

LINE JUDGE TECHNIQUES FOR OHSBVA MATCHES

11 Tips for Line Judges

1. Line judges should report together in sufficient time to be given whatever level of instructions is needed, based on their experience line judging. Experience can be verified with a short quiz, asking the line judges to both show the signals for “in bounds,” “out of bounds,” “touched out,” “foot fault,” “antenna fault,” and “unable to judge,” etc. Ask “where do you go if a player serves near you?” “What do you do if a player runs at you to play the ball?” “Where do you go during time-outs and between games?”
2. Remind line judges that you really need their help when it comes to touches (especially off the block), and line judges should concentrate on the blockers' hands when play is at the net. A touch is called when the ball goes out of bounds off the team that touched it lasts, and the ball stayed on that team's side of the net. Remind line judges that a ball that is touched by a team and then lands in that team's court is called “in” since out by touch means the ball may have landed out of bounds.
3. Ensure that line judges know to only call “out” on their assigned lines, call “touches” anywhere, call either antenna, call “in” on a ball landing within three feet of their lines and every ball they see land in the court except when the ball lands near the other line judge's line and to assume you've been screened on every play.
4. Verify the type of help needed when a team attempts a “pancake” or other play to save a ball from hitting the floor.
5. Call “in/out” for the two lines for which they are responsible and don't repeat the opposite line judge's signal. With a “touch,” however, the line judge should always give that information if they have it once the ball hits the floor. Do not show a touch call until the ball hits the floor.
6. Line judges should stand relatively tight to the corner but should make sure they are far enough back so that a ball hitting a line judge on the foot will be “out.” It's okay to move up the sideline or across the end line to get a good view of an antenna call but don't step onto the court. Regardless of which corner they're on, line judges have responsibility for making a call involving either antenna.
7. “Take the hit!” If a ball is coming right at the line judge, by maintaining his or her position, a line judge is likely to be in a better position to see where the ball actually lands. Even if a line judge does turn the body, by staying in position it might help the R1 determine the proximity of the ball to the line! Obviously, human reaction is to get out of the way, and do get out of the way if players are trying to make a save! Take a step to the side or one step back to create space if a ball is hit near your position.
8. If you get grief from anyone, let the R1 know.
9. Don't hang with friends, parents or coaches, chit-chatting with them while you work.
10. Make a signal for every play in which you have information to offer – even on calls that seem obvious calls; however, the only signal to be given during a rally is an antenna call. If the R1 happens to miss a signal from a LJ, the line judge should either hold it until the R1 sees the call or come to the stand at the end of the play. Don't be offended by being overruled. The R1 takes gathers information and takes the responsibility for the decision.
11. There should be eye-contact at the end of every play. This keep you involved in the game and will help you the R1 use your information. The R1 should be acknowledging your help and

let you know it is appreciated. Positive feedback is given for making a good call and for staying involved in terms of providing information!