



# CEV LINE JUDGE GUIDELINES

2014



EDITION: 2014

## INTRODUCTION

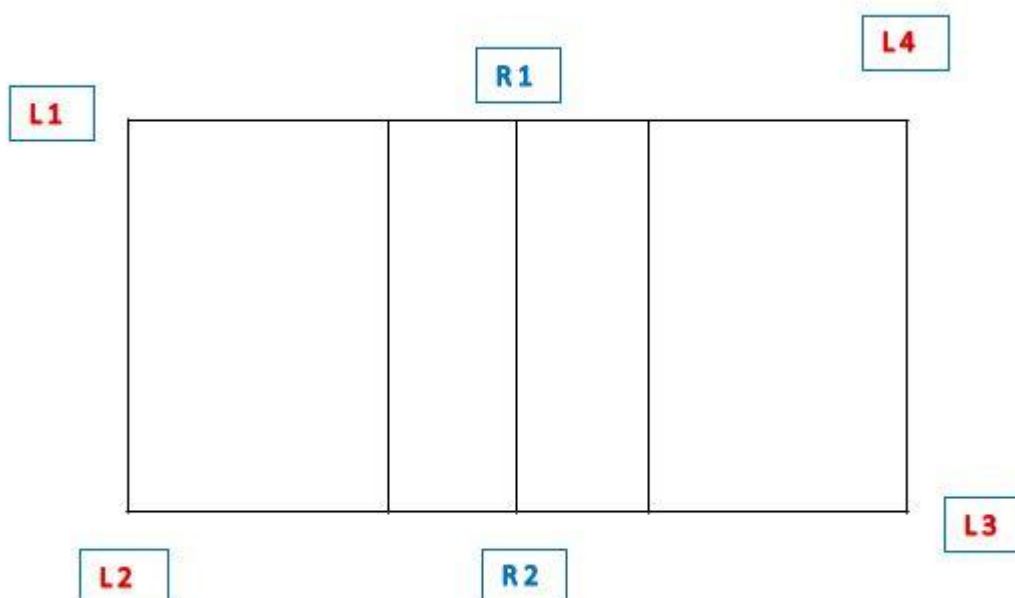
The Official Rules of the Game (27) state their location (27.1) and their responsibilities (27.2). Furthermore Rule 28.2 indicates the official flag signals as shown in diagram 12.

### 1. LOCATION

#### Prior the match

The line judges must present themselves at the scorer's table at least 45 minutes before the start of the match.

After the playing protocol and before the start of the match, each line judge is positioned at one of the four corners of the playing court, designated by L1, L2, L3 & L4. As per diagram below:-



#### During the match

The line judges stand between 1m – 3m from each corner of the court using the imaginary extension of the line that they control:

- L1** on the right hand of the 1st referee (R1) responsible for the side line
- L2** on the left hand of the 2nd referee (R2) responsible for the end line and the servers
- L3** on the right hand of the 2nd referee to control the side line
- L4** on the left hand of the 1st referee to control the end line and the servers

Line Judges control for the same line throughout the match.

## At the end of the match

Line judges do not line up together with the referees; they should go directly to the scorer's table.

## 2. RESPONSIBILITIES

Line judges collaborate with the 1st referee, to whom they give information concerning faults, which fall within their jurisdiction (Rule 27.2).

The 1st referee may use information given by the line judges to decide upon faults.

Official signals must be firm and clear. The line judges must ensure their signals have been noticed by the 1st referee, who in case of doubt may ask for the signal to be repeated.

If the 1st referee does not agree with the signal given by the line judge, the line judge must not insist but calmly return to the rest position without expressing any disagreement.

Where line judges give contradictory signals, the 1st referee has the authority to make a decision.

The line judges have uniform flags, measuring 40cm x 40cm, of a contrasting colour to that of the playing court. The flags are used to signal as follows:

### A. BALL IN

When the ball touches the floor of the playing court including the boundary lines.

