



2016

Line Judge

**Training and
Certification
Program
Manual**

PAVO

P.O. Box 780
Oxford, KS 67119
(888) 791-2074
Copyright 2016

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. 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 PAVO line judge certifications. 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 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 an "Affiliated Board") as either a Standard member or an Associate member. A list of PAVO Affiliated Boards is available on the PAVO website (www.pavo.org), click on "PAVO Resources", then "Affiliated Boards"). Annual dues of \$35 are charged to Associate members, although local boards may charge a small additional fee for local programs. Associate members are eligible for certification as a line judge and/or scorer. Standard members (\$130 annual dues) are eligible for certification as a referee, line judge, scorer, or any combination. **All** PAVO members must agree to the terms of the PAVO *Code of Professional and Ethical Conduct, Conditions of Membership, General Waiver, and Media Release*. These documents will be electronically signed and submitted during the online dues-payment process or by contacting the PAVO Central Office (pavo@pavo.org).
- Attend an annual line judge clinic where current-year training materials developed by PAVO are used, and conducted by an approved PAVO instructor. Approved PAVO instructors include any PAVO State or National referee, a PAVO National 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).
- Submit to the chair of your Affiliated Board by December 31:
 - The current-year written Line Judge Examination (printed version), corrected to 100% and signed by the PAVO clinic 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 *PAVO Line Judge Training Manual*, or can be obtained from the PAVO Central Office (www.pavo.org or 888-791-2074).
- Certification expires annually on June 1.

Renewal requirements:

- Join a PAVO Affiliated Board as either a Standard or Associate member, including dues payment and waivers/documentation as described above.
- Attend an annual line judge clinic as described above.
- Submit to the chair of your Affiliated Board by December 31:
 - The current-year written Line Judge Examination, corrected to 100% and signed by the PAVO clinic instructor.
 - One written recommendation signature (see description above) annually.

National Line Judge Certification

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

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, and the teamwork and expertise of the entire officiating crew is required to keep up. As a line judge, you are often asked to make a decision on a play because you are in the most advantageous position, making you invaluable to the referees and the success of the match.

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 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 from the moment you arrive at the facility. In some environments, it is appropriate to arrive at the facility in your line judge uniform. However, at most matches, you should arrive in business casual dress, just as the referees do. Arrive at least 45 minutes before the match start time, and go to 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 proceed to the court together. Remember, you are a professional who is part of the officiating team. Avoid being overly friendly with fans, players, or coaches. The initial image you project as a punctual, 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 same white polo that the referees wear, with the "Volleyball Certified Official" logo on one sleeve. There are also medium-blue and gray shirts that are now approved for wear, depending on your assignor's policies; check with your assignor and/or the first referee assigned to your match for more information. You can purchase the official polo shirts from the approved vendors listed on the PAVO website. 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 instructed differently by the conference or assignor). PAVO Affiliated Board Chairs will provide patches and pins to line judges who earn Basic Line Judge certification. National Line Judge patches are obtained only from the NRT Director or National Rating Team. National Line Judges will be sent a new year pin every year when annual maintenance requirements are met.

Pre-match Conference with the First Referee

When you arrive, introduce yourself to the first referee, the second referee, and the scorers, 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 should take place before that time, in the locker room. 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

The team pre-match warm-up period gives the line judges the chance to mentally and physically prepare for the match. While the teams warm up with attack hits, take a discreet position (without a flag), near your assigned corner of the court, but be prepared to move to the end line extended, so you don't hinder players or coaches. Stay long enough to watch both teams warm-up. This match preparation provides the opportunity to become familiar with player tendencies, court markings, lighting, and the speed at which the match will be played. Return to the scorer's table before the warm-up period ends, and take a position behind the scorer's table until the second referee whistles when the clock is at the one-minute mark.

