



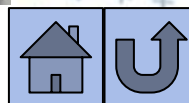
Beach-Volleyball Line Judging Guidelines 2021-22 **[Clinic Version]**

Version 2 (07.01.2022)

1. Clothing



- At the event area, **always wear the official uniform.**
- At the playing area, **shirts must be tucked into the shorts.**
- **Shoes and socks shall be sportive and predominantly white.**
- **Align with the other line judges** acting at your court.
- Do not wear **accreditations** while at the playing area.
- **Caps must be worn** if provided by the federation/organizer.
- **If requested, protective face masks must be worn even during a match.**



2. Match Preparation



- Where possible, at **15 minutes** prior to your match the latest, assemble and **meet the referees** at the court entrance or scorers' table.

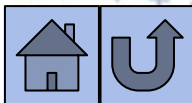
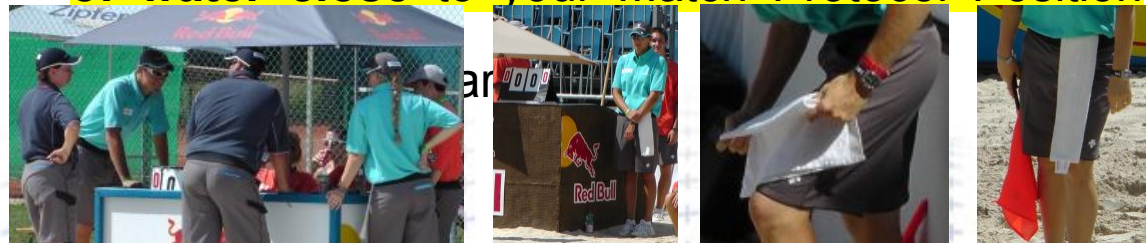
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- Verify with the scorers that your name and position, (L1,L2) or (L1,L2,L3,L4) are correctly recorded in the **(e)scoresheet**.



- Upon arrival on the court, **check availability and condition of flags**. Also make sure to **put a bottle of water close** to your Match Protocol Position

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3. Start of the Match



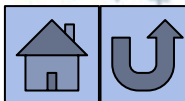
- Stand at the scorers' desk during **coin-toss**.
- The 1st referee whistles to signal the **end of the official warm-up phase**.
- **After shaking hands with the referees** (tbd., depending on the COVID protocol), **line judges take their Match Protocol Position**.
- **After all players have entered the playing court, they start the Line Check Procedure**.



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4. Positioning



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- **Pre/Post Match Protocol Position**

Where? at (i.e., beside) the scorers' table.

When? before/after the match, game interruptions such as formal protests, MTO/RIT, etc.



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- **Match Protocol Position**

Where? in the corner, close to ball-retrievers.

When? time-outs (TO/TTO), set intervals, short game interruptions, introduction of players.



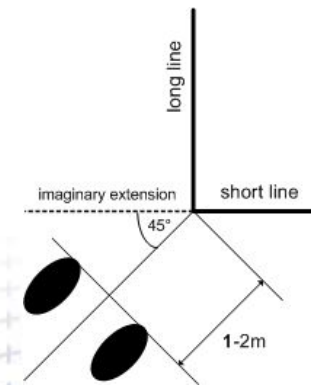
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- **Working Positions**

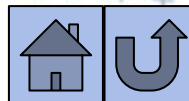
Where? **2 LJs: 1-2m distance from the diagonal court corners closest to the right hand of each referee.**

Where? **4 LJs: 1-3m distance along imaginary extension of the line of responsibility.**

When? before, during and after rallies.



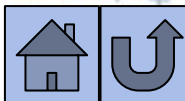
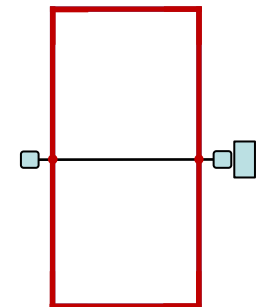
Note: For FIVB, World and Official Competitions matches, **only 2 LJs shall be used (including semi-finals and finals)**. However, the **4-LJ layout remains a valid alternative for exceptional cases.**



5. Line Check Procedure (2 LJs)



- (1) Establish and keep **eye contact** with the other line judge, when possible.
- (2) Start with the long line that the **sand levelers** finish first (they may alternate).
- (3) Step on the lines in your corner, **lift the long line** and **clean it** from sand.
- (4) Step off the lines and **clean the corner** with the flag's handlebar.
- (5) Run along the short line to the **opposite corner** and repeat **step 3**).
- (6) **Turn to the short line**, lift it and clean it from sand.
- (7) Repeat **step 4**) for the other corner and move to your **Working Position**.
- (8) Establish eye contact with the 1st referee and **signal OK** (thumbs up).