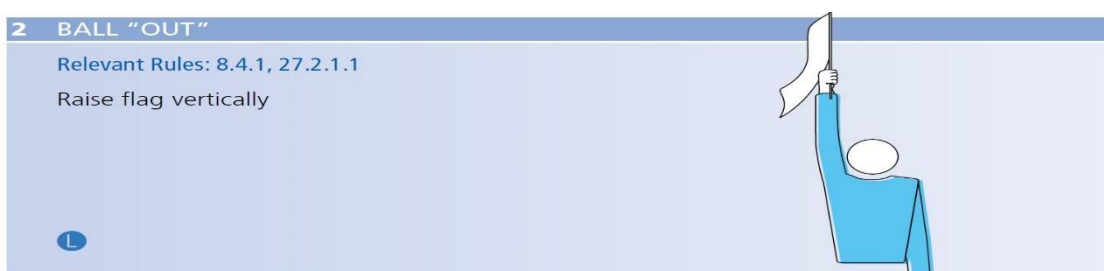
This signal must be given by the line judge who controls the line nearest to the point where the ball touches the ground. If the ball lands exactly in the corner formed by the side line and the end line, the signal must be given by the line judge closest to the corner.



### B. BALL OUT

When the ball touches the floor completely outside but near the boundary lines of the playing court, or it touches the antenna (exception: see d).

This signal must be given by the line judge who controls the line closest to the point where the ball touches the floor.



### C. BALL TOUCHED

When the ball is touched by the block/blockers or a player of the receiving team or of the defending team and after that it touches the floor outside the boundary lines on the same side.


This signal is given by the line judge who controls the line closest to the point where the ball touches the floor.

If a blocker is touched by the ball which contacts the ground outside the playing court on the same side, the signal must be given by the line judges who see the touch.

**3 BALL TOUCHED**

Relevant Rule: 27.2.1.2

Raise flag and touch the top with the palm of the free hand



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### D. BALL IN EXTERNAL SPACE

When the ball crosses the vertical plane of the net outside the crossing space into the opponent's court or it touches the antenna, rope, post or the net outside the side band.

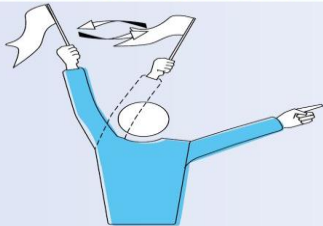
When, after the ball has crossed the vertical plane of the net to the opponent's free zone totally or partially through the external space, it touches the floor or it is played back by the same team not totally or partially through the external space on the same side of the court.

This signal is given by the line judge who controls the side line on the side where this takes place.

**4 CROSSING SPACE FAULTS, BALL TOUCHED AN OUTSIDE OBJECT, OR FOOT FAULT BY ANY PLAYER DURING SERVICE**

Relevant Rules: 8.4.2, 8.4.3, 8.4.4, 12.4.3, 27.2.1.3, 27.2.1.4, 27.2.1.6, 27.2.1.7

Wave flag over the head and point to the antenna or the respective line



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**E. SERVICE**


When the server, at the moment of the service hit or take-off for a jump service, touches the court including the end line or touches the floor outside the boundary lines of the service area.

This signal is given by the line judge who controls the end line concerned.

**4 CROSSING SPACE FAULTS, BALL TOUCHED AN OUTSIDE OBJECT, OR FOOT FAULT BY ANY PLAYER DURING SERVICE**

Relevant Rules: 8.4.2, 8.4.3, 8.4.4, 12.4.3, 27.2.1.3, 27.2.1.4, 27.2.1.6, 27.2.1.7

Wave flag over the head and point to the antenna or the respective line



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**F. PLAYER STANDING OUTSIDE THE COURT AT THE MOMENT OF THE SERVICE HIT**

When a player (except the server) is standing outside his/her own court at the moment of the service hit.

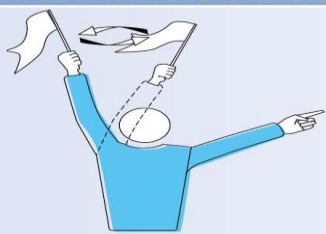
This signal must be given by the line judge who controls the corresponding boundary line and the line judge should also point at the line concerned.

It must be noted that it is considered a fault if even a single part of the foot touches the external area of the playing court beyond the boundary line.

**4 CROSSING SPACE FAULTS, BALL TOUCHED AN OUTSIDE OBJECT, OR FOOT FAULT BY ANY PLAYER DURING SERVICE**

Relevant Rules: 8.4.2, 8.4.3, 8.4.4, 12.4.3, 27.2.1.3, 27.2.1.4, 27.2.1.6, 27.2.1.7

Wave flag over the head and point to the antenna or the respective line



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**G. JUDGMENT IMPOSSIBLE**

When the line judge is unable to evaluate a fault within his/her jurisdiction.

