

# INSTRUCTIONS FOR USE OF THE OFFICIAL INDOOR VOLLEYBALL SCORESHEETS

## PRELIMINARY

The scorer prints all information (except the signature) in CAPITAL letters on the scoresheet. Certain information must be written in blue or black ink as indicated in the instructions. At other times, pencil or pen (blue or black ink) is acceptable.

Before the start of a match, the scorer prepares the scoresheet(s) for the match (sets 1 and 2 for a best-of-three match; sets 1 through 3 for an “automatic 3-set” match or a best-of-five match) by printing the match information in blue or black ink. The heading section at the top of the scoresheet includes:

**NAME OF COMPETITION**

**CITY**

**STATE**

**COURT**

**HALL** - NAME OF FACILITY

**POOL/PHASE** - number or letter for Pool; playoff bracket (e.g. GOLD, SILVER, BRONZE, etc.) for Phase.

**MATCH NO.** - Match number, or SEMI, FINAL, etc.

**DIVISION** - X the appropriate box, Men, Women or Co-Ed

**DATE** - MM/DD/YY or MM-DD-YY (06/02/11; note the leading zeros)

**CATEGORY** - X the appropriate Adult or Junior box.

**LEVEL** - Write in the level of play (A, BB, B, 16O, 14C, 40s, 55s, etc.).

**TIME** - Scheduled Match Time, HH:MM in international time (9:10 a.m.=09:10 [note the leading zero], 1:15 p.m.= 13:15); leave blank if the scheduled time is based solely on the previous match’s end time.

Complete in ink the lower right area of the scoresheet as follows:

**OFFICIALS SECTION:**

**1st Referee** - LAST NAME, FIRST NAME

**2nd Referee** - LAST NAME, FIRST NAME

**Scorer** - *Print name* - LAST NAME, FIRST NAME

*Sign name* - leave blank for now

**Work Team** - TEAM NAME

**Region** - REGION of the Work Team

**RESULTS SECTION:**

**Set** - Number of the SET (if not pre-printed)

**INDICATING SERVE AND RECEIVE**

After the coin toss and the determination of the serving team and the playing area, the scorer prints, in ink, the names of the teams on the sides where they will begin play. The scorer places an “X” through the **S** for the team that is serving first, and then places an “X” through the **R** for the receiving team.

Since the player in **Service Order I** of the receiving team will not serve first, the scorer places an “X” in box 1 of the **Service Rounds** section for that player. On the scoresheet for set 2 of the match, the scorer should mark the “X’s” on the **S** and **R** and the first **Service Rounds** box of the receiving team. If the match format is best-of-five sets or “automatic 3-sets” (with no coin toss), the scorer should mark the appropriate “X’s” for the serving and receiving teams on the scoresheet for set 3.

**TEAM DESIGNATION**

The team that begins the match on the left court is designated as Team **A**. The scorer records an “A” in the empty circle next to the team name (do not mark through the “A” or “B” next to the circle). The team that begins the match on the right court is designated as Team **B**. The scorer records a “B” in the empty circle next to that team name. (Note: The letter

designations for each team will remain the same for the entire match. In the second set of the match, Team B will be on the left side of the scoresheet and Team A will be on the right side of the scoresheet.)

The scorer should record the team names and the appropriate A and B designations in the circles on the second set scoresheet. If the match format is best-of-five sets, the scorer should also record the team names and the appropriate A and B designations in the circles on the third set scoresheet. On some scoresheets, the team A and B designations may already be pre-printed.

## **ROSTERS**

The scorer obtains a signed roster from each team. (Note: rosters may not be provided for all Regional play). The scorer verifies that all players' uniform numbers are correct and accurate by checking the roster. No changes may be made to the roster once submitted to the scorer, except to correct a uniform number. Uniform number changes result in a delay penalty.

## **LINE-UPS**

The scorer also obtains a line-up sheet, previously distributed, from each team. The scorer confirms a coach or team captain has signed the line-up sheet, indicated the floor captain and has Libero(s) designated.

## **NEW FOR 2011-12**

### One or Two Team Liberos:

Each team may designate one or two (or no) Liberos per match. This decision must be indicated in the line-up for set 1 of the match. Please note that the "extra" Libero boxes on the scoresheet and Libero Control Sheet for sets 2 and 3 are included so the scorer and assistant scorer may easily reference the Libero numbers.

If two Libero players are used, the Libero listed first is the only Libero allowed to enter the court on the first rally of the match. The Libero on the court is the Acting Libero and the other Libero, if used, is the second Libero. Further instructions about the two Liberos are described in the Assistant Scorer section on page 151. If the team decides to use one or no Libero, the scorer should “X” through the appropriate unused Libero boxes on the line-up sheet for all sets of that match.

### **Verifying Line-up Numbers**

If a roster is provided, the scorer verifies the numbers on the line-up sheet are consistent with the numbers on the roster. No changes may be made to the players’ numbers on the line-up sheet after it is submitted to the scorer. However, substitutions prior to any set are permitted.