5. Line Check Procedure



- **Line Check Procedures** are performed...
 - before the start of the match
 - at the end of regular game interruptions (TO, TTO)
 - at the end of set intervals
 - at the end of exceptional game interruptions
(RIT/MTO, official protest, prolonged interruption, etc.)
 - whenever rakers have been on the playing court to rake the lines or level the sand
- **At the end of a rally**, line judges must ensure that lines are clean, positioned correctly and that there are no major sand holes or hills beneath the lines.
- **12 seconds** is the maximum time from the end of a rally to the whistle for service. **Line judges shall act promptly at the end of the rally** in order to not



6. Movement During a Rally (2 LJs)



Note: In the 2-LJ layout, each line judge controls both, the short end-line and the long side-line starting from his/her corner.

Main Principle

Always aim to **stand along** the **imaginary extension** of the **relevant** line at the time of the ball touching the **ground**. At this moment, a **stable position** and a **horizontal axis** of eyes allow for the best decision.



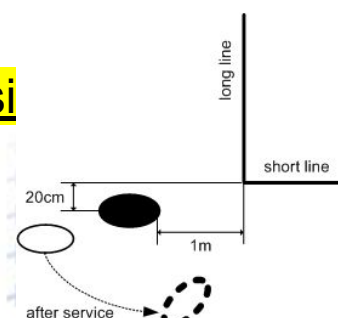
Service

- If serve is on your side, **stand 1m** from the corner **along the imaginary extension of the short line**.

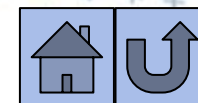


Move back if the player stands close to you.

- Look at the short line and **concentrate on visi** **foot faults** of the serving player.



- After service execution, **turn around** with **one big step** and **concentrate on your long**



6. Movement During a Rally (2 LJs)

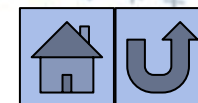


Reception & Defense

- Whenever the ball is on the **other** (i.e., **distant**) side of the playing court, take the **neutral** position, which is...
 - **1-2m distance** from the court corner.
 - **45° angle** between shoulder axis and the imaginary extensions of the two lines.
 - Weight on both feet evenly, **bend your knees**
- Try to **anticipate** the next action (direction and speed of ball) as
 - this saves a lot of energy and it
 - enables an optimal judgment position when needed.
- If the ball tends to land **clearly inside** the court or close to your corner, keep the neutral position.



Note: If the ball touches the antenna, crosses over it, or flies outside it into the opponent's court, the line judge with the better view of the trajectory of the ball (primarily on the side of the playing court **receiving** the ball), must signal the fault.

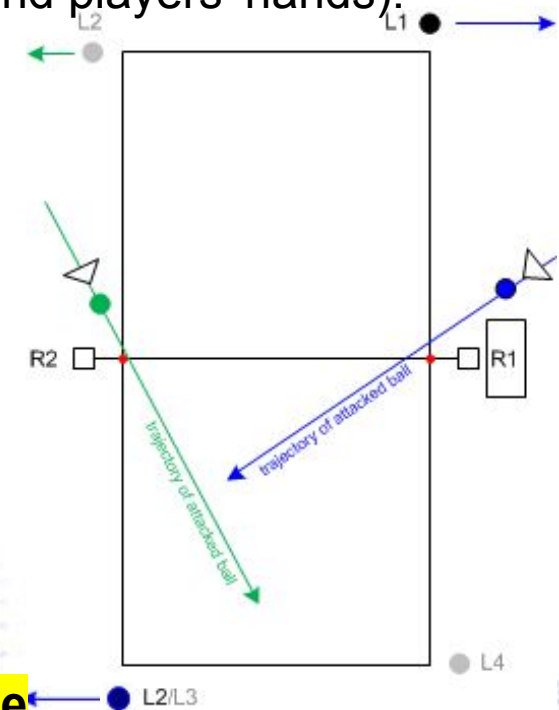


6. Movement During a Rally (2 LJs)

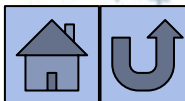


Attack

- Whenever the ball is on **your** side of the playing court, during an ongoing rally...
 - focus on your **long** line and the relevant **antenna**,
 - take the correct position **along** the **imaginary extension** of this line and
 - **watch** the **playing action** at the net (especially ball and players' hands).



