Scoring Handbook

for
NFHS
Volleyball Matches

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Introduction

Volleyball is one of the few sports with a detailed scoring method to assist in the facilitation of its matches and to support the application of the rules. The score sheet is a written log of the actions in the match, and it is of critical importance when a problem arises.   The score sheet is the official score regardless of the points shown on the score board.

Why do we have a scorer and score sheet for volleyball matches?

1. The scorer helps the officials **facilitate the match** by assisting with the ongoing application of the rules. For example, the scorer ensures that the service order is correct, that substitutions and time-outs stay within the limits, and that substitutions are legal.

    When the scorer quickly identifies illegal actions/situations, matches run more smoothly.   When a scorer catches an illegal server right away, it results in a loss of rally point, whereas catching it after multiple serves results in a break in play for the officials to figure out the correct resolution, points possibly being removed and lots of confusion for everyone in the gym.

2. When a problem arises, such as a wrong server who has gained multiple points, the score sheet's record of events enables the officials to resolve the situation correctly.

3. Some coaches use the score sheet for game analysis. Some coaches request their scorers to note service aces and errors on the score sheet (which is not standard notation), and many other coaches use the score sheet to analyze their defense against the opponent's servers (a "Sideout Efficiency Report").

The scorer is a very important member of the officiating crew! And because this function is so important, it makes a lot of sense to have a handbook to help scorers do their job well.

The NFHS Volleyball Rules book includes a brief explanation of the recommended scoring notation and an example set.   However, the rules book is limitted in the space it can devote to scoring, leaving a need for a more detailed explanation of scoring techniques.

This handbook lists the instructions to record the various actions and illustrates on a score sheet what should be done to make the scoring notation as clear as possible.

The Table of Contents does not list recorded events alphabetically by design. Instead, the topics are organized to more approximate your scoring needs. Therefore, lineup entry and recording points, time-outs and substitutions are addressed first.

This handbook is intended to be used as a reference for scorers, coaches and officials. Some rules have been included to help you understand what is happening. By no means are all of the rules listed or explained. Some scoring tips have been included. They are not required, but experience has proven them to be helpful. You have to decide what works for you.

If you have any questions or suggestions regarding the content of this handbook, please send them in an e-mail to Info@VolleyWrite.com.

We want you to have the best scoring experience ever!

Getting Started

Where do I sit?

The scorer sits at the scoring table between the scoreboard operator (or flip chart operator) and the libero tracker (if either team is using a libero).

The scoring table is physically on the side of the court opposite the R1 who is positioned on the referee stand. The R2 officiates from the floor in front of the scoring table.

Although the scorer usually communicates with the R2, she should be positioned so she can see the R1, which usually means she is just to the right or just to the left of the standard (the pole holding up the net).

When should I arrive?

For high school matches, you should report to the scoring table at least 20 minutes before the scheduled match time. This allows you to:

1. talk to the officials - write their names down, ask any questions, agree on a "ready" signal
2. acquire any missing supplies,
3. record the result of the coin toss right away, and
4. fill in as much information as possible on all score sheets for non-deciding sets.

Supplies

1. You need enough blank **score sheets** for the maximum number of sets possible. Freshman and JV teams play a best of 3 sets format, and Varsity teams play a best of 5 sets format. In NFHS scoring, teams do not switch sides during a deciding set, so the same score sheet handles all sets.
2. You need **pens** (or pencils) in at least two colors. You usually begin with blue or black ink, then switch to red ink (as explained later).
3. Some score sheets have fields to record the starting and stopping times of each set. If so, you need a **watch**. (A cell phone does show the time, but it can be a big distraction, so it should not be your first choice.)

Expectations

1. You will give your full, undivided attention to the match so you don't miss anything. This includes not having cell phones, food or beverages at the scoring table.
2. You will not comment on play or the officials.
3. You will not cheer for either team. (You are supposed to be neutral like the other officials.)
4. You will write neatly and quickly.
5. You will record every "action" in the order in which it occurs.
6. You will record the match in the correct notation so there are no "surprises" for the officials when they read the score sheet.
7. You will COMMUNICATE with the R2! A good R2 makes sure that you are able to keep up. And even if you think you made a mistake, it is best to involve the R2 so that play is stopped and you do not miss anything else. Smart R2s encourage this because fixing a problem right away is almost always easier (and therefore, faster) than fixing it later.
8. You will work with the scoreboard operator to ensure that the **correct** score is shown to the players, coaches, officials and spectators.
9. You will work with the libero tracker so that the match is accurately recorded.

About Scoring

When scores are listed in the Comments section, the score for the team that is at fault or has requested the action is listed first.

Each beckon for serve must be followed by a replay, a re-serve or a point (including a penalty point)!

Some score sheets divide the Individual Scoring section into boxes. Each box represents a single action, such as a point, a substitution or a time-out.

If you can score the following actions, you have a solid foundation:

1. Points (Each non-deciding set has at least 25 points.)
2. Substitutions (Each team can have 18 per set, so you could record as many as 36 subs in one set!)
3. Time-Outs (Each team can request 2 time-outs per set.)
4. Libero Serving (This normally occurs at most higher level matches.)

Just keep this handbook at the scoring table as a reference.

Identify Rotations with Different Colored Ink

Record the first rotation (all six players serve) in blue or black ink, then when the first service position serves for its second term of service, switch to red ink for that entire rotation (all six players serve). If a third rotation is played, switch back to black or blue ink. This makes the score sheet easier to read.

This electronic score sheet illustrates the point. The first rotation is blue, the second rotation is red, and the third rotation is black. (The third rotation could also be blue.)

Score Sheet sections

The diagram below identifies various sections you may find on an NFHS score sheet.

1. Header ☐
2. Team Names
3. First Serve Information
4. Serving Order columns
5. Player Numbers columns
6. Libero boxes ☐
7. Individual Scoring sections

8. Time-out section
9. Comments sections
10. Substitution Counts ☐
11. Key
12. Set Results
13. Running Score Columns

National Federation of High Schools Score Sheet

Date: _____ Home: _____ Visitor: _____ **1** _____ Site: _____ Start Time: _____

Set Number: 1 2 3 4 5   Level: Varsity Jr Varsity Middle School   Boys Girls   End Time: _____

Serve Order	Player Number	Team **2**	Libero	First Serve **3**	Serve Order	Player Number	Team **2**	Libero
4	**5**	**7**		13	**4**	**5**	**7**	

Subs: 1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18   Time Outs   Subs: 1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18

Comments: **9**   **8**   Comments: **9**

Scorekeeping Key: **11**

O = Penalty Point   Δ = Libero Serve

⌐ = Point   ⌐| = Loss of Rally   ⌐1 = Loss of Rally Point
R = Replay   RS = Re-Serve   c = Playing Captain
S = Substitution   Sx = Opponent Substitution
= Time Out   Tx = Opponent Time Out

R1 _____
R2 _____ (verified) _____
Scorekeeper _____ _____
(Print name)   (Signature)

Set Results:
Winning Team _____ **12** _____ Points _____
Losing Team _____ Points _____

NFHS score sheets come in many varieties, so your score sheet may be different. If so, just become familiar with the locations of the various sections so you can record the match quickly.

