

LINE JUDGING

Pre-Match

- ☐ The R1 should call you over during warmups to go over all of the possible calls you may need to make during the match.
- ☐ This is a good time to ask any questions you have about your job or the rules in general.

Ball In

- ☐ Call when the ball lands inside the court or on the line.
- ☐ Point to the center of the court, flag aimed down toward the ground.



Ball Out

- ☐ Call when the ball lands outside the court, including from the other team's block.
- ☐ Point to the ceiling above your head, high and proud of your call.



Ball Touched

- ☐ Call when the ball lands outside the court but it was touched by the defending team.
- ☐ Use the flag as the vertical part of the T, and a flat hand as the top of the T.



Foot Fault

- ☐ Call when the server steps on or over the end line.
- ☐ Point to the line and wave the flag over your head until the R1 stops play.



Outside the Antenna

- ☐ Call when the ball flies above or outside the antennas or hits the net outside the antennas.
- ☐ Point to the antenna and wave the flag above your head until the R1 stops play.