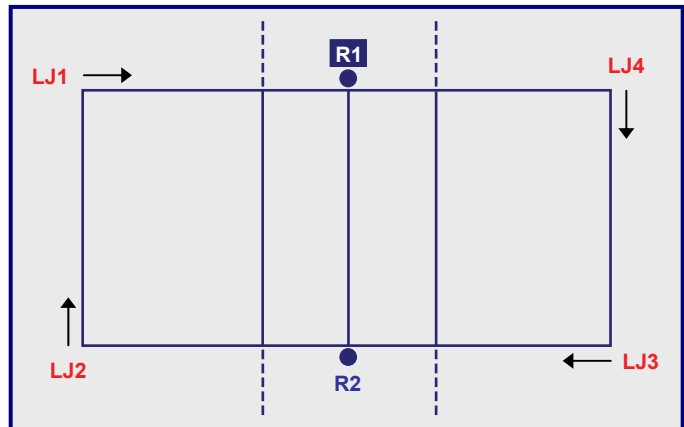
- Ready Position
 - Relaxed position – When the ball is not in play, stand upright in a relaxed position with knees slightly bent, and flag held with both hands in front of your body, parallel to the floor.
 - Anticipatory phase – Take an athletic stance, feet a little wider than shoulder width, flag parallel in front of your body. Your weight should be on the inside balls of your feet, so you are ready to move in either direction. When the server tosses the ball, an attacker jumps, or when a defensive player moves near the floor, lower your stance by bending your hips and knees.
- Stance during play – Line judges must be mobile and agile. As the play develops and the players move during a rally, you may need to adjust your focus and position at your corner, or even move a step or two down one line or the other to see the play clearly. Line judges are seldom hit by a ball during play, but avoiding the natural “flinch” reflex is important when a ball is hit near your position. If a ball is hit in your direction, consider using an arm to fend off the ball. This will allow you to confidently stay with the play for a second longer to see the ball land.
- Movement – Keep movements simple and move only with a purpose. Stay open to the court and establish a positional advantage to see the end line/sideline, or a potential touch, antenna fault, or pancake. Try not to lean; instead, move your feet to get a good view.
- Focus – Track the ball with your eyes and anticipate the path of the ball by reading the attacker's arm. To look for a touch at the net, focus on the blockers' fingertips. When the ball approaches your sideline or end line, your eyes should beat the ball to the line. Vision and judgment are best if the line judge's head and eyes are stationary at the moment the decision is made; therefore, you should try to complete your movement before you have to make a decision. A goal is to have your eyes directly over or inside the line when the ball contacts the floor. Increased knowledge of the game and experience will allow you to anticipate the play and move to the best position in time to make good judgments.



Positions when using two line judges

- Signaling – When a fault occurs in your area of responsibility, use these basic mechanics:
 - Make the call with a crisp, confident signal, affirming the decision in your own mind.
 - Bring your feet together, stand upright facing the middle of the court (even if you are LJ1), and hold the signal as you make eye contact with the first referee.
 - Maintain the signal until the first referee awards the point, then lower your flag (without a “snap”) and return to your relaxed, ready position.
 - If the first referee overrules your call, quickly lower your flag and prepare for the next rally.
- Between points – Avoid 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.

If a match uses four line judges, each line judge is responsible for judging only one sideline or one end line on the court. The base position for each line judge is shown in the diagram and is about 2 meters from the court. Each line judge is designated with the position number noted in the diagram.



Positions when using four line judges

During the Match

As a line judge, your perspective of the match is unique, and you must know your responsibilities in determining faults. Communicate your decisions to the referees using standard signals and techniques.

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 which can be purchased inexpensively from the approved vendors. When flags are not available, use hand signals to communicate your decisions.

