



DETECT SERVING AREA VIOLATIONS

At the moment the ball is contacted for serve, the server must either be behind the end line and between the outside edges of the extensions of the sidelines or have left the floor from within this serving area. It does not matter where a jump server lands.

Wave flag and point with other hand at the service area.

MAKE IN / OUT / TOUCH CALLS



IN:

Point with the flag towards the court and hold the signal. Arm without flag should remain at your side.



TOUCH:

Hold the flag vertically slightly below the chin. Place the palm of the opposite hand face down on top of the flag pole.



OUT:

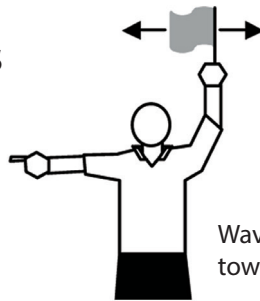
Raise the flag straight up above the head and hold the signal. Arm without flag should remain at your side.



CAN'T JUDGE:

Cross arms in front of chest with palms facing the chest.

JUDGE ANTENNA VIOLATIONS



Wave flag and point with other hand towards the antenna.

A ball crossing the net must pass completely between the antennas. A ball that passes outside of an antenna or directly over an antenna is illegal.

A ball hit into the net must contact the net completely between the antennas. A ball hits the net outside of an antenna or directly on an antenna is illegal.

TIPS & TRICKS

- When a ball is attacked, the line judge should first assess if there were any touches by the block and whether the ball traveled inside the antennas.
- After the ball clears the block, the line judge should anticipate the line(s) to which the ball is traveling. His/her focus should then move to that line and wait for the ball. Following the ball makes the call more difficult.
- Learn to look through legs to see close plays.
- Don't jump to dodge a ball hit at you. You will probably miss the call.