- For attack hits from outside the antennae, move **into** the **trajectory** of the ball to indicate possible **”Crossing Space Faults”** (esp. the line-judge on the defending side).



7. Line Judge Flag Signals



Neutral Pose: Hold the handlebar firmly in your hand and let the flag point downwards along your leg/thigh.



Ball “In“:

Raise arm straight forward up to a 45° angle. Your shoulder axis defines the flag’s pointing direction.



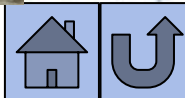
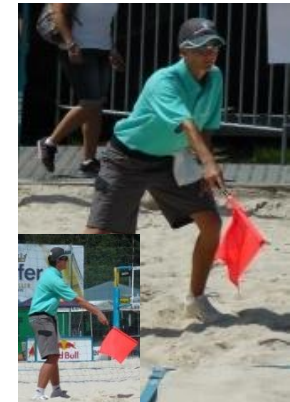
Ball “Out“:

Raise your arm vertically over your head and be sure that the flag points straight upwards.



Ball Touched:

Raise the flag and touch its top with the palm of your free hand. Keep this signal below your face at a good distance from your chest (let the 1st referee see your eyes).



7. Line Judge Flag Signals



Block Touch During Rally:

Hold the signal “Ball Touched” in a position close to your body and make sure the handlebar is upright. The top of the flag shall end below your chest. Hold the signal for a three-count. For tournaments where the Volleyball rule for block touches is implemented (i.e. 3 more team hits allowed after a block touch), this signal is cancelled.



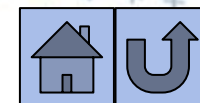
Crossing Space Fault, Ball Touched An Outside Object, Foot Fault by any Player during Service, or Ball or Player hitting the 80 cm of the Antenna which extends above the Net:

Wave flag over the head and point to the antenna, the respective line or external object. Use this signal for indicating external interference.



Judgment Impossible:

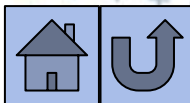
Raise and cross both arms and hands in front of the chest only in case you are not able to indicate the fault.



8. Flag Signaling Procedure



- **Stabilize** and avoid movement during decision and signal.
- **Avoid reflexes** and think about your decision for a second.
If you realize you made a mistake, correct your signal.
- **Show** appropriate **flag signal** and **establish eye-contact** with the 1st referee. Do not copy signals from other line judges!
- **Hold** your signal for at least **3 seconds**, then remove it (give the 1st referee a chance to recognize your signal).
- **Remember marks** of balls that land on or close to the line.
- **Do not insist** on a decision if you realize the referee has deliberately ignored it.



9. Signaling Responsibilities

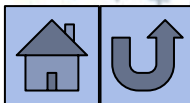


- Ball “In” vs. Ball “Out”.
- Touches of “Out” balls by the receiving team.
- The ball touching the antenna.
- The served ball crossing the net outside the crossing space.
- The ball crossing the net outside the crossing space after the third hit of the team.
- Foot faults of the server.

Note: For the case where a server on the opposite side of the court is serving close to the extension of the side-line he/she is in charge of, the respective line judge should help the relevant referee by positioning him-/herself in line with the relevant side-line while the service is being executed.

- Any player’s contact with the top 80 cm of the antenna during his/her action of playing the ball.
- The ball touching the antenna (whole length).
- Block touches during the rally.

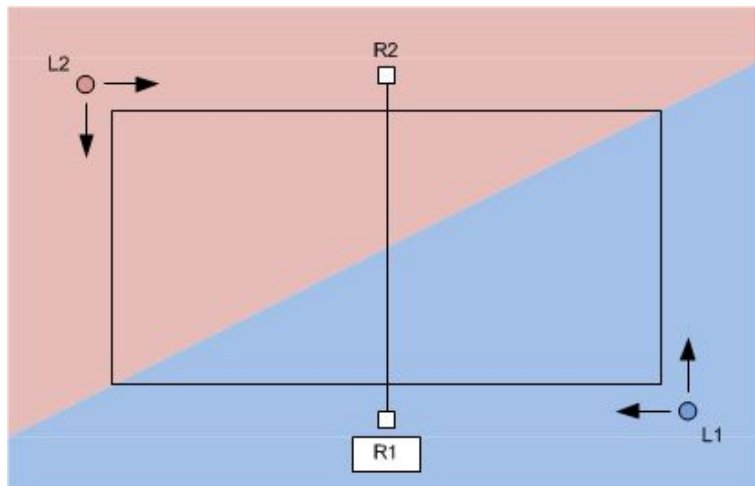
Note: At the 1st referee’s request, a line judge must repeat his/her signal.