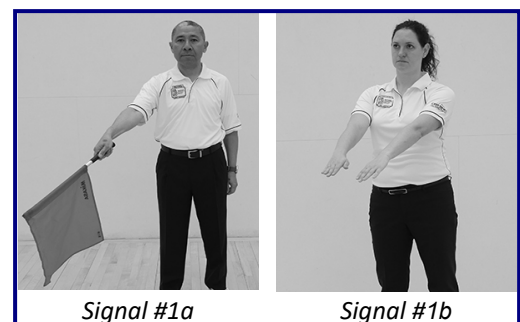
In Bounds and Out of Bounds

Rules

- A ball is “in” when it contacts the court inside the court boundary lines or when any part of the ball (including compression) 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). Additionally, a ball that crosses the net between the antennas and then contacts anything other than the net apparatus causing it to be out of play (floor in the opponent’s free zone, non-player, overhead obstruction, wall/divider curtain, bench, bleachers, etc.) is also signaled “out.”
- When a ball crosses completely under the net or net cable or contacts a referee, 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 above a nonplaying area or touches an overhead obstruction just before or after crossing the net, signal “out.” If the ball strikes an overhead obstruction after a team’s third team contact, the signal is also “out”.

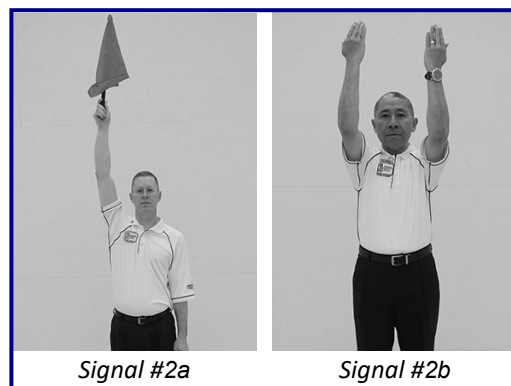
Signals

- 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, rather than where the ball landed. (*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*)



Signals (continued)

- To signal “out” with a flag, extend the arm with the flag straight up, shoulder near the ear. Point the tip of the flag toward the ceiling. (Signal #2a)
- To signal “out” without a flag, use the same signal the referees use. Raise both forearms vertically with your elbows bent at 90-degrees and your palms facing your shoulders. (Signal #2b)



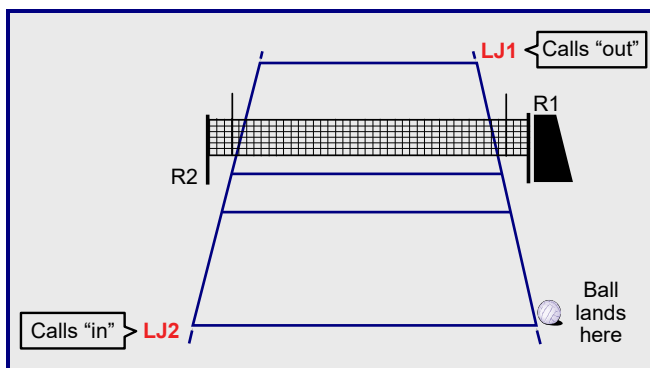
Technique

Be alert to the developing play and learn to watch the player who is contacting the ball to get a sense of the direction the ball will be going. After focusing on possible touches at the net, antenna faults, and/or a player making contact with the antenna, look ahead of the ball to anticipate where you expect the ball to land. Your eyes must beat the ball to the spot where the ball will land to judge if the ball is “in” or “out.” The ball often travels too fast to try to follow its movement and then determine where it contacts the floor.

You may need to move a few steps from your base position to see where a ball lands. If you must leave your base position, move as quickly as possible (trying to stay true to one of your lines) and be sure your head and body are stationary when the ball contacts the floor. Your judgment is more accurate if you are still when you see the ball’s contact point. You must anticipate whether the ball will land near the sideline or the end line so you can focus on the appropriate line; you may not have time to “square up” to the involved line.

Remember, you are responsible for “in/out” decisions involving the end line and the entire sideline that intersect at your corner. Even obvious “in” and “out” decisions need to be signaled. The first referee may be blocked from seeing a ball contact the floor and may need your signal to make the call.

Make the call appropriate to the lines for which you are responsible. Do not signal “in” or “out” when the ball lands near the sideline or end line that are the responsibility of the other line judge. However, when 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 their sideline, while the other calls the ball “out” on their end line (or vice versa). If either line judge signals “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 you are alert and competent. Proper use of flags can help demonstrate decisiveness—use the flag emphatically when needed for a close line call, making it “snap” as you signal. However, after signaling, do not “snap” the flag back to your side.

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 with a pancake. Most referees will ask that you make no signal at all when a pancake attempt is successful. If a player attempts to play the ball near the floor within the court, and you see the ball touch the court during the attempt, immediately signal the ball “in” and hold the signal until the first referee sees it. 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), show the “out” signal if no defender has touched the ball before it hits the floor; use the “touch” signal if a defender contacts the ball and then it hits the floor.

