

SCOREKEEPING MANUAL – 2009
SCORER HANDBOOK FOR OHSBVA MATCHES:
GUIDANCE FOR OFFICIAL SCORERS AND LIBERO TRACKERS

The spring 2009 season is an especially exciting time for boys' high school volleyball, heading for another successful Buckeye Classic! This year, the NFHS has offered very few refinements to guide teams regarding the timing of libero replacements, how officials can assist in prevention of problems, and appropriate penalties for illegal libero replacement. .

Both the official scorer and the libero tracker for every high school volleyball match continue to have a key role in ensuring that the libero's movements on the court (including serving) are properly tracked and recorded. The 2007-08 NFHS Volleyball Rules Book details the responsibilities of the libero tracker in terms of libero tracking duties.

Table of Contents

	Page
SCOREKEEPING FOR OHSAA MATCHES	3
RESPONSIBILITIES OF THE OFFICIAL SCORER	3
Expectations	3
Primary Duties	3
-- <u>Handling Team Rosters</u>	4
-- <u>Receiving and Recording Team Lineups</u>	4
-- <u>Verifications</u>	4
-- <u>Use of the Roster/Lineup Sheet by the Announcer</u>	5
-- <u>A Coach Asks to See the Other Team’s Submitted Lineup</u>	5
-- <u>Keeping Track of Number of Games in Which Sub-Varsity Players Have Participated</u>	5
-- <u>Visually Confirming Positions of Players on Court during Lineup Check</u>	6
-- <u>Initial Filling Out of the Scoresheet</u>	6
RECORDING THE SCORE: BASICS	6
-- <u>When the Serving Team Wins the Rally</u>	6
-- <u>When the Receiving Team Wins the Rally</u>	7
-- <u>Checking the Serving Order</u>	7
-- <u>Correcting the Score</u>	7
-- <u>Correcting a Scorer Error or Handling an R1 “Mind Change”</u>	8
-- <u>Recording Time-outs</u>	8
-- <u>Recording Substitutions</u>	8
-- <u>Carrying Over Penalties from Game to Game</u>	8
-- <u>Exceptional Substitution</u>	8
-- <u>Signaling Time-Outs to the R1</u>	9
-- <u>Scorer Communication with the R2</u>	9
COMMENTS SECTION	9
Helpful Definitions	10
NFHS RULES BOOK INSTRUCTIONS FOR SCORER	11
-- <u>SCORING</u>	11
-- <u>DEFINITIONS FOR SCORER</u>	11
-- <u>DEFINITIONS FOR STATISTICIANS</u>	11
--RECORDING COMMENTS	12
CORRECTING AN ERROR IN NFHS SCOREKEEPING	12
KEY TO SYMBOLS USED ON THE SCORESHEET	14
CORRECTIONS TO 2006-07 NFHS VOLLEYBALL RULES BOOK	
SCOREKEEPING SECTION	16
SAMPLE GAME FROM NFHS RULES BOOK	17
VOLLEYBALL TUTORIAL FOR OFFICIAL SCORERS	19
LIBERO TRACKER RESPONSIBILITIES: Guidance for Recording Substitutions and Tracking the Libero including Libero Serving Responsibilities	25
INSTRUCTIONS FOR LIBERO TRACKER IN USE OF THE LIBERO TRACKING SHEET	26
LIBERO TRACKING INSTRUCTIONS	26

SCOREKEEPING FOR OHSBVA MATCHES

RESPONSIBILITIES OF THE OFFICIAL SCORER

Schools are responsible for ensuring that their volleyball scorekeepers and libero trackers (referred to as “official scorers” and “libero trackers respectively) are properly trained. Training offered by schools should be sufficiently standardized to ensure the basics are covered. Scorers should understand what is expected of them when they take on this very important responsibility. In addition, training needs to be offered for libero trackers who handle the tracking of the libero players and who record replacements involving the libero as well as charting all substitutions if one or both teams use a libero. The partnership between official scorer and libero tracker is very important.

The 2008-09 NFHS Volleyball Rules Book, NFHS Volleyball Case Book and Manual and OHSBVA Case Book all contain information that provides direction to schools to guide the scorekeeping process. This document is designed to pull all of the available guidance into a single document.