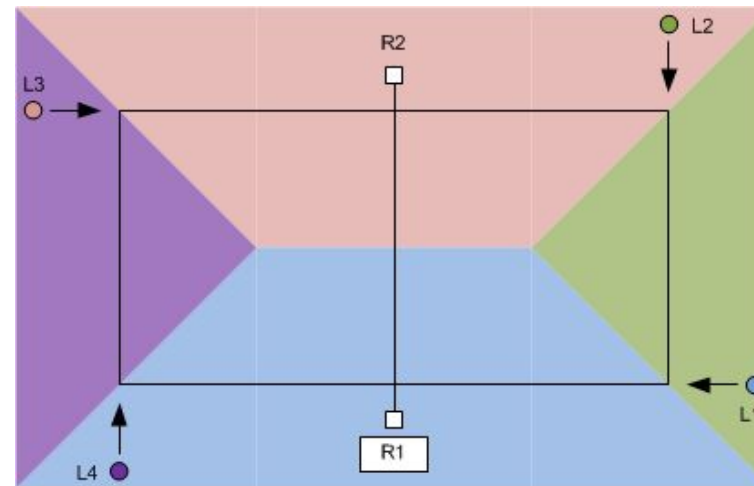
9. Signaling Responsibilities



- Line judges signal on decisions of their **responsibility** only.
- For “In” vs. “Out” decisions the below responsibility diagrams apply (roughly).

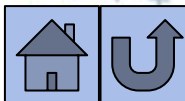


2 LJ system



4 LJ system

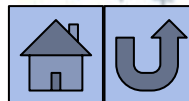
- Adjacent** areas are signaled by **both** line judges but primarily by the closer one.
- Also signal on **obvious** “Ball Out” and “Ball Touched” decisions.
- A “**Block Touch During Rally**” shall be signaled by **any** line judge who sees it.
- A “**Crossing Space Fault**” shall be signaled by **any** line judge who sees it, but



12. Ball Mark Protocol



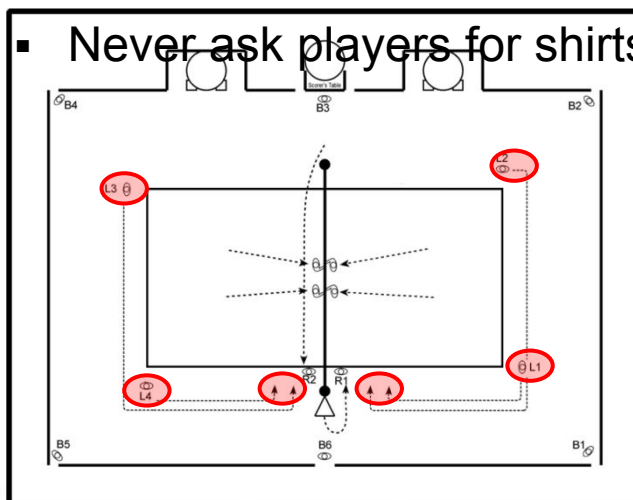
- **Remember** the exact **ball-mark** location whenever a ball lands on or close to a line and be sure to recall, whether or not the ball **touched the line**.
- A line judge may be asked to participate in a ball mark protocol **for the line(s) he/she controls**. **Only walk to the area of the ball mark if the 1st referee asks**.
- When asked to identify the ball mark, **use your open hand** (palm upwards) and **move it in a wide circle** around the ball mark.
- **Don't insist** on your judgment. Accept any decision without further argumentation.
- Walk back to your position and wait for the next rally to start.
- Avoid confrontation and **do not discuss** with players.
- Wipe away a critical ball mark only **after** the following rally.
- No line judge shall touch any line until the following rally has finished.



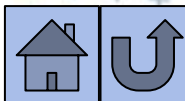
15. After the Match



- At the end of the game, **quickly** proceed to the referee's stand and **line up beside** but shifted **1m behind the referee** standing on your side of the net.
- Shake hands first with the players and then with the referees (tbd., depending on the COVID protocols).
- **Follow the referees** on their way along the net back **to the scorers' table**.
- **Keep standing close to the scorers' table until released by the referees.**
- **Do not discuss any game decisions** while the players are still around.