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What to Record Before Each Set

The Header

When you arrive, fill out the header portion of the score sheet for at least two sets for Freshman and JV matches and for at least three sets for Varsity matches.

Although the NFHS score sheet does not have a "standard" version, most of the information you can fill out before the match is located at the top of the score sheet.

The header fields you will normally see include:

1. Site/Location
2. Date
3. Scheduled time
4. Home team
5. Visitor
6. Level (7th grade, 8th grade, Middle School, Freshman, JV, Varsity)
7. Names of R1, R2 and scorer, and possibly line judges
8. Set number
9. Start time
10. End time

National Federation of High Schools Score Sheet

Date: _____ Home: _____ Visitor: _____ Site: _____ Start Time: _____

Set Number: 1 2 3 4 5   Level: Varsity Jr Varsity Middle School   Boys Girls   End Time: _____

Serve Order	Player Number	Team	Libero	First Serve				Serve Order	Player Number	Team	Libero
I				1 17	1 17			I			
				2 18	2 18						
				3 19	3 19						
II				4 20	4 20			II			
				5 21	5 21						
				6 22	6 22						
III				7 23	7 23			III			
				8 24	8 24						
				9 25	9 25						
IV				10 26	10 26			IV			
				11 27	11 27						
V				12 28	12 28			V			
				13 29	13 29						
				14 30	14 30						
VI				15 31	15 31			VI			
				16 32	16 32						

Subs: 1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18   Time Outs   Subs: 1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18

Comments:

Comments:

Key:

○ = Penalty Point   △ = Libero Serve

1 = Point   –| = Loss of Rally   [1] = Loss of Rally Point

R = Replay   RS = Re-Serve   c = Playing Captain

S = Substitution   Sx = Opponent Substitution

T = Time Out   Tx = Opponent Time Out

R1 _____
R2 _____ (verified) _____
Scorekeeper _____ _____
(Print name)   (Signature)

Set Results:

Winning Team _____ Points _____

Losing Team _____ Points _____

Some score sheets (like this one) have more than one place for general information, such as the names of the officials. Just become familiar with the sections of the score sheet you're using.

Team Names

Record each team's name on the side of the score sheet that matches the side the team occupies on the court. This will help you award points to the correct team.

In volleyball, the teams switch which sides of the court they occupy between all non-deciding sets, so remember to switch the location of the team names on the score sheets too!
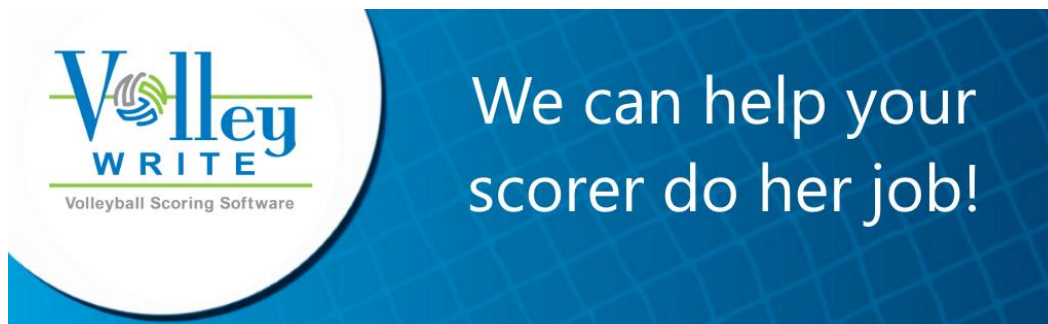

The Team with First Serve

In the pre-match conference, the officials use a coin toss to determine which team serves first. When the conference ends and warmups begin, the R2 should inform you which team has the first serve.

Simply write an "X" in the First Serve box for the appropriate team.

Lineups

Before each set, each coach must submit a lineup containing the starting six players and any libero who will play in the set. (The libero may change between sets in high school matches.)

Set 1	X Serve
Libero __7__	☐ Receive

Serve Order	Player Number
I	5
II	4
III	3
IV	12c
V	11
VI	10

Some officials want the coaches to hand the lineups to them rather than to you.

This is for three reasons:

1. The R2 can check for errors and omissions before you write anything down. (See the list in the next paragraph.)
2. If the lineup is submitted late, a penalty may apply. In NFHS matches, the lineups must be submitted at least 2 minutes before the first set and at least 1 minute before subsequent sets. (See Penalties & Comments section)
3. Coaches should speak to the R2 and not to the scoring table, as that could be a distraction and result in a mistake.

Before entering a team's starting lineup on the score sheet, check that:

1. There are no duplicate numbers.
2. Each player on the lineup is listed on the team roster.
3. Each team has indicated a captain.
4. A libero has been designated.

When a libero box is empty, alert the R2. (Thanks to warmup shirts, you can't always see if a team is warming up with a libero.)   If a team is not using a libero, the coach should enter an "X" to communicate that fact. This is important because if a lineup has a blank libero box when the set begins, that team may NOT play with a libero for that set.

Copy the numbers from the lineup to the Player Numbers column on the score sheet, matching the Roman numerals. Write the numbers as far to the left inside the box to leave room for substitutions.

Place the libero's number in the Libero box.

Best Practices for Lineups:

1. Have the R2 read the lineup out loud before each set so the scorer and libero tracker can be sure they have the lineups entered correctly. (Sometimes it is hard to read the coaches' writing…)
2. When the R2 checks the starting players on the court, you do the same. If there are any differences, they should be addressed before the set begins! And remember, the first server for the receiving team is physically located in the right front position (as she will rotate into the service position when that team wins a rally).

If your score sheet has a field for the starting time, write it in the appropriate space when the R1 beckons the first server.

Start Time: _7:02 PM_

End Time: _____

What is a "lineup check"?

When the R2 requests the serving order, you need to call out the last player listed in each row of the Players Numbers column. The R2 will note the libero, if any, on the court, and can verify that with the libero tracker.

If the team requesting the lineup check is serving, begin with, "The current server is…" followed by the last player listed in the Player Numbers column who is currently serving. (This is indicated on the score sheet as the player with the most recent loss of rally square, which may be followed by other notation (subs, points, etc.).

> Using the electronic score sheet below, if the R2 requests the lineup for the serving team, you would look for the current server on the right side of the score sheet. The loss of rally square for point 18 is on the only Individual Scoring row that does not end with a dash-bar. This is the current server. Say, "The current server is #11, followed by 8, 4, 2, 16, and 12."

If the lineup check is for the receiving team, begin with, "The next server (who is in the right front position) is…" followed by the player who will serve next. This is indicated on the score sheet by the next row without a dash-bar indicating a loss of rally.