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, quickly ensures that the antenna is secure and perpendicular directly over the sideline, and then stands along the sideline to the first referee's right, near the referee stand. The other line judge 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 near the bench-side net post. Neither line judge should hold the flag or ball during the introductions or 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 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; it is preferred that you hold the flag in your right hand, straight down your right leg, and the ball in your left hand, against your 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. The line judge on the same sideline as the first referee is referred to as the "LJ1", and the line judge on the bench side is known as the "LJ2". 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 to view each play as clearly as possible. The basic mechanics include several important points:

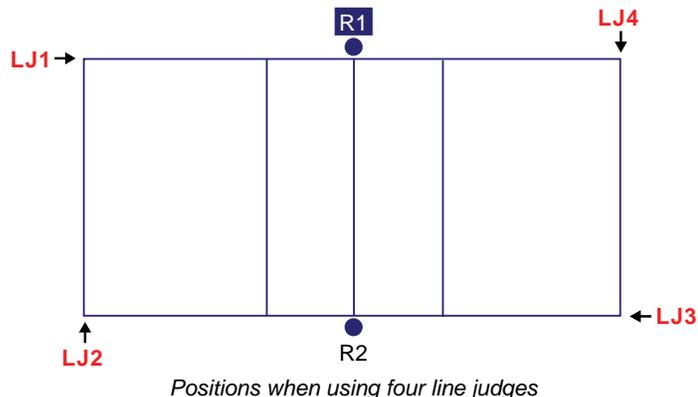
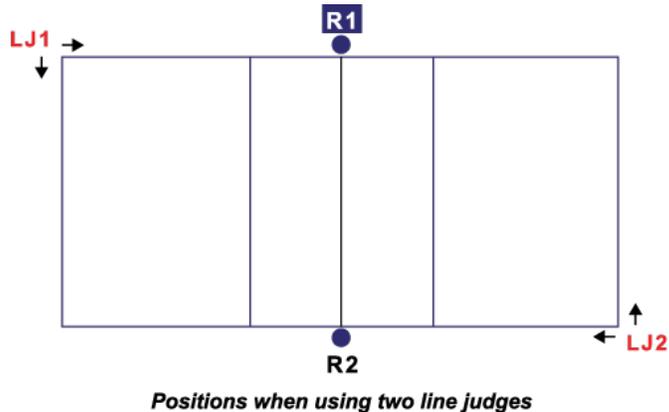
- Ready Position
 - Relaxed position – When the ball is not in play, stand upright in a relaxed position with knees slightly bent and flag in front of your body, parallel to the floor.
 - Anticipatory phase – Take an athletic stance, feet a little wider than shoulder width, flag parallel in front of 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 knees and back.
- 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 clearly see the play. Line judges are seldom hit by a ball during play, but it is important to avoid the natural "flinch" reflex when a ball is hit near your position. It might help to be prepared to use the arm that isn't holding the flag to fend off balls that are attacked in your direction, allowing you to confidently stay with the play for a second longer and actually see the ball land.
- Movement – It is important to complete your movements before making a decision about the legality of the play. Vision experts tell us that vision and judgment are best if the officials' eyes are stationary at the moment the decision is made. 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.
- Signaling – When a fault occurs that is in your area of responsibility, make the call, hold your signal for a second or two, and then make eye contact with the first referee before lowering your flag and returning to your relaxed ready position. When you have a call to make, the signal should be confident and emphatic. Affirm that decision in your own mind before making eye contact with the first referee, while moving to an upright position. Hold the signal long enough to ensure good communication with other officials, teams, and spectators. In most cases, you should hold your signal until the first referee awards the point, and drop your signal when the first referee signals the fault. Establish eye contact with the first referee at the end of each rally, whether or not you make a call. If the first referee overrules your call, quickly drop your signal and prepare for the next rally.
- Between points – When the play ends and the point is awarded by the referees, return to the relaxed ready position. 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 is shown in this diagram, and is about 2 meters from the court. Each line judge is designated with 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 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.