Be aware that your perception of pancake attempts may sometimes differ from the first referee’s view, and the referee may “shake off” your signal. This should be part of the pre-match discussion with the first referee. If this occurs, just drop the signal immediately and get ready to make your next decision.

Player safety is a primary concern, and sometimes a line judge must move out of the way of players. When you must move, try to face 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.

Occasionally, the first referee will overrule a line judge's decision. Being overruled does not necessarily mean you were wrong. The first referee's elevated position sometimes provides a better perspective of the play depending on the speed or angle of the ball or the players' positions. A professional line judge must learn to accept being overruled without a visible reaction. Remember, volleyball is a game of angles. Focus on the next play, as the first referee may need your help again right away.

When a player is attempting to play a ball near a nonplaying area, the line judge can, on request, provide information regarding the legality of the player's position. This situation needs to be discussed in the pre-match conference with the first referee. Line judges are not authorized to initiate the fault signal when this happens or to provide information that has not been requested by the referees. The first referee should review the potential nonplaying areas in the facility and discuss the "look" that will be used to request information if this play occurs. Line judges should request instructions during the pre-match conference if the first referee does not include this topic. When a player leaves the court to retrieve a ball, maintain your base position (unless forced to move to avoid players). Do not follow players as they move away from the court. Focus on the feet of the player as they are contacting the ball. Once the player contacts the ball, quickly make eye contact with the first referee. If the first referee uses the "look" to request information, signal "out" if you are sure that the player was not in contact with the playing area when the ball was played; no signal indicates that you are not certain a fault occurred.

Blocked from Seeing the Ball Land

Signals

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

Technique

Despite your best efforts, you may be unable to make an immediate, accurate 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. This signal is only used if you were blocked from seeing the play—not to indicate that you could not make a decision. Have an opinion on any ball that lands in your areas of responsibility, unless your view is completely blocked.



Antenna Faults

Rules

- Line judges often have the best perspective for judging the path of the ball as it crosses the net to the opponents' side; therefore, you must understand the rules and techniques regarding antenna faults.
- An antenna fault occurs when:
 - A ball touches an antenna, the net outside an antenna, any part of the net apparatus (cables, straps, net posts), or the referee stand.
 - A ball travels over or outside the antenna and crosses the net plane to the opponents' side (including a served ball).

Signals

- To signal an antenna fault with a flag, wave the flag above your head with one hand and extend the other arm and point with your index finger to the antenna in question. (*Signal #4a*)
- To signal an antenna fault without a flag, wave one hand above your head and extend the other arm and point with your index finger to point antenna in question. (*Signal #4b*)



- Occasionally, there is some confusion about which team committed an antenna fault. A line judge can use hand signals to communicate which team is at fault when necessary, although that indication is not automatic with every antenna call. The first referee should indicate their preference on the use of this technique during the pre-match discussion. After signaling an antenna fault, lower the flag and then:
 - Extend your right arm, with the flag or an open hand, parallel to the end line to indicate the team nearest you committed the fault; or
 - Extend your left arm, with the flag or an open hand, parallel to the sideline to indicate the team in the opposite court committed the fault.

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 antenna fault signal until the referees notice that you are signaling a fault. Be aware that your perception of the play may sometimes differ from the first referee's view, and the referee may "shake off" your signal. If that happens, lower your flag immediately and get ready to make your next decision.

Moving to the best position to judge antenna faults while still being in position for other calls can be 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" or "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 will not be in question.

Remember, you can signal a fault involving either antenna.

Player Contacting an Antenna

The line judge(s) should immediately give the antenna fault signal (point and wave) if a player has clearly contacted the antenna during their play at the net. The referees will whistle to end the play when they see the player contact the antenna or accept the line judges' call, but may still be unsure as to whether the antenna was contacted by the ball (antenna fault) or a player (net fault).

The first referee may need to quickly call both line judges and the second referee to the stand to gather all available information before making the final decision. This same process will be used by the second referee if the bench-side antenna is in question and the second referee is unsure whether the contact was by the ball or a player.

Referees have been instructed to gauge the experience level of the line judges to determine if this responsibility should be included. If so, the process for requesting assistance with a player contacting the antenna should come from the first referee in the pre-match discussion. That process should include a pre-match instruction to use the antenna fault signal immediately any time a player contacts the antenna; the line judge does not have to wait to be asked at the time of the fault.