> Using the electronic score sheet below, if the R2 requests the lineup on the left, say, "The next server (who is in the right front position) is #15, followed by 7, 17, 4, 10, and 9." (The bottom-most red dash-bar indicates the last player who served for that team.)

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What to Record During Each Set

Rally Points (Non-libero served)

Your first responsibility is to preserve the serving order by making sure the correct server contacts EACH serve. (Some right-handed scorers employ a technique where they use the baby finger on their left hand to point to the current server's number, and their left index finger to indicate where to record the next action.)

Rally points are scored in both the Individual Scoring section of the current server and in the Running Score column.

Individual Scoring Section

Running Score Column

When the serving team wins a rally,

1. Write the number of the next point in the Individual Scoring section for the current server.
2. Slash the corresponding point in the Running Score column.

When someone other than the last player listed in the Player Numbers column **CONTACTS** the serve, notify the R2 **immediately!** (Wait until contact, as there is the possibility that if the correct player is on the court, he could trade places with the server after the beckon and before the five second time limit has expired, so no fault would occur.)

Loss of Rally Points (Non-libero served)

Loss of Rally points are scored in three places. When the serving team loses a rally,

1. Draw the End of Term of Service symbol (also called a "dash-bar" because it looks like this: **-|**) in the Individual Scoring section of the player who served.
2. Draw a box around the next point in the Running Score column for the receiving team.
3. Write the number of the corresponding point for the receiving team **in a box** in the Individual Scoring section for the next server.

Substitutions

Normal substitutions are recorded in three places:

1. In the Individual Scoring section of the current server
2. In the Player Numbers column
3. In the Substitution count

Each team can have 18 substitutions, which physically take place in the substitution zone (the area along the sideline between the center line and the attack line closest to the scoring table). Substitutions are administered with a short double-whistle (usually by the R2) to alert everyone that play has been suspended. The R2 should not give the court back to the R1 without first making sure that the scorer has not only recorded the substitution, but also verified that the substitution is legal. Show your "ready" signal after EVERY sub!

Immediately notify the R2 if an incoming substitute is:

1. the 15th, 16th, 17th or 18th sub for that team (This is legal, and the R2 should notify the coach.)
2. a team's 19th sub
3. a re-entry of a player into a second service position
4. a re-entry of a disqualified player in any set
5. a re-entry of an exceptionally substituted player (in the set in which the exceptional sub took place)
6. an entry of a player not listed on the roster

Substitutions may not be entered during a time-out. The proper procedure is for the R2 to administer the sub after the time-out.

When the serving team substitutes a player, the notation in the Individual Scoring section of the current server is as follows:

$$S\ ^{player\ entering}/_{player\ leaving\ the\ court}$$

When the receiving team substitutes, the "S" is followed by a small "x"

Examples:

1. When the serving team substitutes #3 for #10, the notation is, $S\ ^3/_{10}$

2. When #14 on the receiving team substitutes for #8, the notation is, $S_x\ ^{14}/_8$

When a player who has not entered the court in the current set enters the substitution zone, you are supposed to be sure that the player is listed on the team roster. High school officials usually check the rosters before the match to ensure that all uniformed players are listed on the roster. When all players present are on the roster, it is rare that an illegal player could attempt to enter the set.

When a team substitutes more than one player during the same dead ball, you don't need to re-write the "S" or "S_x". Simply follow the first sub with the other player "pairs" (e.g. S 3/10 14/9).

But when **both** teams substitute during the same dead ball, you **must** include the "S" and "S_x" as it is important to know which team subbed the different players. (e.g. S 3/10 S_x 15/6)

To enter a substitution:

1. In the Individual Scoring section of the current server, write S or S_x followed by the entering player, a slash, and the number of the player leaving the court.
2. Find the leaving player's number in the Player Numbers column and slash it, then write the number of the entering player.
3. Slash the next number in the Substitution Count for that team.

Both players involved in a substitution are "locked in" that service position. Therefore, in the example above, when #11 comes back on the court, confirm that the substitution is legal by verifying that no other service position has #11 listed. If you do see #11 in a different row/service position, alert the R2 immediately!

Time-outs

Each team can have two team time-outs which each last a maximum of 60 seconds. To record a time-out,

1. In the Individual Scoring section for the current server, write a "Tx" when the receiving team is granted a time-out (which is usually the case), or write "T" when the R2 grants a time-out to the serving team.
2. In the requesting team's time-out box, list the score with the requesting team's points listed first.

Serve Order	Player Number	Team James Wood	Libero 7	First Serve X				Serve Order	Player Number	Team Handley	Libero 30
I	5	1 2 3 -|		1 / 1 / 1 /	17 18 19	1 2 3	17 18 19	I	23	1 -|	
II	4	4 S19/11 5 6 7 Tx		4 / 5 / 6 / 7	20 21 22 23	4 5 6 7	20 21 22 23	II	24c		
III	3			8 9	24 25	8 9	24 25	III	26		
IV	12c		Step 1	10 11	26 27	10 11	26 27	IV	20		
V	11 19		Step 2	12 13 14	28 29 30	12 13 14	28 29 30	V	21		
VI	10			15 16	31 32	15 16	31 32	VI	22		

Subs: 1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18   Time Outs   Subs: 1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18

Comments: | 1 - 7 | Comments:

Using the score sheet above, if the serving team had requested the time-out, a "T" would have been written in the Individual Scoring section, and the score in the top left time-out box would have been written "7 – 1".

During a time-out,

1. Tell the R2 how many time-outs have been used by each team.
2. Check the score sheet to verify that the number of points in the Individual Scoring sections match the Running Score columns and verify the correct score is displayed on the score board or flipchart. If the score on the scoreboard is not correct, it must be changed to match the score sheet.
3. Check that the substitutions in the Individual Scoring section correspond to the numbers in the Player Numbers columns, and the number of slashes in the Substitution count match the number of slashes in the Player Numbers column for each team.

Some referees will check the score sheet to make sure that points are scored sequentially in the Individual scoring sections and that the numbers shown match the Running Score Column. Don't be offended by this. They are just doing their job, and two sets of eyes are better than one!

When the players return to the court after the time-out, verify that all of the same players who left the court have returned. Alert the R2 of any discrepancies.

If a team requests a third time-out, alert the R2!

Libero Serving

Although there is a libero tracker who is responsible for the libero actions in the match, the scorer does record some libero information on the score sheet. (This makes it possible for the officials to re-create the set when a problem occurs, and it is somewhat of a backup to the libero tracker).