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 crosses the net between the antenna and then 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.) 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 that you have been told is above a non-playable area, or touches an overhead obstruction just before or after crossing the net to the opponents’ court, signal “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. (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. Your eyes must beat the ball to the spot where the ball will land in order to clearly judge the ball as “in” or “out”. 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.

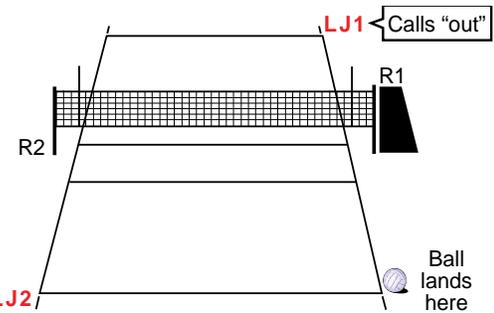
You may need to move a few steps from your base position to see where a ball lands. If you do need to move, move as quickly as possible, and be sure your head and body are stationary so that you can focus on where the ball contacts the floor. You can judge more accurately if you are not in motion when you see the ball’s contact point. It is important to anticipate whether the ball will land near the sideline or the end line so that you can “square up” to the involved line. From an athletic stance, determine which line you will need to judge, and move to face that line directly.

Remember, you are responsible for in/out decisions regarding the end line and the **entire** sideline that intersect at your corner. 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. Do not signal “in” or “out” 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.

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 judges 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. 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 base position.

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 pancake attempt is successful. However, if a player attempts to play the ball near the floor within the court, 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), show the “out” signal if



no defender touched the ball before it hit 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 “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, 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. 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 or 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 right away.

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

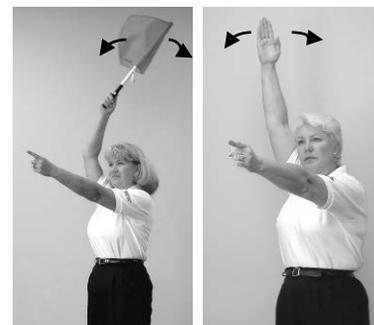
Antenna Faults

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.
- 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 referee stand; or
 - after any team contact, a ball crosses the net plane to the opponent’s side by traveling over or outside the antenna (including a served ball).
- **NOTE:** It is not a line judge responsibility to determine if players contact the antenna
- When a ball travels *inside* the antenna to the opponent’s free zone, line judges should signal “out” when it contacts anything other than the net apparatus that causes the ball to be out of play (the floor in the opponent’s free zone, a non-player or member of the team that last contacted the ball, overhead obstruction, bench or bleacher, etc.)

Signals

- To signal an antenna fault with a flag, wave the flag above your head with one hand and point to the antenna in question with the other. (*Signal #4a.*)
- To signal an antenna fault without a flag, wave one hand above your head, and point to the antenna in question 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; the first referee should indicate their preference on the use of this technique in the pre-match discussion. After signaling an antenna fault, lower the flag and then:
 - 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
 - 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.



Signal #4a

Signal #4b

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.

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 of the short extension lines 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 #5a*).
- 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 #5b*.)
- Remember that the first referee is watching the ball, so you may need to hold the foot fault signal until the referees see you.

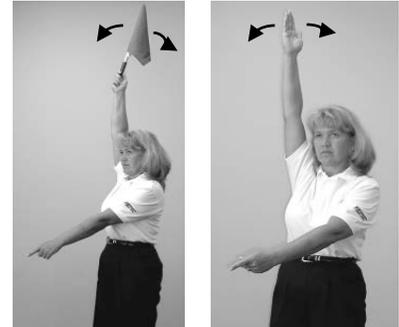
Technique

Focus on the server 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 server's foot position. In the infrequent situation when the server is extremely close to the end line and away from your base position, you may want to square up more to the end line to totally focus on the server. In either case, 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 contact point the server has with the floor prior to the jump. If the server's takeoff point contacts the court or end line, 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, even on 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. Move to a position a step or two away from the court, on the imaginary extension of the end line; move just far enough to ensure that you are not a distraction to the server. As soon as the server contacts the serve and moves into the court, quickly return to base position and be prepared to make a call on your sideline if needed.