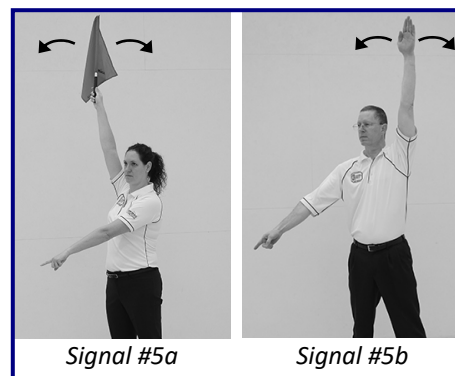
Foot Fault / Line Violation

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. Touching either of the short extension lines is permitted, but contacting the floor outside these extensions at the time of service contact is a foot fault. To judge the legality of a jump server, watch for the last contact point the server has with the floor prior to the jump. If the server's takeoff point contacts the court or end line, or the floor outside the short lines that mark the service zone, a foot fault has occurred. The server can land anywhere, even on the court, provided the server jumps from a legal position in the service zone and behind the end line. A player may begin the service approach from outside the service zone. Line judges are only responsible for foot faults for the team on their side of the court.

Signals

- To signal a foot fault with a flag, wave the flag above your head with one hand and extend the other arm and point with your index finger to the line where the fault occurred. (Signal #5a)
- When you do not have a flag, signal by waving one hand above your head and extend the other arm and point with your index finger to the line where the fault occurred. (Signal #5b)
- Remember, the first referee is watching the ball, so you may need to hold the foot fault signal until the first referee sees you.



Technique

Focus on the end line to watch for foot faults as the server prepares to serve. In most cases, you can observe the server by maintaining your base position and turning slightly at the waist to observe the end line in relation to the server's foot position. After the serve is contacted, quickly turn to see the flight of the served ball in case you are required to make a call on your antenna or sideline.

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 you are not obstructing the server's position or view. Move to a position a step or two away from the court on the imaginary extension of the end line, just far enough to ensure you are not a distraction to the server. Maintain an upright position with your weight on the balls of your feet so you can return quickly to base position. As soon as the server contacts the ball and moves into the court, quickly return to base position and be prepared to make a call on your antenna or sideline if needed.

Line judges are not responsible for calling non-serving players off the court (position fault) at the time of service. The referees will make decisions 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.

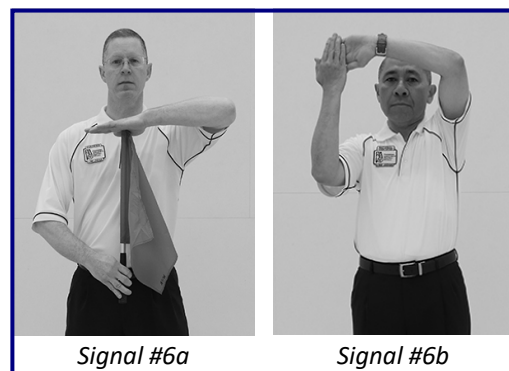
Touches

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 or contacts anything that causes it to become out of play on that team's side of the net. If the ball is hit into the net and/or opposing blockers and then lands out of bounds on the attacking team's side of the net, 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 (near the chin, but not touching the chin). Place the palm of your other hand on top of the flag, elbow at shoulder height. (Signal #6a)
- To signal a touch without a flag, use the same signal the referees use. 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 #6b)



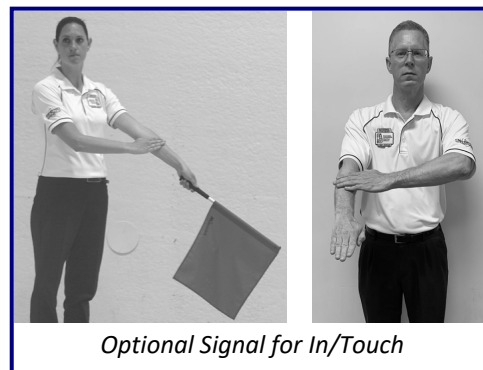
Technique

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 fingertips as the ball is being attacked. When you see a touch off a player on your side of the court, be prepared to signal immediately if the ball then lands out of bounds on the same side of the net. Do not signal touch if the rally continues or if the ball lands "in" near one of the lines you are judging.