When a libero serves,

1. Place a large triangle around the Roman numeral associated with the Serving Order position of the player for whom the libero is serving, if this is the first libero serve for that team. This is the only service position/row on that side of the score sheet which may have triangles indicating that the libero served.
2. Each time the libero contacts a serve, draw a triangle in the Individual Scoring section for the player the libero replaced.
3. Record the result of the rally:
    a. If the serving team wins the rally,
        1. Enter the next point number in the triangle.
        2. Draw a triangle around the point in the Running Score column.
    b. If the serving team loses the rally,
        1. Draw a dash-bar (-|) inside the triangle.
        2. Draw a square around the next point in the Running Score column for the receiving team
        3. Draw a square in the Individual Scoring section for the next server and write the number of the next point inside it.
4. On the remote chance that there would be a serious misconduct penalty which interrupts a rally which began when the libero served, draw a circle **around the triangle**, then follow the rest of the steps to record the penalty. (See the Penalties section for more info.)
    5

Re-Serve

During a term of service, the first time a server tosses the ball up in the air and either catches it or lets it drop to the floor, the R1 grants a re-serve, indicated by two thumbs up. Record, "RS" in that server's Individual Scoring section.

When a re-serve is granted, no other requests for interruptions (excluding the handling of an injury) are allowed until the serve takes place and the rally is completed

Because the signal for a first re-serve is the same signal used for a replay, the R2 should clarify the call so you record it properly. Ask the R2 if you are not sure!

Re-serve

To record a **second** res-serve (which results in a loss of rally), you can either:
a. Write "RS" and the dash-bar (in the same square if your score sheet has squares in the Individual Scoring section), then award a rally point to the opponent, or
b. Just record the loss of rally (dash-bar and point to opponent), which is the consequence of an illegal hit.

Because no other play-related fault (e.g. two hits, ball in-bounds, etc.) has the reason for the loss of rally noted on the score sheet, this is a scoring "gray area" and either option is acceptable.

Rules information to help you:

1. **Each player** may have only one re-serve during a team's term of service, regardless of any libero replacements or substitutions for that position during that term of service. (Re-serves are recorded to enforce this rule.)
2. A second re-serve for a player in the same term of service results in a loss of rally/point awarded to the opponent. As mentioned above, recording this can be tricky because the signal the officials use is Signal #3 for an Illegal Hit. Hopefully, your R2 will be proactive about what she wants you to record.

Replay

For various reasons, a referee may need to interrupt a rally. When this happens and the referees show two thumbs up, record an "R" in the Individual Scoring section for the current server.

Serve		Serve Order	Player Number	Team **Handley**	Libero 30
1 2 7 19	17 18 19	I	23	1 -|	
4 20 5 21	20 21 22	II	24c	2 3 4 -|	
6 7 23 8	22 23 24	III	26	5 6 RS 7 8 R	
9 25 10 26 11 27	25 26 27	IV	20		

Re-play

Because the signal for a replay is the same signal for a re-serve (two thumbs up), the R2 should clarify the call so you record it properly.

When a replay is granted, no other requests for interruptions (excluding the handling of an injury) are allowed until the serve takes place and the rally is completed.

There is no limit to the number of replays in a set or match.

Penalties & Comments

Penalties are not common.

After a card is administered, play should not resume until the R2 is sure that the penalty has been recorded properly.

Penalties before the match or between sets are recorded on the score sheet for the next set and are recorded with a score of (0 – 0).

Some score sheets have only one Comments section, instead of a Comments section for each team. When you have a score sheet with a "shared" Comments section, add the name of the team to which you refer in the notation. For example,

YUD (5 – 10), Handley

Comments start with a code (as listed in the key), followed by the score, which is written as

(xx – yy)

where xx represents the score of the team at fault (or referred to as in the case of an exceptional sub or a redesignated libero) and yy represents the score of the opponent **at the time of the fault** (i.e. before any penalty points are awarded or any points are removed).

The recording of penalties on the high school score sheet has always been a bit of a mystery. The notation has never been explicitly defined in the rules book.

As a suggestion, entering a P or a Px in the Individual Scoring Section of the serving team when misconduct cards are administered is not a bad idea. This gives the officials a clue that they need to look in the Comments section for the rest of the information.

Scorers who are not experienced or who may not know the game and the officials' signals may confuse delays with misconduct warnings and penalties. After all, cards are used in those signals. With the R2's back is to the scoring table, it is hard for scorers to see the signals. So if a "P" or "Px" is written in the Individual Scoring Section as well as the YUD/RUD note in the Comments section, there is no harm.

The important thing is to be sure to have the penalty recorded in the Comments section!

The Penalties and Comments listed in this section are recorded in different parts of the score sheet, so each one is described in detail. The discussion begins after an expanded key for the NFHS score sheet on the next page.

KEY

Notation used in the Individual Scoring Sections:

-|	Loss of Rally	T	Time-out- Serving Team
4	Point	Tx	Time-out - Opponent
3	Loss of Rally Point	R	Replay
△	Libero Serve	RS	Re-Serve

*NOTE: Each light gray square represents a single action.

$S^{yy}/_{=}$	Substitution – Serving Team
$S_x^{yy}/_{=}$	Substitution – Opponent
P_x	Penalty – Opponent
(8)	Penalty Point

The following codes are used in the Comments section:

The format is: [code]   [individual at fault, if any] [team *] [score]

The individual at fault is shown as #xx, C (Coach) or AC (Assistant Coach).
(This field is not necessary for Uniform/Equipment Violations, Unnecessary Delays or Forfeits.)
* When using a score sheet with a "shared" Comments section, the team must be included.
The score is always written as (xx - yy), starting with score of the requesting team/team at fault.

E	Uniform/Equipment Violation (only at score of (0 - 0))
ES	Exceptional Sub
YUD	Yellow Card/Unnecessary Delay
RUD	Red Card/Unnecessary Delay
PW	Yellow Card/Misconduct (Warning)
PI	Red Card/Misconduct
DQ	Disqualification
CM	Concussion Management
RL	Redesignated Libero
FORFEIT	Forfeit

Unnecessary Delays

When an Unnecessary Delay is charged to a team, the R1 holds a yellow or red card on the back of her wrist.

To record a team's first Unnecessary Delay (which is usually a warning as indicated with a yellow card), **in the Comments section only** write YUD (xx – yy).

Example:

Comments:
YUD (10 - 8)

To record a team's second Unnecessary Delay in the same set (which results in a penalty point, indicated with a red card),

1. Include in the Comments section for the team at fault,

    RUD (xx – yy)

2. When the serving team is at fault, the result is a loss of rally/penalty point:
    a. Draw the dash-bar (**-|**) to indicate the end of that term of service.
    b. Circle the next point in the opponent's Running Score column.
    c. Draw a circle in the Individual Scoring section of the next server (on the receiving team's side of the score sheet) and write the team's next point inside the circle.
3. When the receiving team is at fault, the result is a penalty point:
    a. Draw a circle in the Individual Scoring section of the current server and write the next point number inside the circle.
    b. Circle the point number in the Running Score column

Cards for Misconduct

To record a yellow card for minor misconduct (which is a warning), **in the Comments section** write

PW [Offending Team Member] (xx - yy)

The Offending Team Member could be a player number, C for coach, or AC for Assistant Coach.