This signal must be given without delay at the exact moment it is realized that an event within the line judge's jurisdiction cannot be judged.

**5 JUDGEMENT IMPOSSIBLE**

Raise and cross both arms and hands in front of the chest



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### 3. TECHNIQUE

As with the referees, line judges should prepare themselves before the match in order to achieve the best level of concentration during the match. The CEV now requires line judges to meet the health conditions set out for International Referees in all competitions.

During the match, line judges must stand in a position which enables the correct evaluation of actions within their jurisdiction. If necessary a line judge can move position.

The flag should always be held in the right hand (closest to the 1st referee) and the left foot must be in front of the right foot for all actions (opening the line judges body to the court).

If during a service or a rally the line judge interferes with player(s) movements he/she must quickly move away to avoid interference even if this causes a temporary loss of attention.

#### Body Positions

A Volleyball match runs continuously through three distinct phases:

- a) rallies
- b) interruptions
- c) intervals

During these phases the line judge must adopt different body positions.

#### a) Rallies

These are the most important phases of a line judge's role as the quality of his/her judgment requires very high levels of concentration. Having the ability to focus on specific points or areas and therefore adopting the appropriate position to see actions is vital. Line judges must be mobile.

Prior to the 1st referee's whistle, which authorises the service, the line judge should adopt the "rest/wait" position. The flag is laid on a leg and the legs are slightly apart.

When the service is authorised (whistled) each line judge assumes a body position which enables full attention to be given to the action, primarily related to their own responsibilities but also as part of the "team of officials". [The flag should always be held in the right hand (closest to the 1st referee) and the left foot must be in front of the right foot for all actions (opening the line judges body to the court)] except the final signal when they should be together.

The line judge who controls the end line of the serving team should verify the correct execution of the service with regard to the position of feet on the ground at the moment of contact with ball.

The other line judges evaluate any other contravention of the rules within their jurisdiction.

To judge the actions correctly, the line judge must first briefly follow the path of the ball and anticipate the area where it will land and requiring a decision (in/out, outside of the crossing space, touch of antenna, etc.)

During a rally, each line judge must maintain the correct body position as described for the service however if necessary they should slightly change their stance to improve their view, in particular to see the block contact.

Whilst using the anticipation technique during a rally, due to the fast action of modern Volleyball where there are rapid actions in a very short time frame and with faster ball speeds, line judges must also pay attention towards where the rally is taking place.

In order to improve their decision making attention, besides necessary physical and mental training line judges should observe:

- i. When the rally is taking place in the opposite court, line judges who control the end line should visually scan the end line and alternatively move their eyes two or three times from the end line to the ball. This will enable an automatic evaluation of the distance of the end line from the action taking place, so that when an attack hit is made the eyes are focussed on the end line before the ball arrives, after having first identified if there has been contact with block(ers) or not. This should be an automatic action for all line judges.
- ii. Focusing is a major problem for line judges because of the frequent movement of the head and eyes when transferring one's attention from the game action to the end line.
- iii. For those line judges who control the side lines the same automatic technique for measuring distance is needed, but in this case measuring the right hand side line and left hand side line is easier as the area of contact is in front of the line judge therefore big head or eye movements are not necessary.
- iv. For these line judges a major difficulty is to verify whether the ball touches the blocker(s) and/or whether the ball crosses outside of the crossing space, especially when this takes place over (partially or completely) the imaginary extension of the antenna.

## **b) Interruptions**

At the end of the rally the line judge making an official signal must maintain the signal for as long as it takes for the 1st referee to see the signal and look towards the 1st referee, then return to the "rest/wait" position ready to focus on the next rally.

The other line judges who are not involved with the decision of the rally that has just ended shall adopt the rest/wait position; they also must be ready to focus on the next rally.

If a time-out takes place during an interruption, the line judges move back to the courtside boards nearest to their line, in order not to interfere with the floor moppers and substitute players warming up. At the end of the time-out they return to their rest/wait positions at their original locations.

## **c) Intervals**

During intervals between sets line judges must move to the back of the end free zone, gathering in pairs in the centre, in order not to interfere with players' warm-up.

If the match is temporarily interrupted, line judges must behave as for intervals between sets. If the referees decide to go back to their dressing room, line judges should also return to the dressing room when directed to do so.