The first referee will routinely look at both line judges after a ball goes out of bounds to see if either one saw a touch, which is good teamwork and is not an attempt to influence your call. If you see a touch, signal it immediately, 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.

The proliferation of the Challenge Review System and the combination of the IN/OUT/TOUCH decision in the video review requires communication and teamwork to provide all pertinent information to the coaches and referees. If a ball lands near one of the lines you are **not** responsible for, and you see a touch, hold the “touch” signal until a referee (most likely the first referee) acknowledges your signal. You should signal this “touch” even if the other line judge signals “in.” This is valuable information for the referees and coaches in case a coach wants to challenge the “in” call.

It is imperative that you signal the result of the play accurately based on what you see, regardless of whether CRS is used; however, providing as much information as possible is also important. An optional technique can be used when you see a defender touch the ball before it lands “in.” When you see the ball land “in” on a very close in/out decision, you should use signal #1; however, if a defender touched the ball before it lands, you may further indicate that by touching the arm holding the flag with the non-flag hand as you present your signal to the first referee. Both referees should be alert for that signal; the second referee must be able to offer that information to the coach if a challenge is requested on the “in” call. You should hold the signal until both referees have an opportunity to see it. The first referee may call you to the stand if clarification is needed.



NOTE: The use of this optional technique should be part of the pre-match discussion; the first referee may choose not to include it, based on the experience and skill level of the line judges.

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 decide which team contacted the ball last.

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.

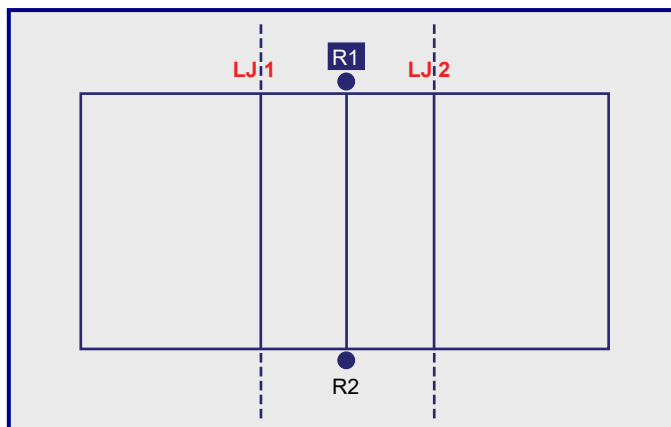
The Challenge Review System (CRS)

- NCAA rules permit any institution to use video replay to review certain decisions by the officiating team. You will be notified either at the time of the assignment or by the first referee on arrival if CRS will be used.
- There are five officiating decisions that can be challenged by a coach and then reviewed on video. Those decisions include net faults, in/out calls, touches, foot faults, and attack line faults. Three of the five challengeable decisions are calls that fall within the line judges’ responsibilities, making it likely that some of the line judges’ decisions will be challenged in a match using CRS.
- The second referee will indicate a challenge has been requested by whistling and raising one arm with a fist. When a challenge is accepted, the line judges follow the timeout protocol described below to move to their timeout positions. After the second referee completes the video review and whistles to signal the resulting decision, the line judges return to base position.
- Using video review to affirm or reverse officials’ decisions is beneficial to the game and should be welcomed by the officiating team. If a call you made is reversed or upheld, simply re-focus on the next play, rather than dwell on the challenged call. The goal of all officials should be to get the call right; video review is a tool that helps reach that goal.



Other Responsibilities

- During a timeout, both line judges go to the intersection of the attack line and the sideline on the first referee's side of the court. To move to that position, both line judges quickly roll their flags, and LJ1 waits as LJ2 walks along the end line. As LJ2 turns the corner with a natural gait, both line judges walk up the sideline to the timeout position at the intersection of the sideline and the attack line.