To record a red card for misconduct (which results in a penalty point),

1. Include in the Comments section for the offending team,

PI [Offending Team Member] (xx - yy)

2. When the serving team is at fault,
   a. Record a dash-bar (-|) to indicate the end of that term of service. (If the red card occurred during a rally that began when a libero served, the dash-bar would be written inside the triangle you entered when the libero contacted the serve.)
   b. Circle the next point in the opponent's Running Score column.
   c. Draw a circle in the Individual Scoring section of the next server (on the receiving team's side of the score sheet) and write the team's next point inside the circle.
3. When the receiving team is at fault,
   a. Draw a circle in the Individual Scoring section of the current server and write the next point number inside the circle.
   b. Circle the point number in the Running Score column

The Offending Team Member could be a player number, C for coach, or AC for Assistant Coach.

Cards for misconduct carry over to the remaining sets. Record notation specified above in the Comments section of each subsequent score sheet, writing the set number instead of the score. For example:

PI #5, Set 2

Disqualification

When the first referee holds up a yellow and a red card at the same time, record a disqualification.

DQ [Offending Team Member] (xx-yy)

The Offending Team Member could be a player number, C for coach, or AC for Assistant Coach. If a non-libero player on the court is disqualified, he must be legally substituted. (If a libero is disqualified, the replaced player re-enters the court and the team must play without a libero for the remainder of the set.)

In this example, player #22 cannot play for the rest of the MATCH.

Comments:
DQ #22 (9 - 12)

A disqualification is carried over to subsequent sets. The disqualification shown above would be indicated in the Comments section for the faulting team on all subsequent score sheets as

DQ #22, Set 3

Redesignated Libero

When a libero is ill or injured and cannot continue to play, the Coach may redesignate a different player to be the libero.

1. Record in the Comments section,

   RL [injured player #] (xx - yy).

2. In the libero box, slash the original libero number and write the number of the new libero.

The selection of a new libero can happen AT ANY TIME during the set, not just at the time of the injury.

The injured libero may not return to play in that SET (either as a libero or as a non-libero player).

Exceptional Substitution

An exceptional substitution happens when a player on the court is ill or injured and there is no legal substitute. (There is neither a player on the bench who has not entered the court at all, nor who has entered the court in the same service position as the injured player).

Record the exceptional sub in four steps:

1. In the Comments section, write

$$ES\ \#zz\ (xx - yy)$$

   where zz is the number of the injured player, and (xx – yy) is the score, with "xx" representing the score of the team with the injured player.

2. In the Individual Scoring section for the current server, enter the substitution like any other sub.
   S player in/player out - or - Sx player in/player out

3. In the Player Numbers column for the injured player, cross out the injured player's number and write the number of the player entering the court.

4. In the Substitution count for that team, if the team has not used all 18 subs, slash the next number. If the team HAS used all 18 subs, do not change this section of the score sheet.

Concussion Management

When a player displays symptoms of a concussion, he is not allowed to play. In the Comments section, write:

CM [player number] (xx -yy)

You will probably have to enter a substitution as well.

The concussed player is not allowed to play for the remainder of the MATCH, so this comment is written in the Comments section of subsequent score sheets as well.

Comments:
CM #22 (10 - 18)

Uniform/Equipment Violation

According to the rule book, in the last entry of the Penalties section for Rule 4, "When a team cannot begin the match with six players wearing legal uniforms, a loss of rally/point shall be awarded to the opponent at the beginning of the match." (Subsequent equipment violations are considered Unnecessary Delays.)

To record an equipment violation:

1. Write, "E (0 - 0)" in the Comments section of the team at fault.
2. If the team with first serve is at fault, the result is a loss of rally for the first server.
   a. Place a dash-bar in the Individual Scoring section of the first server.
   b. Circle the first point in the opponent's Running Score column.
   c. Draw a circle in the first square in the Individual Scoring section of the opponent's first server and write a "1" inside it.
3. If the receiving team is at fault, the result is a penalty point:
   a. Circle the first point in the Running Score column for the serving team.
   b. Draw a circle in the individual soring section of the first server and write a "1" inside it.

Serve Order	Player Number	Team	James Wood	Libero 7	First Serve						Serve Order	Player Number	Team	Handley
					X									
I	5	-I			1	17	①	17			I	23	①	
					2	18	2	18						
					3	19	3	19						

Comments:	E (0 - 0)

When the serving team is at fault, the receiving team will have the first physical serve of the set.

Lineup and Roster Problems

Rule 7 in the NFHS volleyball rules book explains the handling of rosters and lineups.

Late Roster

When a team fails to submit a written, accurate roster at least 10 minutes before the end of warmups, a loss of rally/point is awarded the opponent. To record this, (1) add a note to the Comments section, then (2) award a Penalty point to the opponent. (The wording shown is just a suggestion.) When the team with first serve is at fault, the opponent will have the first physical serve.

Serve Order	Player Number	Team		Libero	First Serve			Serve Order	Player Number	Team
				7	X					
I	5	-|		1	17	①	17	I	23	①
					2	18	2	18			

Comments: Late Roster (0-0)

Inaccurate Roster

If a player who is not on the roster attempts to enter the set, the coach has the option to add the player to the roster. A penalty point is assessed for the Inaccurate Roster. To record this situation, (1) add a note to the Comments section, and (2) award a Penalty point to the opponent. (The 2018 Casebook points out that this would also happen if a player on the court gets blood on their jersey and must play in a different player's jersey.)

VI	10, 22	6 -				9	22	9	22	VI	15, 17	⑫ Sx 22/10
					10	23	1̶0̶	23			
					11	24	11	24			
					12	25	⑫	25			
					13		13				

Subs: 1̶ 2̶ 3̶ 4̶ 5̶ 6 7 8 9 10 11 12 13 14 15 16 17 18   FINAL SCORE   Subs: 1̶ 2̶ 3̶ 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18

Comments: Added player #22, Inaccurate Roster (6-11)   –   Comments: Referee's Verification

Late Lineup

Similarly, when a team fails to submit a lineup by the time required (2 minutes before the first set and 1 minute before subsequent sets), a loss of rally/point is awarded the opponent. To record this, add a note to the Comments section, then award the Penalty point. (The wording shown is just a suggestion.) Again, if the team with first serve is at fault, the opponent will have the first physical serve.

| Serve Order	Player Number	Team James Wood		Libero	First Serve			Serve Order	Player Number	Team Handley		Libero
				7	X							30
I	5	-|		1	17	①	17	I	23	①		
					2	18	2	18					
					3	19	3	19					

Comments: Late lineup (0 - 0)

When a team submits a lineup with duplicate numbers or with a number that is not physically on any players' jersey and the problem is not resolved before the deadlines mentioned above, the team may be charged a substitution.

If the duplicate number is the libero, the coach is free to change the libero designated on the lineup with no penalty.

In the case where there is a duplicate number on the lineup in one of the six serving positions, you could write the original numbers on the score sheet, then cross out the duplicate number so you are not confused by it later when you enter other substitutions. (See the Substitutions section earlier in this manual.)

