

Volleyball - Scorekeeper Duties - Rally Scoring

The official scorer should record the numbers of the starting players of each team in the serving order submitted on the game scoring sheet. Each play should be recorded using the appropriate figure in the key. If the serving team wins the rally, the respective point shall be recorded. If the serve results in a loss of rally, replay, or penalty, the appropriate figure shall be recorded. As each point is scored the corresponding running score shall be marked.

Preliminary

Before the start of the match, the scorekeeper prepares the score sheet for the match by printing the heading information at the top of the score sheet. This includes the **Date, Home, Visitor, and Site**.

At the lower right side of the score sheet the scorekeeper should complete the following information:

Referee – print first and last name

Umpire – print first and last name

Scorekeeper – print first and last name

After the coin-toss for serve, the scorekeeper prints the names of the teams on the sides on which they will begin to play. The scorekeeper records which team will serve first in the box above the **Point Column**.

Using the line-up sheets, the scorekeeper writes the players' uniform numbers for each team starting with each team's first server. The umpire will use the line-up sheets to check the players' starting position on the court, while the scorekeeper simultaneously uses the score sheet to verify the players' positions. The starting time of the game is defined as when the referee whistles for first serve and is recorded in the upper right hand section.

During the Match

Every service, except a replay or re-serve results in a point.

If the serving team wins the rally, it receives a point and continues to serve. The scorekeeper slashes a point in the serving team's Point Column and records the point number in the circle.

If the receiving team wins the rally, it receives a point and the ball for service. Place a hash mark in the circle recorded for the serving team, place a box around the receiving team's next point in the **Point Column**, and draw a box with the corresponding point number in the next server's scoring area.

Substitutions

When the serving team requests a substitution, the scorekeeper records the following:

1. In the **Player Number Column** of the serving team, the scorekeeper slashes the departing player number and records the substitute player number.
2. The substitute is recorded on the row of the server, immediately to the right of the last mark, using an "S" and the number of the substitute and the number of the player being replaced. (13/3)
3. The scorekeeper slashes the next available substitution number beneath the **Player Number Column** of the serving team to indicate total team substitutions.

When the receiving team requests a substitution, the scorekeeper records the following:

1. In the **Player Number Column** of the receiving team, the scorekeeper slashes the departing player number and records the substitute player number.
2. The substitute is recorded on the row of the server, immediately to the right of the last mark, using an "Sx" and the number of the substitute and the number of the player being replaced. (13/3)
3. The scorekeeper slashes the next available substitution number beneath the **Player Number Column** of the receiving team to indicate total team substitutions.

Players may enter the game an unlimited number of times but always in the same service position in relation to teammates. An unlimited number of players are allowed to enter at a given service position, provided they have not already participated in another position in the serving order. The team is allowed a total of 18 substitutions.

Time Outs

Time outs are recorded in the boxes below the **Point Column** running score of the team taking the time out, listing first the score of the team taking the time out followed by the score of the opponent.

Penalty Points

If the serving team is assessed a penalty, the opponent is awarded a point and the ball for service. The Penalty Point is recorded on the line of the next server's number of the receiving team [P3] and a square is drawn around it. The scorekeeper also draws a square around the same point on the team's running score in the **Point Column**.

Wrong Server

When the incorrect player serves the ball the scorekeeper must immediately notify the umpire so that play can be stopped. The receiving team receives a point and the ball for service. The point is recorded on the line of the next server's number and a square is drawn around it. The scorekeeper also draws a square around the same point on the team's running score in the **Point Column**.

Comments

Penalties for illegal uniform/equipment, exceptional substitution, red and yellow cards, or an apparently unconscious or unconscious player should be noted in the **Comments** section. Uniform/equipment violations, and red and yellow cards for unsportsmanlike conduct carry over from game to game.

When using the comments section, the information recorded shall be under the team involved, referee action, uniform number/coach, and the score at the time of the incident. Scores will always be listed with the score of the team involved in the comment recorded first. Situations include, but are not limited to the following referee actions:

1. Yellow Card – **Y#12(7-6)** means a yellow card was given to #12 when the score was 7-6 (offending teams score listed first).
2. Red Card – **R#3(7-0)** means a Red Card Penalty was given to #3 when the player's team led 7-0.
3. Red/Yellow Cards – **DQ#10(4-14)** means #10 was ejected when the player's team trailed 4-14.
4. Illegal Equipment/Uniform – write **UD-TO or UD-P, # __ (4-6) reason** (UD means Unnecessary Delay)
5. Unconscious Player – write “**unconscious player # __**” when an unconscious player or apparently unconscious player has been removed from the game.
6. Exceptional Substitution – write **ExSub # __ / #__**.

Post-Game Procedures

1. The scorekeeper fills in the end time of the game.
2. The scorekeeper records the winning team and score and the losing team and score.
3. The scorekeeper reviews the score sheet for completeness, taking special care to verify that the scores are correct.
4. The referee and umpire should sign/initial the score sheet for each game.