Line judge position during timeout

- Typically, both line judges take a position straddling the second hash mark of the attack line extension. During the pre-match discussion, line judges determine when to leave the timeout position if both teams return to the court prior to the 15-second warning and how they will hold the flags during timeouts—either in front of or behind the body with the flag parallel to the ground, one hand at each end of the flag. In the absence of a ball crew, the line judge on the serving team's side holds the game ball during the timeout using the same protocol as at the beginning of a set. Do not approach the referee stand unless requested to do so by the first referee or when the position of the cheerleaders/mascot or floor crew requires you to move closer to the stand. If one line judge needs to move, both line judges should mirror that position. Both line judges return to their base position when the second referee whistles the 15-second warning before the end of the timeout, or earlier if both teams return to the court. If the referees have indicated that timeouts will not end early (due to media or other factors), the line judges should remain in their timeout position until the second referee whistles the 15-second warning. After returning to their corner, if LJ2 must move to avoid a team returning to the court, LJ1 does not need to mirror.
- 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.
- In the rare situation when your assistance is needed, wave your flag overhead to alert the referees to any potentially dangerous situations, such as wet areas on the floor, foreign objects entering the court, or loose antennas. However, remember it is the referees' responsibility to determine when play is resumed.
- Line judges should not engage in conversation with coaches, players, or spectators. When a coach or a player asks you a question concerning your call, make eye contact with the referees to assist you. Inappropriate comments from the bench, spectator areas, or by players on the court should be reported to the nearest referee when the ball is out of play.
- When a player becomes injured on the court, move away from the area until the injury situation is resolved. If the delay is extended, move to the timeout position.
 - If there is blood on a player or on the court, line judges should walk over to the ball crew to check the game balls for the presence of blood.

Post-Set and Post-Match Responsibilities

- At the end of a set when another set will 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 playing areas and then walk across the court to return the balls to the scorer's table.
- If possible, event management should provide line judges a neutral area to sit or stand between sets. Do not linger in front of the scorer's table or converse with the scorer or second referee unless the second referee initiates a conversation regarding your line judge duties. If there is not a designated area near the scorer's table

for the line judges, return the balls to the scorer's table, get a drink of water if needed, and then return at the same time to the timeout position near the first referee stand by walking across the court along the attack line. If teams are practicing on the court, move to this position by walking 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 interaction with team members or fans is likely.
- Between sets, return to duty when the clock timing the interval between sets is at the 45-second mark. Take a game ball(s) and flag to your starting position about 10 feet from the court along the imaginary extension of the sideline and repeat the pre-match protocol. The line judge on the first referee's side should move to position by walking around the court.
- When the match is over, leave the playing area quickly, following the "exit plan" established by the first referee during the pre-match discussion. Do not engage in communication with players, coaches, or spectators. Line judges are not responsible for the game balls after the match. Flags can be taken directly to the locker room and returned to the event management from there.
- Participate in a post-match debrief 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 you build through these efforts is important to your success as an official.

Signal Summaries

Line Judge Signal Summary: In/Out/Touch/Antenna Fault

SITUATION	LINE JUDGE SIGNAL
1. Ball lands in bounds.	In
2. Ball crosses the net between the antennas and lands out of bounds or contacts anything that causes it to be out of play (floor in the opponent's free zone, non-player, wall/divider curtain, bench, bleachers, etc.).	Out
3. Attacked ball lands out on attacking team's side of the net, after contacting an opposing blocker.	Out
4. 1st, 2nd, or 3rd contact hits the net, then lands out of bounds on the same side of the net.	Out
5. Ball hits overhead obstruction after 3rd contact.	Out
6. Ball contacts overhead obstruction and then crosses net or contacts overhead obstruction after crossing the net.	Out
7. Ball hits overhead obstruction over a nonplaying area.	Out
8. Attacked ball lands out on the defending side of the net after touching at least one defender, including an unsuccessful pancake attempt.	Touch
9. Attacked ball, after being blocked, contacts a player on the attacking team and lands out of bounds on the attacker's side.	Touch
10. Line judge sees a touch, but is either blocked from seeing the ball land or the "in"/"out" decision belongs to the other line judge.	Touch
11. Ball completely crosses the vertical plane of the net over or outside the antenna.	Antenna Fault
12. Ball contacts either antenna, net cable/straps/ropes outside an antenna, a net post, or the referee stand.	Antenna Fault
13. Ball contacts an antenna, and the referee does not know which team is at fault.	Antenna fault; indicate team at fault
14. Server for the team on the line judge's side commits a foot fault.	Line fault signal and point to fault area
15. Line judge is blocked from seeing a ball land near a line.	Blocked from seeing ball land