Subs: ~~1~~ 2   3   4   5   6   7   8   9   10 11 12 13 14 15 16 17 18

Comments: Charged substitution for inaccurate lineup (0 - 0)
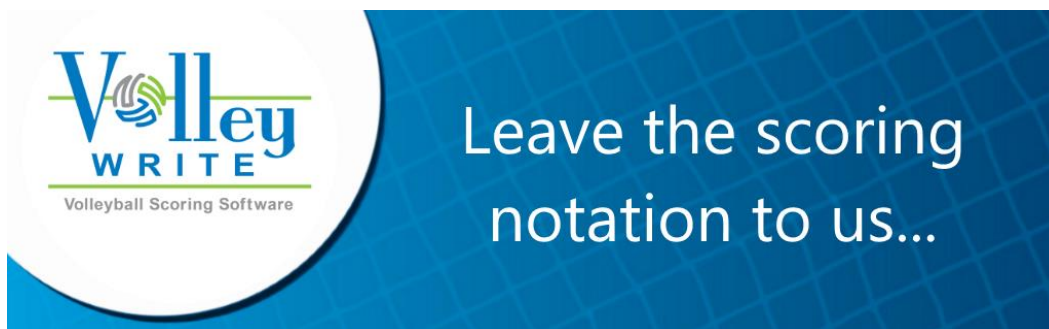
Penalties Which Remove Points

When the wrong player serves, or when there is an illegal player on the court due to an illegal libero replacement or an illegal substitution, a team is not entitled to any points gained while the illegal player was on the court until the opposing team contacts a serve.

If you pay close attention, this situation should not occur. If you catch it after the team that has NOT committed this fault has contacted a serve, no points gained by the team at fault are removed.   This is why you MUST PAY ATTENTION!!

When you see that a player (who is legally on the court) is about to serve instead of the correct server, **wait until service contact**, as the correct player could realize the problem after the beckon and correct the situation within the 5 seconds allowed between the beckon and service contact.

When you catch the Improper Server on the first service contact, it is recorded like any other loss of rally.

If you notice that a player who has served one or more points is not the correct server, **alert the R2 immediately!** If a rally is in progress, the R2 will probably wait until it is completed before alerting the R1 and examining the score sheet.

Under the R2's direction,

1. Include in the Comments section of the team at fault, "Improper Server (xx - yy) ## points cancelled" where xx – yy is the score before the removal of points and the awarding of the penalty point.
2. Remove each point gained illegally:
    a. Write an "X" over it in the Individual Scoring section
    b. Write an "X' over it in the Running Score column, then write the number next to it.
3. The serving team is penalized with a loss of rally,
    a. Enter the dash-bar in the Individual Scoring section of the current server.
    b. Award a penalty point (circled number in both the Running Score column and the Individual Scoring section) to the opponent.

The R2 should verify that the correct players are on the court and in the correct positions when play resumes. You should do the same.

In the example below, #23 served for Handley instead of #22, and the scorer noticed that the server was the wrong player after points 18 and 19 had been scored.

When you notice that the players on the court do not match the numbers on the score sheet, **alert the R2 immediately!** (Of course, this excludes when the libero replaces a player.) When the team at fault is the **receiving** team, and the serving team has already served, the serving teams is awarded a penalty point for the receiving team being out of alignment and the R2 corrects the players on the court.

When the **serving** team has gained points with an illegal player on the court and the situation is addressed before the opponent has contacted a serve, under the R2's direction,

1. Include in the Comments section of the team at fault, "Illegal Player (xx - yy) ## points removed," where xx – yy is the score before the removal of points and the awarding of the penalty point. You may also write, "Illegal Substitute found in the set", or "Illegal Libero Replacement".
2. Remove each point gained illegally:
   a. Write an "X" over it in the Individual Scoring section
   b. Write an "X' over the corresponding point in the Running Score column, then write the number next to it.
3. Enter a loss of rally for the current server.
   a. Enter the dash-bar in the Individual Scoring section of the current server.
   b. Award a penalty point (circled number in both the Running Score column and the Individual Scoring section) to the opponent.
   c. The R2 should verify that the correct players are on the court in the correct positions when play resumes. You should do the same.

BE AWARE: The case book points out the situation where the team at fault gained the serve with an illegal player on the court, and it indicates that the serve must be returned to the last server of the team that was not at fault. Therefore, you would have to remove any illegally gained points, and you would have to write an "X" over the last dash-bar of the team that was not at fault and award that team as the winner of the rally as a circled penalty point in that server's Individual Scoring section and in the Running Score column. Play would continue with the non-faulting team's most recent server continuing that term of service.

Forfeit

In Rule 12-2, the current volleyball rules book mentions that when a forfeit is awarded to the opponent, it shall be recorded on the score sheet. However, the rules book does not mention the notation, so this is my recommendation:

1. In the Comments section for the team at fault, write "FORFEIT" in large, capital letters, followed by the score (with the offending team's points listed first).
2. Award the correct number of points to the opponent to finish the set and the match. The winner of a set must have a two-point margin.
   a. If the opponent forfeits, in the Individual Scoring section of the current server, write in as many points as necessary to finish the set with a two-point margin, and slash the corresponding points in the Running Sore column.
   b. If the serving team forfeits, in the Individual Scoring section of the next server of the opponent, record a loss of rally point followed by any points needed to complete the set with a two-point margin, then mark the Running Score column accordingly.
3. Record the End Time and fill out the Set Results section. The R2 will review and initial the score sheet. Sign it if there is a space for the scorer's signature.
4. Any remaining sets are scored with the offending team having zero points and the opponent having 25 points in any non-deciding sets, and either 25 points (Freshman and JV) or 15 points (Varsity) in the deciding set, if needed.

National Federation of High Schools Score Sheet

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What to Record at the End of Each Set

When the last point is awarded, if your scoresheet includes a field for the end time, use blue or black ink to fill it in. The R2 should check the score sheet and then initial it. If there is a place for it, sign the score sheet.

In blue or black ink, fill in the Set Results section if your score sheet has this space.

If a misconduct penalty occurred in a previous set, add it to the comments section of the remaining score sheets!

Before a deciding set, the R2 conducts a coin toss in front of the scoring table with the captains from both teams and tells you which team has the first serve and whether the teams are switching sides. Fill out the header of the deciding set score sheet quickly so you do not delay the final set.

In high school matches, the teams do NOT change courts at the half-way point of a deciding set.

Mistakes / Mind Changes

The first thing you should do when you notice a scoring error is to alert the R2 so that play can be suspended. (Otherwise, you will have more errors when you miss the current play because you are correcting a mistake.)

1. In the Individual Scoring section involved, write an "X" on the points that were awarded in error.
2. In the Running Score column, write an "X" over each point that was awarded in error and write the number next to it so that the re-written number can be marked when necessary.

If you should happen to start scoring on the wrong line, alert the R2 so play is suspended. Then write the information on the correct line and cross it out where appropriate. You may want to add in the Comments section a note that there was a scoring error and list the score. That way, when the score sheet is checked, everyone will remember what happened.

What if I run out of room?