### **Entering Line-Ups**

Using the line-up sheets, the scorer writes the starting players’ uniform numbers in position order in the **Service Order** row. The scorer records in ink the player number from the line-up sheet onto the scoresheet, matching the Roman numeral box on the line-up sheet to the corresponding Roman numeral on the scoresheet. The numbers should be written to the far left on the top line in each box. Note the position order of the players (and thus the way the line-up is recorded) is the same for both teams, regardless of which team is serving first.

Opponents may not see line-ups submitted by the other team or the Libero Control Sheet and scoresheet after line-ups have been entered.

### **Recording Team Captain and Liberos**

The scorer indicates the playing captain for each team by marking a small “c” next to the player number in the **Service Order** area. The Libero numbers, if being used, are written in the boxes

by each team's name, with the starting Libero recorded in the first box. Mark an "X" in the second box if a team is using one Libero; mark an "X" in both boxes if a team is not using a Libero. Record the same Libero information for all sets in the match.

### Checking Players on the Court

The second referee will use the line-up sheets to check the players' starting positions on the court, while the scorer simultaneously uses the scoresheet to verify the players' positions.

### START TIME

When the first referee whistles for the first serve, the time the set starts is recorded (in pen) in the **START** section (HH:MM, international time, with leading zeros if necessary); refer to sample formats shown at the lower left section of the scoresheet).

### DURING THE MATCH

#### Controlling Service

One **Service Rounds** box is used for the entire term of service for each position, whether the player serves once or multiple times. The scorer should verify the correct server has the ball and is preparing to serve each time a player enters the service zone.

All **Service Rounds** information may be recorded in pencil or pen. The first time the correct server serves in a particular service round, the scorer records a small check mark (✓) on top of the number in the corner of the appropriate **Service Rounds** box beneath the serving player's number. (Check mark should extend from lower left to upper right.)



When the serving team wins the rally, the scorer slashes the appropriate point in the **Points** column for the serving team. (Slashes should always be drawn in the same direction.)

/	12	23
/	13	24
3	14	25

When the receiving team wins the rally, the scorer records in the checked **Service Rounds** box the serving team's total cumulative points (called the exit score).



The scorer will also immediately record the *rally point* for the receiving team by slashing the appropriate point in that team's **Points** column. (Note the slashed rally point should be 1 point more than that team's previous exit score.)

### **Play-over**

When the result of the rally is a play-over, the scorer does not record anything. Note: the scorer should verify the visible scoreboard reflects the correct score and no point was inadvertently added.

### **Service Fault-Wrong Server**

If an incorrect player is in the service area preparing to serve, the scorer must wait until the incorrect player serves the ball. Immediately after an incorrect player serves the ball, the scorer must notify the second referee so play can be stopped. If the wrong service occurs on the first service for that round, the scorer does not check the **Service Rounds** number. The scorer then records the exit score in the **Service Rounds** box of the player who should have served. If it occurs after the correct player's first service for that round, the scorer records the exit score in the **Service Rounds** box of the player who should have served and does not do anything additional. This situation is not recorded in the **REMARKS** or **SANCTIONS** section.

If a team has earned points with the wrong server before the scorer notifies the second referee and these points must be removed from the scoresheet, the scorer must include an appropriate statement in the **REMARKS** section (ex, CANCELLED PTS 10-11, B, SET 2, 11-9, WRONG SERVER)."

### Service Fault-Time Violation

If a server fails to serve in the allotted time period, or for any other reason does not actually contact the ball for service after the first referee beckons for service, the scorer records the exit score in the **Service Rounds** box of that player. If the violation occurs on the first service for that round, the scorer does not check the **Service Rounds** number. If it occurs after the player's first service for that round, the scorer records the exit score in the **Service Rounds** box of that player and does not do anything additional. This situation is not recorded in the **REMARKS** or **SANCTIONS** section.

### Substitutions

When the referee blows a whistle indicating a substitution for a team, the scorer verifies the legality of the substitution (player listed on the roster, if a team roster is provided; player entering in the correct position; and sufficient team substitutions left), and records the substitution information while the second referee authorizes the substitute to enter the game. If the substitution is not legal, the scorer must immediately notify the second referee (ideally before the substitution is recorded on the scoresheet).

IV	
<del>5</del> 4 5	
3	/
6	/
7	/
6	/

The substitution is recorded in the **N<sup>o</sup> of Players** section by slashing the departing player number and writing the substitute's number to the right on the same line (use the second or third line only when the previous line is filled). The score at the moment of the substitution is written in the **Score at Change** section. The score of the team requesting the substitution is written in the upper half of the box, and the opponent's score is written in the lower half of the box.

The scorer should use the first available box beneath the

player number, continuing downward, using the second column only after the first column has been completely used.

The scorer also slashes the next available substitution number beneath the **Service Rounds** section to indicate total team substitutions.

If one team has multiple substitutions at the same time, the second referee will authorize the first pair to exchange, followed by the second pair. If both teams substitute during the same dead ball (double substitutions), the scorer should record the substitution that the referee administers first.

