

INSTRUCTIONS FOR SCORER

The NFHS Official Volleyball Scorebook provides an accurate method of scoring. Score-sheets are designed to accommodate 2-out-of-3 or 3-out-of-5 set matches. There is a Comments section for recording exceptional substitutions, equipment/uniform violations, unconscious player, warning, penalties and disqualifications.

SCORING

The official scorer should record the numbers of the starting players of each team in the serving order submitted, in the appropriate spaces provided on the set scoring sheet (under Player No.). Each square represents one play or action such as a serve, a substitution, or a time-out. Each play should be recorded as such using the appropriate figure in the key accompanying the set scoring sheet. The squares, unless otherwise indicated, represent a serve. If a point is scored on the serve, the respective point shall be recorded. If the serve resulted in a loss of rally, replay or penalty, the appropriate figure shall be inserted. As each point is scored, the appropriate number should be marked in the running score section.

Penalties for illegal uniform/equipment, exceptional substitution, red and yellow cards for conduct, administrative yellow/red cards, a player removed under concussion management or re-designation of the libero shall be recorded in the Comments section of the scoresheet. Uniform/equipment violations and cards for unsporting conduct carry over from set to set. A brief explanation including the team/individual, the violation and the score of the set should be noted [e.g. Red #4, (5-7)].

For further information see the definitions listed on pages 56-57, and the sample score-sheets on pages 58-59.

NOTE: The first referee shall visually confirm the score with the second referee after each set. The second referee shall initial the scoresheet after each set. The second referee shall verify the match score by initialing the scoresheet at the end of the match.

DEFINITIONS FOR SCORER

Serve: Contact with the ball to initiate play.

Point: Awarded when the opponent commits a fault.

Penalty Point: Awarded when the receiving team violates a rule during play or a dead ball.

Loss of Rally Point: Awarded when the serving team violates a rule during play.

Replay: The act of putting the ball in play (other than at the start of the set) without awarding a loss of rally/point and without a service rotation.

Re-serve: The server releases the ball for service, then catches it or drops it to the floor.

RECORDING COMMENTS

Penalties for illegal uniform/equipment, cards issued for unsporting conduct, administrative cards issued for unnecessary delay, player removed under concussion management, redesignation of libero or an exceptional substitution shall be recorded in the Comments section of the scoresheet. A brief explanation including the team/individual, the violation and the score of the set should be noted [e.g., Red #4, (5-7)].

Cards for unsporting conduct are carried over from set to set throughout the match. Cards issued during a set shall be recorded following the sample procedure below:

Warning (Yellow card): PW#12 (7-6) means a yellow warning card for a minor unsporting conduct was given to #12 when the score was 7-6 (offending player's team's score listed first). The same procedure applies to a coach or any other individual on the team bench.

Penalty (Red card): PI#3 (7-0) means a red penalty card was given to the #3 player when the player's team led 7-0.

NOTE: P1 with player number indicates player; PC should be used for Penalty Coach; PT should be used for Penalty Team.

Disqualification: (Yellow and Red card held apart): DQ#10 (4-14) means #10 was disqualified when the player's team trailed 4-14.

Unnecessary Delay (Yellow card): YUD (24-18) means administrative yellow card was issued to coach for unnecessary delay when score was 24 to 18 (offending team's score listed first). The same procedure applies for player, team, etc.

Unnecessary Delay (Red card): RUD#12 means subsequent administrative delay penalty was issued in same set due to #12 not resuming or delay in starting play and a loss of rally/point to opponent. This same procedure applies to coach, team, etc.

Concussion Management: CM#10 (12-13) means player #10 was removed from the set under concussion management when the player's team score was 12-13.

Exceptional Substitutions: ES#20 means #20 was replaced by exceptional substitute.

Re-designation of Libero: RL#7 (5-1) means the libero was removed for injury and a new libero re-designated when the libero's team was leading 5-1.

DEFINITIONS FOR STATISTICIAN

Ace: A serve which lands in the opponent's court without being touched or is touched but unable to be kept in play by one receiving team player.

Block: A player or players block the ball into the opponent's court leading directly to a point or loss of rally.

Assist: A player passes or sets to a teammate who attacks the ball for a kill.

Attack: Any action other than a block or serve that directs the ball toward the opponent's court.

Dig: An underhand or overhead defensive saving skill resulting from a kill attempt in which the ball is contacted by the forearm(s), fist(s) or hand(s) and allows the ball to remain in play for the next hit.

Kill: An attack by a player that is unreturnable by the receiving player on the opposing team and leads directly to a point/loss of rally.

NOTE: A replay does not constitute an attempted serve since the serve did not develop into a point or loss of rally/point.