Because each team can substitute 18 times, it is possible that you could encounter this situation (which highlights one of the limitations of paper scoring). Here are some possibilities:

1. If you have extra score sheets, write the overflowed information in the corresponding Individual Scoring sections as needed.
2. Use the margin.
3. Borrow space from the Individual Scoring section above or below the overflowing information. Make sure to draw heavy lines to separate the information that belongs in that service position from the adjoining position. This will make it obvious that the information is using "borrowed space".

If you have any paper scoring questions, please send them to Info@VolleyWrite.com.

Scoring Example

This match contains many things that most scorers will not witness! They are included to illustrate the notation.   This varsity match is being held at Holy Angels Academy on September 1 at 7:00, and they are playing their rival, Washington Central in the first match of the season.

The home team's bench is on the right side of the gym (relative to the scoring table).   By 20 minutes before game time, the officials have held the pre-game conference and have determined by a coin toss that Washington Central, the Visitor, is serving first.

Holy Angels' lineup

Set 1	☐ Serve
Libero __10__	☒ Receive

Serve Order	Player Number
I	4
II	2
III	6
IV	1
V	8
VI	7

After verifying the players on the rosters, the officials hand them to you. You also ask for the officials' names to record them in the header section of the score sheet. In blue or black ink, you fill out the header and team names on three score sheets, remembering to switch the sides the teams occupy.

At 5 minutes before game time, the Holy Angels coach turns in his lineup. You check it before writing it on the score sheet, and you notice that there is no team captain identified. The R2 asks the coach who is the floor captain. The coach apologizes for the omission and enters a "c" behind the libero, #10. He also mentions that #8 is the alternate captain when #10 isn't on the court.

At the 3-minute mark, the coach for Washington Central rushes his lineup to the R2. The R2 scans it and notices that the coach did not indicate a libero. The R2 finally gets the attention of the coach, who enters #33 as the libero.

Washington C. lineup

Set 1	☒ Serve
Libero _____	☐ Receive

Serve Order	Player Number
I	00c
II	15
III	5
IV	13
V	16
VI	13

But wait! #13 appears on the lineup twice! The R2 tells the coach that since there are less than two minutes until game time, the team will enter the court, then she will administer a substitution. The coach puts #21 in the middle back position. Sally tells you that it is a charged substitution, so you slash the first number in Washington's Sub Count and, since you did not enter #13 in service position VI of the Player numbers column, you write #21 there and include a comment below it.

Subs: ~~1~~ ~~2~~ 3 4 5 6 7 8 9 10 11 12 13 14 15 16
Comments: Charged sub for inaccurate lineup (0 - 0)

After the national anthem and introductions, the R2 confirms the players on the court, indicates a substitution for #21 and signals permission to enter to each team's libero. You also check the court to be sure the players on the court match the numbers on the score sheet.   The home team's libero enters the court for #7 and Washington's libero enters the court for #21.

1. When Washington #00 contacts the first serve of the set, you fill in the Start Time (7:02 PM) in the header (in blue ink). #00 scores the first 3 points, then a loss of rally. (WC 3 – HA 1)

Serve Order	Player Number	Team		Libero	First Serve		Serve Order	Player Number	Team	
		James Wood		7	X				Handley	
I	5	1 2 3 -I			17 / 1 / 17 18 / 2 / 18 19 / 3 / 19		I	23	1	

2. Holy Angels rotates and subs #5 for #1. Holy Angels' #4 serves 4 points, prompting Washington to substitute #45 for #16, who is obviously struggling on serve receive. Holy Angels #4 serves two more points, then serves the ball into the net. (WC 4 – HA 7)

Serve Order	Player Number	Team	Libero
		Holy Angels Academy	10c
I	4	1 S $5/_1$ 2 3 4 5 S$_x$ $45/_{16}$ 6 7 -I	

3. Washington #15 serves 2 aces, then another point, so the score is tied at 7 points each. The angry coach for Holy Angels calls a team time-out.

Time Outs	
	7 - 7

When the time-out ends, Washington does not enter the court. The R2 whistles again and the team remains in the huddle. The R1 administers an Unnecessary Delay (yellow card on the back of the wrist on Washington's side of the court). Since this Is the team's first delay in the set, it is a warning. Washington #15 serves into the net for a loss of rally. (WC 7 – HA 8)

II	15	4 5 6 7 T$_x$ -I	4 / 8 / 8 / 7
III	5		

Comments: Charged sub for illegal lineup (0 - 0), YUD (7 - 7)

4. Holy Angels #2 serves a point. (The score is WC 7 – HA 9.) Holy Angels #2 serves again, but during the play, she dives for the ball and hits her head with a loud bang. The R1 immediately blows the whistle to stop play, indicating a Replay.

8 | 9 R

Holy Angels #2 is seeing double, which is an indication of a concussion, and she will be removed from the match. The coach for Holy Angels subs in #9 for concussed #2.

Comments: CM #2 (9 - 7)

Holy Angels #9 has a re-serve, then serves 1 point. #9 tosses the ball and lets it drop. The R1 signals an Illegal hit and awards the point to Washington Central. (WC 8 – HA 10)

II	2 9	8 9 R S $9/_2$ RS 10 RS -I

5. Washington rotates so the libero must exit. Washington #21 enters the court through the replacement zone. Instead of going off of the court, Washington's Libero #33 replaces #5 to serve. Washington L33 serves a loss of rally. (WC 8 – HA 11)
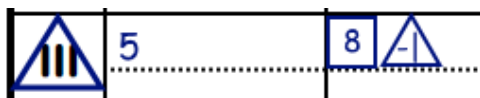
6. When Holy Angels rotates, the libero exits the court through the sub zone, so the R2 reminds the coach of the proper procedure. Holy Angels #7 did enter the left front position correctly (through the replacement zone).

   Holy Angels #3 subs in for #6, then the R2 gives the court back to the R1. Holy Angels #3 serves 3 points (12, 13 and 14). Now Washington calls a team time-out. (The score is WC 8 – HA 14) Holy Angels #3 serves a loss of rally. Holy Angels' libero replaces #3. (WC 9 – HA 14)
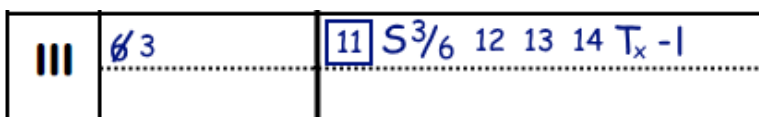
7. Washington #13 scores a point, then the libero gets her contact stuck in the back of her eye and asks permission to go to the bathroom. The coach informs the R2 that #33 is removed from the set. (The score is WC 10 – HA 14). Washington #13 scores two more points (11 and 12), but then Holy Angels #8 argues that there was no touch and calls the R1 an expletive. The R1 responds with a red card which results in WC point 13. Washington #13 serves an ace, then a loss of rally. (WC 14 – HA 15)
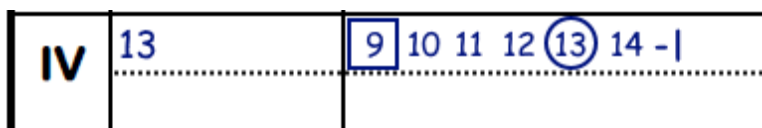
8. Holy Angels #5 serves three points (16, 17 and 18), then a loss of rally. (WC 15 – HA 18)
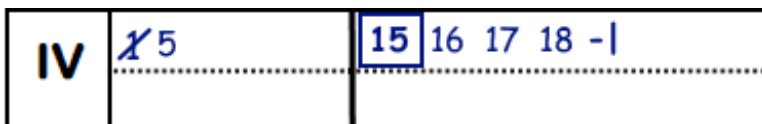
9. Holy Angels #7 starts limping and must come off of the court. All of the players on Holy Angels' roster have been on the court, but in different service positions, so this requires an exceptional sub. Holy Angels coach subs in #1 for injured #7. Washington #45 serves 3 points (16, 17 and 18). Holy Angels calls their second team time-out.