Situations When Line Judge Signal Differs from Referee Signal

SITUATION	LINE JUDGE	REFEREE
1. Ball contacts either antenna or any part of the net, net cable/straps/ropes outside an antenna, including a net post, or referee stand.	Antenna fault	Out
2. Ball completely crosses the vertical plane of the net over or outside an antenna, without contacting an antenna, net cable/straps/ropes outside an antenna, a net post, or referee stand.	Antenna fault	Out
3. Line judge is blocked from seeing the ball contact the floor near a line.	Blocked from seeing ball land	In/Out/Touch

Situations When Line Judges Do Not Signal

1. The ball completely crosses under the plane of the net.
2. The ball lands "out" on the other line judge's line(s).
3. An "in"/"out" decision involves the other line judge's sideline/end line unless a pancake is attempted.
4. A line judge does not see a touch, even if the other line judge is signaling "touch" (do not mirror the other line judge's signal if you do not see a touch).
5. Non-server is touching the floor outside the sideline or end line on contact of serve.
6. A ball contacts a referee.
7. A player in contact with a non-playing area when playing the ball. If the first referee requests additional information, signal "out" if you are sure that the player was not in contact with the playing area when the ball was played.



PAVO LINE JUDGE RECOMMENDATION FORM

This is to certify that I have observed (candidate's name) _____ work as a line judge in the past 12 months. The observed match was (a) women's collegiate play, (b) men's collegiate play, or (c) a sanctioned PAVO/USAV/High School event, and was officiated by both first and second referees who are certified by PAVO or USAV. I observed at least one complete 25-point set. Based on this observation, I recommend that this individual be considered a PAVO certified line judge.

1 Date Observed _____

Position of person signing the section (check one):

- _____ PAVO State or National Referee (match observer or **first** referee on the line judge's work team)
- _____ Division I Conference Assignor/Coordinator
- _____ PAVO Nationally-certified Line Judge
- _____ Line Judge with NCAA Division I Regional or Championship experience in last 5 years
- _____ Other PAVO approved instructor (see PAVO website for listing)

Signature _____ Date Signed _____

Print Name _____ Phone # _____

2 Date Observed _____

Position of person signing the section (check one):

- _____ PAVO State or National Referee (match observer or **first** referee on the line judge's work team)
- _____ Division I Conference Assignor/Coordinator
- _____ PAVO Nationally-certified Line Judge
- _____ Line Judge with NCAA Division I Regional or Championship experience in last 5 years
- _____ Other PAVO approved instructor (see PAVO website for listing)

Signature _____ Date Signed _____

Print Name _____ Phone # _____

3 Date Observed _____

Position of person signing the section (check one):

- _____ PAVO State or National Referee (match observer or **first** referee on the line judge's work team)
- _____ Division I Conference Assignor/Coordinator
- _____ PAVO Nationally-certified Line Judge
- _____ Line Judge with NCAA Division I Regional or Championship experience in last 5 years
- _____ Other PAVO approved instructor (see PAVO website for listing)

Signature _____ Date Signed _____

Print Name _____ Phone # _____

- Join a [PAVO Affiliated Board](#) as either a [Standard member](#) or an [Associate member](#). A Standard member is eligible for certification as a referee, line judge, and/or scorer. An Associate member is eligible for certification as a line judge and/or scorer. Current annual dues for both Standard and Associate members can be found on the PAVO website, and Affiliated Boards may charge an additional fee for local programming and/or training. Current Standard members and/or Associate members who already belong to an Affiliated Board are not required to pay additional dues to certify as a line judge.
- All PAVO members must agree to and sign the [PAVO Code of Ethical and Professional Conduct](#), [PAVO Conditions of Membership](#), [General Waiver](#), and [Media Release](#). These documents are electronically signed and submitted during the online, annual registration and dues-payment process. All dues payments are made via the PAVO website (E-Store).
- For initial certification, submit this form with **three** recommendation signatures to the chair of the Affiliated Board you join. Attendance at a PAVO line judge clinic is required. The current-year exam must be graded, corrected to 100%, signed by an approved instructor, and submitted to the Affiliated Board chair as well. These materials must be submitted **by December 31**.
- To maintain certification, line judges must annually attend a PAVO line judge clinic and submit the examination (graded, corrected to 100%, and signed by an approved instructor) and this recommendation form signed by **one** approved instructor to the Affiliated Board chair **by December 31**.