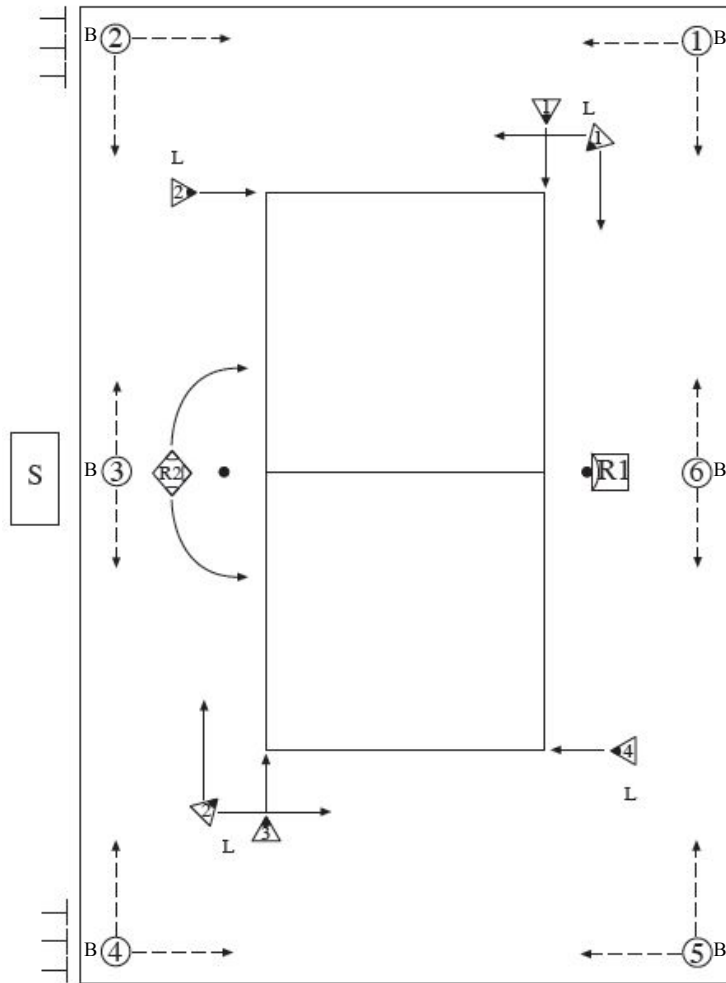
FIVB (2012), "Official BEACH VOLLEYBALL Rules 2013-2016"



17. Diagrams & Appendices

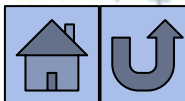
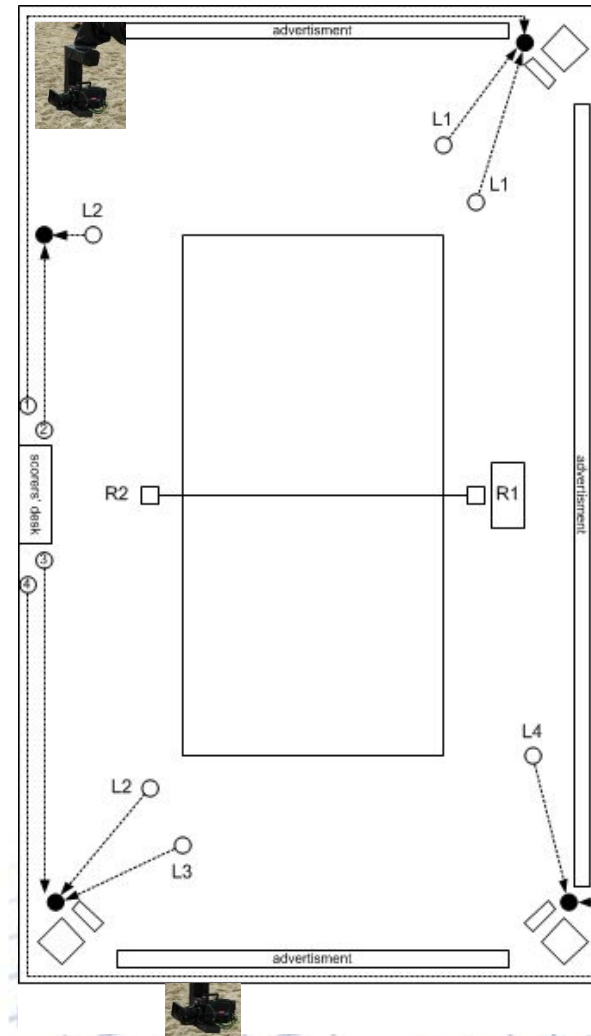


Positions of Officials



FIVB (2012), "Official BEACH VOLLEYBALL Rules 2013-2016"

Positions of Cameras





Thank you!