Time	Outs
8 - 14	7 - 7
	18 - 18

During the time-out, the Holy Angels coach indicates to the R2 that #3 should go back in for the libero. The R2 tells the coach that it must occur **after the time-out has ended.**

After the players re-enter the court, the libero again exits through the sub zone, so the R2 charges an Unnecessary Delay. It is their first delay, so it is a warning. Washington #45 serves a loss of rally. (WC 18 – HA 19)

Comments: CM #2 (9 - 7), PI #8(14 - 12), ES #7 (18 - 15), YUD (18 - 18)

V	16̶ 45	15 Sₓ¹/7 16 17 18 Tₓ -l

10. Holy Angels #8 serves a point, so Washington's coach tells the R2 he wants to redesignate #12 as the libero.

Comments: Charged sub for illegal lineup (0 - 0), YUD (7 - 7), RL #33 (18 - 20)

Team	Libero
Washington Central	3̶3̶ 12

Washington's libero #12 replaces #5 in the left back position. Holy Angels #8 serves another point, then a loss of rally. (WC 19 – HA 21)

V	8	19 20 21 -l

11. When Washington rotates, #7 runs onto the court to hit outside. #7 was a little too excited. #5 was supposed to re-enter the court. The libero tracker is standing up to see around the standard to verify the replacement when the R1 beckons for serve. The libero tracker sees the error and immediately yells to the R2 that there is an illegal libero replacement. The R2 hears the call but waits for the rally to end. She then confers with the scoring table, blows her whistle, then signals the illegal alignment. The R1 awards a point to Holy Angels. (WC 19 – HA 22)

VI	21	19 -l

12. Washington now subs #7 for #5. Holy Angels #6 subs in for #3, then #1 serves a point and Washington calls its second team time-out. (Score is WC 19 – HA 23) Holy Angels serves the ball out of bounds for a loss of rally. (WC 20 – HA 23)

VI	$\cancel{7}$1	22 $S_x\,^7/_5$ $S^6/_3$ 23 T_x -l

13. (Note the changing of the color of ink used to record the second service round). Washington #15 says she is feeling ill, so without thinking, the coach yells for #16 to sub in, so #16 runs into the sub zone. The scorer tells the R2 that #16 was already on the court for #45. The R2 charges an Unnecessary Delay, which is now a penalty point.

I	00c	1 2 3 -l 20 -l

The Scorer tells the R2 that the penalty point is also the set point for Holy Angels. Holy Angels #4 chokes and serves into the net for a loss of rally. Holy Angels Libero #10 replaces #4 in the right back position.

I	4	1 $S\,^5/_1$ 2 3 4 5 $S_x\,^{45}/_{16}$ 6 7 -l ㉔ -l

14. Washington #15 serves 3 points. The Holy Angels coach goes nuts and calls a third time-out and motions for his team to come off the court which they start to do. The R2 blows her whistle and indicates the players should remain on the court, then charges another Unnecessary Delay to Holy Angels, which is now a penalty point awarded to Washington Central.

Comments: CM #2 (9 - 7), PI #8(14 - 12), ES #7 (18 - 15), YUD (18 - 18), RUD (24 - 24)

Washington #15 serves an ace and the set is over. The End Time is recorded in the header (7:40 PM). After verifying that all of the information is recorded properly, the R2, Sally Whistle, initials the score sheet.

II	15	4 5 6 7 T_x -l 21 22 23 24 ㉕ 26

The final score sheet for the set is shown on the next page.

National Federation of High Schools Score Sheet

Date: 9/1/2017 Home: Holy Angels Visitor: Washington Central Site: Holy Angels Academy Start Time: 7:02 PM

Level: (Varsity) Jr Varsity Middle School Boys (Girls) End Time: 7:40 PM

Set Number: (1) 2 3 4 5

Washington Central

Serve Order	Player Number	Team Washington Central	Libero 33 12	First Serve		
I	00c	1 2 3 -| 20 -|		X		
II	15	4 5 6 7 T_x -| 21 22 23 24 (25) 26				
III	87	8 ◬				
IV	13	9 10 11 12 (13) 14 -|				
V	16 45	15 S_x 1/7 16 17 18 T_x -|				
VI	21	19 -|				

First Serve column (Washington Central):
17 18 19 20 21 22 23 24 25 26 27 28 29 30 31 32 (with 19,20,21 boxed; 25 circled; 13 circled)

Time Outs: 8 - 14 19 - 23

Subs: X X 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18

Comments: Charged sub for illegal lineup (0 - 0), YUD (7 - 7), RL #33 (18 - 20), RUD (20 - 23)

Holy Angels Academy

Serve Order	Player Number	Team Holy Angels Academy	Libero 10c
I	4	1 S 5/1 2 3 4 5 S_x 45/16 6 7 -| (24) -|
II	29	8 9 R S 9/2 RS 10 RS -	
III	67 6	11 S 3/6 12 13 14 T_x -	
IV	1 5	15 16 17 18 -	
V	8	19 20 21 -	
VI	7 1	22 S_x 7/5 S 6/3 23 T_x -	

First Serve column (Holy Angels):
1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 (with 8, 15 boxed; 24 circled)

Time Outs: 7 - 7 18 - 18

Subs: X X X X 6 7 8 9 10 11 12 13 14 15 16 17 18

Comments: CM #2 (9 - 7), PI #8(14 - 12), ES #7 (18 - 15), YUD (18 - 18), RUD (24 - 24)

Scorekeeping Key:

○ = Penalty Point △ = Libero Serve

1 = Point -| = Loss of Rally [1] = Loss of Rally Point

R = Replay RS = Re-Serve c = Playing Captain

S = Substitution Sx = Opponent Substitution

T = Time Out Tx = Opponent Time Out

R1 Tom Ball
R2 Sally Whistle (verified) SAW

Scorekeeper Ima Writer Ima Writer
(Print name) (Signature)

Set Results:

Winning Team Washington Central Points 26

Losing Team Holy Angels Points 24