After completing the procedures for each substitution and providing necessary substitution information to the second referee, the scorer puts down the pen or pencil and raises both hands, palms toward the court, to indicate he/she is ready for the set to proceed. If there are multiple substitutions or double substitutions, the scorer should indicate “ready” after each completed substitution. This will help confirm that all substitutions have been acknowledged and recorded.

If the playing captain is subbed out, the scorer must inform the second referee, who will ask the coach or captain for the number of the replacement captain. The scorer will write a “c” next to the number of the replacement captain. If the starting captain returns to the set, the scorer will automatically write a “c” next to the number of the starting captain and slash through the alternate “c”.

If the Libero replaces the playing captain, the scorer does not record the replacement captain in the **N<sup>o</sup> of Players** section. However, the scorer should write the number of the replacement captain (ex., 6c) in the margin of the scoresheet for quick reference.

## Number of Substitutions

Each team is allowed a total of 12 team substitutions per set. Players may enter the set an unlimited number of times within the team substitution limit, but always in the same position in relation to teammates. An unlimited number of players is allowed to enter in a given position.

The scorer informs the second referee when either team has used its 9th, 10th, 11th, and 12th substitutions.

If more than eight (8) substitutions occur in one position, use the available **Score at Change** boxes in an adjoining column. If more space is needed to record the player numbers, use lines 2 and 3 of an adjoining **N° of Players** box. Draw a dark line around the adjoining **Score at Change** column and **N° of Players** area to indicate this information belongs with the original substitution position.

I	II	III	IV	V	VI
9	3	1	14 22 14 5c	7	
			22 14 22 22 14 22		
			14 22 14 14		
			1 2 11 11 16		
			2 3 11 12 16 17		
			3 5 12 13 22 23		
			4 6 15 14 24 24		

## Exceptional Substitution Procedures

An injured or ill player (except a Libero) who cannot continue playing should be substituted legally or, if in the back row, legally replaced by the Libero. If this is not possible, the team is entitled to make an exceptional substitution. An injured/ill player replaced by exceptional substitution is

not allowed to play for the remainder of the match. Additionally, an exceptional substitution is not counted as one of the team's allowable team subs.

Exceptional substitution procedures include circling (not slashing) the injured player's number in the **N<sup>o</sup> of Players** section to indicate that player is prohibited from returning to the match. Record the incoming player's number to the right of the departing player's number. Do not record the substitution score in the **Score at Change** section.

<input checked="" type="checkbox"/> (R) (B)		A of B	Libero#	COBRAS	TEAM	END	:
I	II	III	IV	V	VI		
15 (14) 8	8 18	10c	47 6	23	2		
-----							
-----							
14 7	0 0		13 6				

A comment is written in the **REMARKS** section, noting the action (EX SUB), the uniform numbers of the incoming player and injured player, the team name or letter designation, the set number, and the score at the time of the exceptional sub (record the subbing team's score first). If more sets are played in this match and additional scoresheets are needed, then this remark must be transferred to subsequent scoresheets used for the match.

REMARKS
EX SUB, #47 FOR #10, A, SET 1, 9-19

As a last resort, the Libero may be used as the exceptional substitute.

**NEW for 2011-12:** If the team is using two Liberos, either Libero may be selected as the exceptional substitute and the team will be limited to one Libero for the remainder of the match. If the team is using one Libero, the team will play the remainder of the match with no Libero. The selected Libero must change into a matching team uniform.

Record the exceptional substitution using the Libero as indicated above. Additionally, slash through the appropriate Libero number in the **Libero#** box next to the team name for the remaining sets in the match. The appropriate Libero number should be slashed on the Libero Control Sheet for the remaining sets in the match. Record a comment in the **REMARKS** section as shown on the next page. If more sets are played in this match and additional scoresheets are needed, then this remark must be transferred to subsequent scoresheets used for the match.

<input checked="" type="checkbox"/> (R) <input type="checkbox"/> (B)	A OR B	Libero#		ACME	TEAM	END	:
		<del>1</del>	2				
I	II	III	IV	V	VI		
22	6	③ 16	18c	14	7		
-----	-----	-----	-----	-----	-----		
-----	-----	-----	-----	-----	-----		

### Re-designation of the Libero

**NEW for 2011-2012:**

Refer to Rules 19.4 and 19.5 for specific guidelines for re-designating the Libero.

If one of the Liberos is declared unable to continue for the match due to illness or injury, record an appropriate statement in the **REMARKS** section as shown in the example on the next page. Circle the number of the ill or injured Libero (next to the team name) for all sets in the match to indicate this player is unable to play for the remainder of the match. Additionally, the Libero

number should be circled on the Libero Control Sheet for all sets in the match. If more sets are played in this match and additional scoresheets are needed, then this remark or sanction must be transferred to subsequent scoresheets used for the match.

REMARKS
ILL LIBERO, #16, A, SET 2, 5-7

If one of the Liberos is expelled or disqualified, refer to the appropriate **SANCTIONS** instructions; circle the number of the sanctioned Libero (next to the team name) to indicate the player may not return for the set or match. If the Libero was disqualified, circle the Libero number in the remaining sets of the match. The assistant scorer repeats the process on the Libero Control Sheet.