Expectations

1. To help matches go smoothly scoretable personnel should be trained by their schools. Anyone serving as official scorer, libero tracker and scoreboard operator should be aware of duties and expectations.
2. The official scorer and libero tracker are expected to report to the R1 no less than 20 minutes prior to the scheduled time of the match. This is not an unreasonable expectation and should give time for the match officials to discuss duties, including how the R2, scorer and libero tracker will work together during the match as well as when the horn should be sounded. This time is also used to discuss how the scorer and libero tracker will partner, especially for quick processing of substitutes if both teams request multiple substitutions on the same dead ball. In addition, the R2 needs time to ensure the scorer and libero tracker will communicate that the libero is going back to serve for the first time and verifying the position in the Serve Order that is being “locked in” at service contact.
3. Schools should have either an NFHS scorebook or copies of individual scoresheets for each game to allow keeping score in a manner that complies with NFHS scorekeeping guidelines. Deciding game scoresheets are needed, including one for switches at 8 points (playing best of 5 games) and one for switches at 13 points (playing best of 3 games). Upon arrival, the official scorer is responsible for verifying the presence of a scorebook (or scoresheets in sufficient quantity for each match to be played), lineup sheets, Libero Tracking Sheets, pens of two different colors (such as black or blue, and red) and sharpened pencils. The official scorer also should verify that the visible scoreboard is plugged in and functioning properly unless the scoreboard operator has already verified that the scoreboard is operational.
4. The official scorer should not be responsible for the visible scoreboard, nor should the libero tracker. Given their duties, a separate scoreboard operator is a necessity, especially if either team plans to play a libero.

Primary Duties of the Official Scorer

Handling Team Rosters

Each coach is required to submit a written, accurate team roster which is due no later than 10 minutes before the end of the timed pre-match warm-up period. The official scorer receives each team's roster and should work with the match officials to ensure both teams get their rosters turned in by the deadline. With one to two minutes prior to the deadline for roster submission, the official scorer should let the match officials know if either team has yet to submit a roster so the coaching staff can be reminded and a penalty avoided. This is considered preventive officiating, and it is one way the scoretable staff can help to head off a problem.

If a roster is handed directly to the scorer, the scorer should make sure the R2 (or R1) is aware the roster has been turned in to allow use of the roster to verify roster numbers against the numbers of players warming up to verify the numbers or to at least do a count comparison if player numbers are not visible.

Submitted rosters stay with the official scoresheet. The roster typically does not leave the scoretable during the match. If anyone asks to see the roster after it is submitted, the scorer directs that person to the R2 or R1. Rosters can be modified without penalty up to the time they are officially due. Any changes to the roster after that time would result in a loss of rally such as for a correction to a player number or to add a player name. This is why the scorer directs anyone wanting "control" of the roster to the R2 or R1 (prior to the match starting) or the R2 (once the match has started).

Receiving and Recording Team Lineups

The scorer also receives the lineups for each team and shares the lineups with the visiting team scorekeeper. For the first game of a match, lineups for both teams are due no later than 2 minutes before the end of the time pre-match warm-up (scoreboard clock reaches 2:00). The scorer notifies the match officials when a lineup is submitted to facilitate review of the lineup. This is to identify correctable problems such as no captain shown on the lineup, duplicate numbers or no libero listed. Match officials will ensure the libero is "legal" in relationship to being so identified on the roster and – if a libero isn't listed – the coach is typically consulted to ensure that not listing a libero was intentional. Lineups are kept at the scoretable until the end of each game, when the coach again takes the lineup to complete and turn it back in. The recording of the lineups by the scorer must be verified by the R2 to ensure accuracy. Starting in 2007, lineups are to be submitted in serving team order for both the serving AND receiving teams.

Verifications

When the lineups for each game are submitted, the official scorer attempts to verify that there are six different numbers for the starting players and, if a libero is listed, that the libero's number is not a duplicate of a starting player number. The coach is responsible for submitting a written, accurate numeric lineup so any errors need to be caught as early as possible to allow correction without penalty, where possible. An aware scorer keeps the R2 informed about whether lineups have been turned in and, if a lineup hasn't been turned in close to the time lineups are due, the scorer informs either match official in an effort to avoid a penalty being issued for failure to timely submit a lineup. For subsequent games, the starting lineups must be submitted no less than 1 minute prior to the end of the timed, three-minute period between games. The scorer again

works with the R2 to ensure lineups are timely secured. There is a short time period between games, and the scorer can help by being ready to hand the lineup sheets (with the previous lineup lined through) to the R2 to go to each coach or directly to each coach as the change of benches occurs even before the scorer completes the scoresheet for the game that just ended. A change for 2007 requires the head coach to submit a lineup in serving order rather than, as in previous years, a line-up showing player numbers in court position.

Lineups remain at the scoretable except between games and to allow a coach to make changes before the first game prior to the time lineups are officially due. The coach is permitted to make a change to the lineup as long as the change is completed before the scoreboard shows 1 minute left between games or 2 minutes left in the pre-match warm-up. This is why scorers typically record the submitted lineups in pencil! If a scorer records the lineups in pen, any entries that are not correct are to be covered by an "X." The official scorer should not allow either coach to remove his/her team's roster or lineup from the scoretable, once submitted, without the awareness of one of the match officials. A scorer receiving such a request should direct the request to the R2 (or R1 if the R2 is unavailable) for facilitating.