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.



Signal #5a

Signal #5b

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, 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 #6a*.)
- 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 #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, 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" 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.



Signal #6a

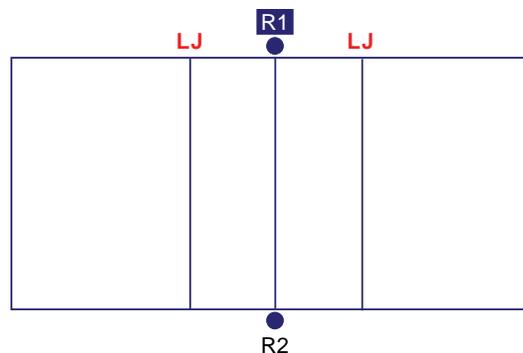
Signal #6b

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, both line judges quickly roll their flags, and then 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 at the intersection of the sideline and the attack line. Before the match, line judges determine 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. 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 or floor moppers requires you to move. Both line judges return to their corner 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. Take a position about 1 meter away from the court on the sideline extended until both teams have returned to the court, to avoid being a hindrance.
- 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 a referee to any potentially dangerous situations like wet areas on the floor, foreign objects entering the court, or loose/displaced antennas. However, 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. If the delay is extended, move to the timeout position.



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 scorer's table.
- Depending on the venue, line judges may have a specific place 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 no designated area near the scorer's table for the line judges, get a drink of water if needed after returning the balls to the scorer's table, and then both line judges return to the timeout position (with a flag and game ball(s)) 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 high.
- Between sets, be prepared to return to duty when the clock timing the interval between sets is at the 0:45 mark, so that you are in position when the teams return to the court. Take a game ball(s) 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. 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. Do not engage in discussions or communications 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 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.

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. 1 st , 2 nd , or 3 rd contact hits the net, then lands out of bounds on the same side of the net.	Out
5. Ball hits overhead obstruction after 3 rd 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 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, but it is not obvious to the referee which team is at fault.	Antenna fault; indicate team at fault
14. Server 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's Signal Differs from Referees' 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 only – unless a pancake is attempted.
4. A line judge is obstructed from seeing if the ball contacts the floor.
5. A line judge does not see a touch, even if the other line judge is signaling "touch" (do not mirror the other line judges' signal if you don't actually see a touch).
6. A player contacts an antenna.
7. Non-server is touching the floor outside the sideline or end line on contact of serve.
8. A ball contacts a referee.



PAVO LINE JUDGE RECOMMENDATION FORM

This is to certify that I have observed (candidate's name) _____ work as a line judge between March 1, 2016 and December 31, 2016. 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 this section (check one):

- ____ PAVO State or National Referee
- ____ 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 this section (check one):

- ____ PAVO State or National Referee
- ____ 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 this section (check one):

- ____ PAVO State or National Referee
- ____ 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 # _____

- To be PAVO-certified, line judges must join and pay dues to a PAVO-affiliated local association (called an "Affiliated Board"), as either a Standard or Associate member. A list of PAVO Affiliated Boards is available on the PAVO website (www.pavo.org), click on "PAVO RESOURCES". PAVO dues for Associate members are \$35/yr., although local boards may charge a small additional fee for local programs. All dues payments are made via the PAVO website (E-Store).
- Standard members may be certified as a referee, line judge, or scorer, or any combination. An Associate member can only be certified as a line judge &/or scorer. Current Standard members &/or Associate members who already belong to an Affiliated Board do not have to pay additional dues to certify as a line judge.
- 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 your Affiliated Board chair **by December 31**.

Questions? See www.pavo.org, or call 888/791-2074.