If the team is authorized to re-designate the Libero, record the re-designation in the **REMARKS** box, as shown.

REMARKS
RE-DESIG LIBERO #12 FOR #16, A, SET 1, 10-8

Circle the Libero number (next to the team name) for the remaining sets in the match to indicate the player is prohibited from returning for the match. Write the number of the re-designated Libero next to (or above) the circled number. Additionally, the Libero number should be circled on the Libero Control Sheet for the remaining sets in the match and the number of the re-designated Libero recorded next to or above the circled number. If more sets are played in this match and additional scoresheets are needed, then this remark must be transferred to subsequent scoresheets used for the match.

TEAM	EAGLES			12	Libero#	A or B	A	S
				(16)	X			X
	III	IV	V	VI				
	<del>1</del> <del>22</del> 1	14	5c	7				

### Time-Outs

Time-outs are recorded in the **Time Outs** box located under the team's **Points** section, listing first the score of the team taking the time-out, followed by the score of the opponent. The first time-out is listed in the top box, the second time-out in the lower box. Immediately after recording the time-out, signal the number of time-outs used by each team to the second referee. At the conclusion of the time-out, the scorer should put down the pen or pencil and raise both hands, palms toward the court, to indicate he/she is ready for the set to proceed.

### Set Score Exceeds Points Column

If the score goes beyond point 33 for one or both teams, use the outside margin (left margin for the team on the left, right margin for the team on the right) to write and slash each additional point needed. If the scorer writes more points in the margin than used, the unused points in the margin must be "hourglassed" at the end of the set.

### Correcting Mistakes

If the scorer makes an error that was originally recorded in pencil, the scorer must completely erase the error and rewrite the correct entry. The scorer should not scribble over the mistake. The scorer should "X" through any mistakes written in pen and write the correct action legibly. As an alternative,

the scorer can use correction fluid/tape and rewrite the correction action legibly. The scorer should not scribble over the mistake.

The scorer must not miss any action while the correction is taking place. (It is acceptable to inform the referee if additional time is needed to make corrections.)

The **SANCTIONS/REMARKS** section is used any time a noteworthy situation occurs and is pertinent to the progress of the set. It is not to be used for a scorer's frivolous remarks. Note that if information is recorded in the **SANCTIONS** box, no further notation is required in the **REMARKS** section.

### **SANCTIONS BOX**

The **SANCTIONS** box is used to record sanctions given by the first referee. Each recorded sanction should include the specific sanction (delay warning, delay and misconduct penalties, expulsion or disqualification), player number or bench personnel code (if applicable), the team at fault (use A or B team designation), the set number and the score at the time of the sanction. Record the score of the team at fault to the left of the colon and the opponent's score to the right of the colon.

1. Improper Request - In the **IMPROPER REQUEST** section of the **SANCTIONS** box, place an "X" through the appropriate A or B for the team that made the improper request. If more sets are played in this match and additional scoresheets are needed, then this sanction must be transferred to subsequent scoresheets used for the match. Note that a team may be charged with an improper request after being sanctioned with a delay.

SANCTIONS						IMPROPER REQUEST	
						TEAM <del>(A)</del> : TEAM (B)	
W Warning	P Penalty	E Explsn	D Disqual	(A) (B)	SET	SCORE	# = Player C = Coach A = Ast Coach T = Trainer M = Manager D = Delay 8:00a = 08:00 1:00p = 13:00 2:00p = 14:00 3:00p = 15:00 4:00p = 16:00 5:00p = 17:00 6:00p = 18:00
D						:	
D						:	
D						:	
D						:	
D						:	
D						:	

2. Delay Warning (one hand placed on opposite wrist) – Slash the D in the **W Warning** column, record the team at fault, the set number, and the score. If more sets are played in this match and additional scoresheets are needed, then this sanction must be transferred to subsequent scoresheets used for the match.

W Warning	P Penalty	E Explsn	D Disqual	(A) (B)	SET	SCORE
∅				B	3	8 : 5

3. Delay Penalty (yellow card shown on wrist) – Record a “D” in the **P Penalty** column, the team at fault, the set number, and the score (before the penalty point has been awarded). Slash and circle the opposing team’s next point in the **Points** section to indicate it was earned by a penalty. (Hint: If a sanction is recorded in the **Penalty** column, there must be a corresponding penalty point awarded in the opponent’s **Points** column.) If more sets are played in this match and additional scoresheets are needed, then this sanction must be transferred to subsequent scoresheets used for the match.

Points		
1	12	23
2	13	24
3	14	25
4	15	26
5	16	27
6	17	28
7	18	29
8	19	30
9	20	31
10	21	32
11	22	33

W Warning	P Penalty	E Explsn	D Disqual	(A) (B)	SET	SCORE
	D			A	2	6 : 8

4. Misconduct Penalty (yellow card) – Record the player number or bench personnel code (refer to the legend next to the **SANCTIONS** box) in the **P Penalty** column, the team at fault, the set number, and the score (before the penalty point has been awarded). Slash and circle the opposing team’s next point in the **Points** section to indicate it was earned by a penalty. (Hint: If a sanction is recorded in the **Penalty** column, there must be a corresponding penalty point awarded in the opponent’s **Points** column.) If more sets are played in this match and additional scoresheets are needed, then this sanction must be transferred to subsequent scoresheets.

