



Line Judge Guide

The simplest way to remember how to coach and instruct a Line Judge to assist you in a match is through teaching the simple acrostic S.A.L.T.

S = Serve

If any part of the server's foot is touching the end line or the playing court at the moment of contact, this is a foot fault violation and the LJ should signal by waving with one hand or flag and point to the end line with the other hand. If the server serves from the left third of the service area, the line judge shall move directly back and in line with the extension of the sideline until the ball is contacted for serve. LJ shall quickly move back into position.

A = Antenna

Antenna: Pretend there's a string on the top of the antenna that goes all the way to the ceiling. If the ball crosses directly above or outside of the antennas, hits the antennas, hits the net supports or the net outside of the antennas, the LJ shall signal by waving with one hand or flag and point to the antenna with the other hand.

L = Line

Line: If any part of the ball touches the sideline or end line or is inside these lines the ball is signaled "in". If the ball lands completely outside the line it is signaled "out". To help you make a better judgment, look at the line instead of watching the ball when the ball contacts the court. Make a signal on each play, do it quickly and decisively and hold the signal for a few seconds. Don't get upset if R1 over-rules you, it just means they had a different angle.

T = Touch

Any touch (by a blocker or perhaps a player trying to get out of the way of an attack hit or serve) in which the ball goes out of bounds on the same side of the net as the blocking team is signaled with a "touch" signal. If the ball is blocked by goes out of bounds on the opponent's side of the net, then it is signaled with an "out" signal.

If there is a "pancake attempt" and you actually see the ball hit the floor, give R1 an "in" signal. Line judges shall hold the same positions relative to the court through-out the match (they shall not change sides with the teams).

During time-outs the line judge shall stand at the intersection of the attack line and sideline on the R1 side of the court. If the serving team is on your side, you will keep possession of the ball.