SAMPLE SET

DATE: 10-22 HOME: Handley VISITOR: James Wood

Set No.	Serve Order	Player No.	TIME-OUTS		Team: <u>Visitor James Wood</u>	Set No. <u>1</u>
			8-5	7-12		
			L: <u>7</u>			
I	5	1	2	3	4	20
II	4	7	8	5	6	Sx 7/8
III	2, 12, 9	7	1	23	1	
IV	12C	10	1	1	1	
V	11	14	5	15	Sx 22	1
VI	12	16	17	18	14	25
Subs: <u>X 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18</u>						
Comments: <u>P1 3(8-1), Pw12(8-8), P12(9-11), YUD(24-24)</u>						

1 Point	1 Loss of Rally	2 Point Scored off Loss of Rally
T Time-out	Tx Time-Out Opponent	Δ Libero Point
YUD/RUD Yellow/Red Unnecessary Delay	E# Uniform/Equipment Fault	ES Exceptional Substitution

Visitors Serve: V5 serves and scores first three regular points (1, 2, 3). Fourth serve results in loss of rally.

Home Serve: (loss of rally point 1) 23 serves, loss of rally. (□ indicates rally points earned)

Visitors Serve: (point 4 received due to loss of rally) V4 inadvertently serves before first referee's signal, replay. V4 serves two straight aces for points 5 and 6 (5, 6). Next play is a Home substitution during which H25 substitutes for H23 (Sx 25/23).

NOTE: The number of the entering player is on the left of "r".

V4 serves two more points (7, 8) before a Red Card penalty for misconduct on V3 results in a loss of rally.

Home Serve: (loss of rally point P2) H24 serves three straight points (3, 4, 5) before Visitors call time-out (TX), then substitute 13 for 3 (SX 13/3). H24 serves three points (6, 7, 8) before V12 is given a yellow card for misconduct. Next serve is a loss of rally.

Visitors Serve: (loss of rally point 9) V13 serves and it results in a loss of rally.

Home Serve: (loss of rally point 9) Home libero replacement #30 replacement for #26 H30 serves two points (10, 11). The next serve begins with a re-serve; then a penalty point is awarded Home for a Red card on V12 (P 12). Visitors call time-out (TX). H30 serves point thirteen (13); then loss of rally.

Visitors Serve: (loss of rally point 10) Visitor libero replacement V7 replacement for V12. V7 serves three straight points (11, 12, 13). Next serve is a loss of rally.

NOTE: The running score column is marked as the set progresses. When there is a discrepancy between the running and individual scores, the individual score is considered official.

SAMPLE SET

SITE: Handley START TIME: 7:30 PM END TIME: 8:01 PM

First Serve (check box)	Serve Order	Player No.	TIME-OUTS		Team: <u>Home Handley</u>	Set No. <u>1</u>
			21-22			
			L: <u>30</u>			
1	16	1	23	25	7	20
2	17	2	1	20	21	1
3	18	3	3	4	5	Tx 6/7
4	19	4	1	1	1	22
5	20	5	1	1	1	23
6	21	6	1	1	1	24
7	22	7	1	1	1	25
8	23	8	1	1	1	26
9	24	9	1	1	1	27
10	25	10	1	1	1	28
11	26	11	1	1	1	29
12	27	12	1	1	1	30
13	28	13	1	1	1	
14	29	14	1	1	1	
15	30	15	1	1	1	
FINAL SCORE Subs: <u>X 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18</u>						Referee's Verification: <u>SS</u>
25 - 27						Comments:

P3 Penalty Point	P Penalty	R Replay	RS Re-serve
Px Penalty Opponent	S Substitution Serving Team	Sx Substitution Opponent	C Playing Captain
PW Penalty Warning	P1 Red Card	RL Re-designated Libero	CM Concussion Management

Home Serve: (loss of rally point 14) H20 serves, loss of rally.

Visitors Serve: (loss of rally point 14) Visitors substitute V3 back in for V13 (S 3/13). V11 serves point 15. Home substitutes H33 for H21. Next serve results in a loss of rally.

Home Serve: (loss of rally point 15) H33 serves three straight points (16, 17, 18). Next serve results in a loss of rally.

Visitors Serve: (loss of rally point 16) V10 serves three straight points (17, 18, 19); then has two re-serves resulting in a loss of rally.

Home Serve: (loss of rally point 19) H22 serves resulting in a loss of rally.

NOTE: With each complete service rotation (all six players serve), a different color pencil/ink should be used for the next rotation (e.g. first rotation in black, second rotation in red, third rotation in black, etc.)

Visitors Serve: (loss of rally point 20) V5 serves resulting in a loss of rally.

Home Serve: (loss of rally point 20) H25 serves one point (21). Next serve results in a loss of rally.

Visitors Serve: (loss of rally point 21) V4 serves one point (22). Home calls a team time-out (TX). V4 serves two points (23, 24). Next serve results in a loss of rally.

Home Serve: (loss of rally point 22) H24 serves two points (23, 24). Visitor calls a time-out which is an illegal extra time-out resulting in an unnecessary delay (YUD) being assessed. Next serve results in a loss of rally.

Visitors Serve: (loss of rally point 25) V3 serves, loss of rally.

Home Serve: (loss of rally point 25) H26 serves two points (26-27).

Record final score in appropriate boxes.