W Warning	P Penalty	E Explsn	D Disqual	(A) (B)	SET	SCORE
	5			B	3	8 : 8

5. Expulsion (red card) – Indicates a team member is expelled

for the remainder of the set. Record the player number or bench personnel code in the **E Explsn** column, the team at fault, the set number, and the score (no penalty point is awarded).

If a player is expelled, the team at fault must make a legal substitution in order to complete the set (exceptional substitutions are not allowed).

Circle the expelled player's number in the **N<sup>o</sup> of Players** section to indicate the player is prohibited from returning for the remainder of the set. Record the incoming player's number to the right of the expelled player's number. Complete the substitution procedures by recording the score and slashing the next available team substitution number. If more sets are played in this match and additional scoresheets are needed, then this sanction must be transferred to subsequent scoresheets used for the match.

<b>W</b> Warning	<b>P</b> Penalty	<b>E</b> Explsn	<b>D</b> Disqual	Ⓐ Ⓑ	<b>SET</b>	<b>SCORE</b>
D		8		B	2	8 : 5

Expelled team member must sit in Penalty Area for the remainder of the set. If Penalty Area is not available, refer to USAV 21.3.2.1.

6. Disqualification (red and yellow cards together) – Indicates a team member is disqualified for the remainder of the match. Record the player number or bench personnel code in the **D Disqual** column, the team at fault, the set number, and the score (no penalty point is awarded). If a player is disqualified, the team at fault must make a legal substitution in order to complete the set (exceptional substitutions are not allowed). Circle the disqualified player's number in the **N<sup>o</sup> of Players** section to indicate the player is prohibited from returning for

the remainder of the match. Complete the substitution procedures by recording the score and slashing the next available team substitution number.

W Warning	P Penalty	E Explsn	D Disqual	(A) (B)	SET	SCORE
D			8	B	2	8 : 7

If more sets are played in this match and additional scoresheets are needed, then this sanction must be transferred to subsequent scoresheets used for the match. Any team member sanctioned by disqualification must leave the playing area, bench, warm-up area and spectator area for the remainder of the match.

### Remarks Section

The **REMARKS** section is used to record information that cannot be recorded in the **SANCTIONS** box. This information includes the referee action (e.g., DEFAULT, exceptional sub [EX SUB], CANCELLED PTS, LATE WORK TEAM PENALTY, etc.), player number or bench personnel code (if applicable), team (A or B), set number and score at the time of the incident. The preferred technique is to record information in the **REMARKS** section in the same order as the **SANCTIONS** box. However, the order in which the information is recorded in the **REMARKS** section is not critical as long as all the necessary information is noted. The reason for the referee action is only required in the following situations: defaulted set, points cancelled by the referee, and any unusual delays to the set other than delay sanctions.

### Protest

If a protest is filed and accepted by the first referee, the scorer should refer to USAV 5.1.2.1 (pp. 20-21) for the specific information that is recorded on the scoresheet. If a Protest Committee makes

a ruling on the protest immediately (before the match resumes), the scorer does not record the facts of the protest on the scoresheet.

### Set Point

The scorer notifies the second referee when either team's next successful rally would end the set. This can be indicated by placing the index finger on the front of the shoulder on the side of the team with the possible set point. It is not necessary to repeat the "set point" signal unless a different set point situation occurs.

### POST-SET PROCEDURES

When the final point is earned by the winning team, the scorer slashes the final point and then crosses forearms in front of the chest (palms facing toward body), indicating the end of the set/match. The scorer then records the final point total in the **Service Rounds** box as the final exit score. If the winning team won the final point on the opponent's loss of service, record the point in the **Service Rounds** box of the winning team's next server, with no check mark in the upper right corner.

3 ✓	5	7 ✓	5	13 ✓	5	15 ✓	5	19 ✓	5	23 ✓	5
24 ✓	6	25	6	2	6	2	6	2	6	2	6

From this point forward, use blue or black ink to complete the scoresheet.

The end time of the match is recorded in the **END** section when the referee ends the final rally (HH:MM, international time, with leading zeros, if necessary). Circle the final exit score in the **Service Rounds** box for each team.

The scorer then signs the scoresheet in the designated area. When the scoresheet is completed, all sanctions and all pertinent remarks that affect the administration of the remaining

sets must be transferred to subsequent scoresheets used for the match.

The final slashed points in the **Points** section are never circled unless the final point is scored on a penalty or default. Hourglass unused points in the **Points** column. Using a straight edge, the scorer neatly draws an hourglass for each column. The top bar is just above the first unused number and the bottom bar is just below the last unused number in each column. Hourglasses should be completed at the end of each set; do not wait until the end of the match.

Points			Points		
<del>1</del>	12	23	<del>1</del>	<del>12</del>	23
<del>2</del>	13	24	<del>2</del>	<del>13</del>	24
<del>3</del>	14	25	<del>3</del>	14	25
<del>4</del>	15	26	<del>4</del>	<del>15</del>	26
<del>5</del>	16	27	<del>5</del>	16	27
<del>6</del>	17	28	<del>6</del>	<del>17</del>	28
<del>7</del>	18	29	<del>7</del>	18	29
<del>8</del>	19	30	<del>8</del>	19	30
<del>9</del>	20	31	<del>9</del>	<del>20</del>	31
<del>10</del>	21	32	<del>10</del>	21	32
<del>11</del>	22	33	<del>11</del>	<del>22</del>	33

The **Winning Team** and its **Score** are written on the top line in the **RESULTS** section with the **Losing Team** and its **Score** written below it.

The scorer reviews the scoresheet for completeness (start time, end time, substitutions areas all agree). Take special care to verify that the scores written in the **RESULTS** section agree with the last point of each team that is circled in the **Service Rounds** area and slashed in the **Points** section, and that the correct winning team is noted.

After the match, the team A captain and team B captain will sign each scoresheet in the box marked **A** and **B**, respectively (EXCEPTION: for junior competition, each coach will sign the scoresheet instead of the captain.) The first referee signs each scoresheet to verify the scoring actions and final results are correct (the first referee may sign all completed scoresheets at the end of the match).



a different scoring format.

START 15:05		TEAM EAGLES						Points	Points	TEAM COBRAS					
I	II	III	IV	V	VI	Points	Points	I	II	III	IV	V	VI		
9	3	1	14	5c	7	1 12 23	1 12 23								
						2 13 24	2 13 24								
						3 14 25	3 14 25								
						4 15 26	4 15 26								
						5 16 27	5 16 27								
						6 17 28	6 17 28								
						7 18 29	7 18 29								
						8 19 30	8 19 30								
						9 20 31	9 20 31								
						10 21 32	10 21 32								
						11 22 33	11 22 33								
						Time Outs	Time Outs								
						:	:								
						:	:								
						:	:								
Substitutions: 1 2 3 4 5 6 7 8 9 10 11 12							Substitutions: 1 2 3 4 5 6 7 8 9 10 11 12								

**A set is defaulted** if one team is unable to continue playing after the set has started. The team that defaults retains any accumulated points. The winning team is awarded additional points up to a winning score. The additional points for the winning team are circled and slashed in the **Points** column. A comment is recorded in the **REMARKS** section regarding the reason for the default. All other appropriate post-set procedures should then be completed.

REMARKS
DEFAULT, INSUFFICIENT
# OF PLAYERS, B, SET 1, 18-22

Points
1 <del>12</del> 23
2 <del>13</del> 24
3 <del>14</del> 25
4 <del>15</del> 26
5 <del>16</del> 27
6 <del>17</del> 28
7 <del>18</del> 29
8 <del>19</del> 30
9 <del>20</del> 31
10 <del>21</del> 32
11 <del>22</del> 33

## DECIDING SET PROCEDURES

A deciding set scoresheet is used for multiple match situations. If the final set of a best-of-three or best-of-five match is needed to determine a winner, the deciding set is played to 15 points with a minimum two-point advantage (teams switch sides at eight points). If the match is a single-set playoff, the set is played to 25 points with a minimum two-point advantage (teams switch sides at 13 points). Occasionally, the third set of an “automatic 3 set” match is treated like a deciding set (played to 25 points, with a second coin toss and the teams switch sides at 13 points).

If a deciding set is necessary, the scorer prepares the deciding set scoresheet by recording all heading information and all officials' names from the previous scoresheets. All sanction information and pertinent information in the **REMARKS** section must also be transferred to the deciding set scoresheet. Write number 5, 3 (or 1, if this is a playoff set) in the **SET** box in the **RESULTS** section.

After the coin toss and the determination of the serving team and the playing area, the scorer prints the name of the team that will begin on the left court on the left section of the scoresheet and the name of the team which will begin on the right court in the middle section. The name of the team on the left section will be reprinted on the far right section. Additionally, the starting line-up of the team on the left section will be duplicated on the far right section.

### Team Designation

Write in the **A** and **B** team designation letters in the corresponding circles. If this is the final set of the match, use the teams' designations of **A** or **B** from set one. If this is a single-set playoff, the team that starts on the left will be team **A** and the team that starts on the right will be team **B**.

### Record Serve and Receive

The scorer places an "X" through the (S) for the team that is serving first and places an "X" through the (R) for the receiving team. Since the player in **Service Order I** of the receiving team will not serve first, the scorer places an "X" in box 1 of the **Service Rounds** section for that player. If the receiving team is starting on the left, do NOT duplicate the "X" in the **Service Rounds** box on the far right side.

START	09:50	TEAM	COBRAS	X	(S)	(R)	Points	(A)	(B)	Points	Points	At Chg	(S)	(R)	COBRAS	TEAM	END	:							
			I	II	III	IV	V	VI							I	II	III	IV	V	VI					
18	47	6c	23	2	15	1	9	3	1	14	5c	7	9	1	12	23	1	12	23	18	47	6c	23	2	15

During the first half of the deciding set (before the teams switch sides), all actions for the team on the left court are recorded on the far left side of the scoresheet and all actions for the team on the right court are recorded in the middle section.

Additionally, for the team on the far left, all substitution actions (including **Score at Change** and slashed team substitutions) and time-outs are also duplicated on the far right side of the scoresheet as they occur (before the teams switch courts). Do not duplicate the slashed points or the exit scores for the team on the left to the right side.

### **Switch Point Procedures**

The deciding set proceeds in the same manner as a regular set until one of the teams reaches eight points (or 13 points for a 25-point set).

If a team earns point 8 (or point 13 for a 25-point set) from the opponent's serve, the scorer must complete the necessary actions (exit score for opponent and slash rally point for the team) before recording the court switch actions. The scorer should notify the second referee when this midway point is reached. At this time, the teams will switch courts as directed by the first referee.

While the teams are switching courts, make sure the visual scoreboard is changed to reflect the teams switching sides. The scorer will write the current score of the team from the left side in the **Points at Chg** circle on the far right next to the team name. The first point that will be slashed for the team on the far right will be the number after the score that is written in the **Points at Chg** circle.

**NEW for 2011-2012:** The "anchor point" for the team on the far right will be the last exit score in the **Service**

**Rounds** box from the far left. Copy this exit score (without the corresponding check mark) to the appropriate box on the far right. Note that the “anchor point” will be the last exit score from the far left whether that team is the serving team or not. If the team on the far left continues as the serving team after the switch, then the server’s **Service Rounds** box on the far left will have a check mark with no exit score. When the serving team loses the serve on the far right, the exit score will be recorded in the appropriate **Service Rounds** box on the far right, with no check mark. Below illustrates the situation where the team on the far left served and won point 8, then eventually lost the serve after the court switch.

START:09:50	TEAM	COBRAS						Points	TEAM	EAGLES						Points	Points	At Chg:	COBRAS						TEAM	END :														
		I	II	III	IV	V	VI			I	II	III	IV	V	VI		8		I	II	III	IV	V	VI																
		18	47	6c	23	2	14	9		3	22	14	5c	7	9		12 23	1 12 23	18	47	6c	23	2	14																
								10									13 24	2 13 24																						
								11									14 25	3 14 25																						
							6/5	12									15 26	4 15 26																						
								13									16 27	5 16 27																						
																	17 28	6 17 28																						
																	18 29	7 18 29																						
																	8 19 30	8 19 30																						
																	9 20 31	9 20 31																						
																	10 21 32	10 21 32																						
																	11 22 33	11 22 33																						
X		4	6							4	5	7																												
								Time									Time																							
								Out									Time																							

Once the teams switch sides, the far left side of the score-sheet is no longer used. The set continues with the same procedures as a non-deciding set.

### End of Set

At the end of the set, only the unused points in the middle section and the far right side of the scoresheet are “hour-glassed.” On the far right side, points that were earned prior to the court switch are not slashed or “hourglassed.” The set is completed using the rest of the post-set procedures.

### Assistant Scorer Responsibilities: Libero Control Sheet

New terminology:

**Starting Libero:** Libero number listed in the first box of the set 1 line-up

**Acting Libero:** Libero on the court

**Second Libero:** Libero (if two are designated) that is not on the court

The assistant scorer will use the Libero Control Sheet to identify each team's designated Liberos, record the Libero replacements and team substitutions, and confirm the Libero replacements are correct. Additionally, after time-outs and the deciding set court switch, the assistant scorer will verify that the correct players return to the court before completing any Libero replacements. The assistant scorer should communicate the following information to the second referee: 1) whether each team's Libero is on or off the court; and 2) identify which Libero is on the court if the team has designated two Liberos.

**NEW for 2011-2012:** The number of the starting Libero will be recorded in the box marked **L**. The second Libero, if designated, will be recorded in the box marked **R**.

If a team has designated two Liberos, the Libero that enters the match on the first rally of the match must be the Libero that is listed in the first Libero box. After this first replacement, either Libero may replace a back row player. Additionally, the second Libero may replace the Acting Libero and the regular replacement player may replace either Libero.

If a substitute replaces a starting player and a Libero replaces the substitute, the assistant scorer must observe that the substitute ultimately replaces the Acting Libero. The starting player may then return to the set with a substitution.

Replacements involving the Libero can take place at the start of each set after the second referee has checked the starting line-up, after a dead ball or after a completed rally. A completed rally is defined as "a sequence of playing actions starting

from the moment of service hit by the server, which results in the award of a point.” A Libero is allowed if a penalty causes a rotation of the Acting Libero to position 4, or the Acting Libero is unable to play, resulting in an incomplete rally.

Since teams are allowed to designate up to two Liberos for each match, the assistant scorer must be able to identify which Libero is the Acting Libero at all times. On the Libero Control Sheet, use **L** to represent the starting Libero and **R** to represent the Libero recorded in the second box.

The assistant scorer must also record all substitutions to ensure the Libero Control Sheet reflects the correct players on the court and the Libero replacements involve the proper players. Record substitutes by slashing the exiting player’s number and writing the number of the substitute to the right.

An improper Libero replacement (team’s Libero replacement during the first rally of the match not made by the starting Libero, wrong regular player replaces the Libero, no completed rally between Libero and player replacements) becomes illegal when the serve is contacted and the consequence is the same as a rotational fault. Immediately after the serve is contacted, the assistant scorer should notify the second referee about the illegal Libero replacement.

#### Preparation and use of the Libero Control Sheet

The team names are written next to the appropriate A and B designations for sets 1 and 2 (consistent with the score-sheet). Record the starting line-up for each team in the column marked “SP” (Starting Players). The floor captain is identified with a small “c”. If a team designates only one Libero, place an “X” through the unused second Libero box for all sets in the match. **Note** that the Libero boxes for sets 2 and 3 are intended only to help the assistant scorer track the Libero replacements. The Libero numbers for sets 2 and 3 must be identical to the Libero numbers designated for set 1. If a team

does not use a Libero, the assistant scorer is not required to record that team's starting line-up and track that team's substitutions.

Do not use slash marks when recording Libero replacements. When the starting Libero replaces a player, write **L** next to the exiting player. If the second Libero replaces the starting Libero, write **R** next to the **L**. When the regular player replaces the Acting Libero, write the number next to the Libero letter.

If the Acting Libero replaces the floor captain, notify the second referee who must request the captain or coach for the number of the acting captain. Place a "c" next to the acting captain. If the original floor captain replaces the Acting Libero, he/she automatically becomes the captain. Write a "c" next to the original captain and slash through the "c" next to the acting captain.

Record substitutions by slashing through the exiting player number and writing the substitute's number to the right. If the substitute replaces the floor captain, assist the scorer in notifying the second referee, who will request the number of the acting captain from the coach or captain. Place a "c" next to the acting captain. If the original floor captain is subbed back in, he/she automatically becomes the captain. Write a "c" next to the original captain slash through the "c" next to the acting captain.

(B) SP 

Libero	
L	R
16	20

 EAGLES

I	9	
II	3	
III	<del>1</del>	22 LR <del>22</del> 1
IV	14	<del>c</del>
V	<del>5</del>	<del>A</del> 5 <sup>c</sup>
VI	7	L 7 R

If the Libero has been re-designated, the assistant scorer should circle the appropriate number in the **Libero** box and record the number of the new Libero next to or above the circled number. Repeat these actions for the remaining sets in the match.

	(A) SP 10	Libero (11) X	COBRAS
I	15 <sup>z</sup>		
II	8	L8	
III	<del>6</del>	10 6 <sup>c</sup>	
IV	47		
V	23	L23 L	
VI	2	14 2	

For a deciding set, the assistant scorer should record the name of the team starting on the left in the far left and far right sections, and the team starting on the right in the middle section. Write the appropriate A or B designation next to the team name. Record the starting line-ups and Libero numbers for both teams. The line-up for the team starting on the left is duplicated on the far right.

During the first half of the deciding set (before the teams switch courts), all substitutions for the team on the left court are recorded on the far left side and far right side of the Libero Control Sheet; however, the Libero replacements are recorded on the far left side only. All substitutions and Libero replacements for the team on the right court are recorded in the middle section.

AorB (B) SP	Libero 16 20	EAGLES	AorB (A) SP	Libero 11 X	COBRAS	AorB (B) SP	EAGLES
I	3		I	18	L	I	3
II	<del>1</del>	22 RL	II	<del>47</del>	8	II	<del>1</del> 22
III	<del>14</del>	4	III	6 <sup>c</sup>		III	<del>14</del> 4
IV	5 <sup>c</sup>		IV	23		IV	5 <sup>c</sup>
V	7	L7	V	2		V	7
VI	9		VI	15		VI	9

When the eighth point (or 13th point for a 25-point set) is won and the first referee directs the teams to switch courts, Libero replacements may not take place until after the court switch. If the Libero for the team on the left is on the court when the first referee directs the teams to switch courts, the assistant scorer should transfer the appropriate Libero letter to the far right section.

AorB Ⓟ SP		Libero L R 16 20	EAGLES		AorB Ⓐ SP		Libero L R 11 X	COBRAS		AorB Ⓟ SP		EAGLES	
I	3		I	18	L		I	3		I	3		
II	<del>1</del>	22	RL	II	<del>4</del>	7	8	II	<del>1</del>	22	L		
III	<del>14</del>	4		III	6 <sup>C</sup>			III	<del>14</del>	4			
IV	5 <sup>C</sup>			IV	23			IV	5 <sup>C</sup>				
V	7	L7		V	2			V	7				
VI	9			VI	15			VI	9				

After the teams switch courts, the assistant scorer tracks the Libero replacements and team substitutions in the middle and far right sections for the remainder of the set.