Use of the Roster/Lineup Sheet by the Announcer

Schools often use a combination roster/lineup sheet. There is no problem with the announcer taking the rosters/lineup sheets to do the announcements of players/coaches prior to the match as long as the lineups have already been recorded by scoretable personnel. These rosters/lineup sheets are then returned to the scoretable where they remain until the coach fills out a new lineup for the next game.

Coach Attempts to See the Other Team's Submitted Lineup

NFHS Rules do not prohibit a team from seeing the other team's lineup. It's logical that the visiting team scorer and libero tracker who may also be seated at the scoretable will be given both teams' lineups to record. However, this does not mean that a coach may approach the scoretable and request to see the other team's lineup BEFORE submitting his/her team's lineup. Simply from a sportsmanship standpoint, it makes sense not to share this information with the coach until both lineups have been submitted at which time both the line-ups for both teams are official since no changes may be made unless a starting player becomes injured, ill or indisposed (e.g., problem with contact lens).

Keeping Track of Number of Games in Which Sub-Varsity Players Have Participated

It is the responsibility of each school to ensure that it does not violate the rules limiting sub-varsity players from playing in more than 6 games against common competition in a given play date. This responsibility is frequently given to the official scorer who requires the rosters and scoresheets from previous matches be at the table for the varsity match to ensure that player names can be used for verification of participation since a player may have a different number for the varsity match. If the scorer becomes aware that a sub-varsity player has played in four games, this information should be communicated to the R2 who will advise the coach. This is critical since, if a player exceeds the legal number of game participations by officially entering an additional game, the game is automatically forfeited to the opponents.

Visually Confirming Positions of Players on Court during Lineup Check

The scorer and libero tracker provide two additional sets of eyes to verify that the players on the court to start each game are the ones on the lineups and in proper order. The scorer may check one side of the court while the libero tracker checks the other. Since many problems and significant delays that negatively affect a match arise from the teams not have the proper players on the court and in the correct positions, the help offered by the scorer and libero tracker go a long way toward preventing problems.

Initial Filling Out of the Scoresheet

The official scorer is responsible for completing the match information section of the scoresheet (detailed guidance below) and may print the names of the R1 and R2, leaving blank any space provided for the initials of the officials and their respective permit numbers. After verifying the information for each game, the scorer records the final outcome (who won and lost, and game score). Recording the lineups accurately from the lineup sheet where they are now submitted in serving order is a very important task for both the scorer and the libero tracker.

While this is occurring, the scorer should not be surprised to see the match officials looking at the lineups prior to the start of the match and the R2 studying the lineups prior to each subsequent game to help be aware of player positions on the court. Some R2s will use the team lineups rather than a lineup card that the R2 fills out to do the lineup checks prior to each game. The R2 is responsible for ensuring that the lineups have been recorded correctly by the scorer, so don't be upset if the R2 asks to see the scoresheet to verify that lineups have been recorded correctly.

RECORDING THE SCORE: BASICS

The 2007-08 NFHS Case Book details scorer responsibilities, noting under "Recording the Score" that "to avoid errors, the scorer shall record each complete rotation of service in alternating colors and/or use a vertical line to indicate each side-out." Rally scoring essentially eliminated "side-out" as term although teams still yell "side-out" to encourage their team to win the rally when the other team is serving. In any case, "side-out" should be read as the receiving team winning the rally since the loss of rally by the serving team is the triggering event, shown in the Individual Score row as a " " (dash with a connected vertical line to the right).

During each game, the scorer records individual and team scores for each team and supervises the visual scoring device. To help avoid errors, the scorer records each complete rotation of service in alternating colors and may also use a bold vertical line as shown in the NFSH sample game to indicate where each loss of rally resulted in the end of a given server's term of service. After each rally, the individual scoring section is marked **prior to** the scorer recording the team score for each point that is earned.

The official scorer and visiting team scorer, if there is one, record the numbers of each team's starting players using the submitted lineup sheets. Starting players for each team are recorded in the serving order submitted and go in the appropriate places on the scoresheet under Player No. (number). The scorer also marks which team has the first serve in the appropriate space at the top of the page. Each space, or square, represents one play or action such as a serve, a substitution, or a time-out. The results of each play are recorded using the appropriate figure in the **KEY**

below, which is available for reference at the bottom of the scoresheet. The spaces, unless otherwise indicated, each represent a serve. The scorer records the results of the serve and the ensuing rally.

When a point is scored, the respective point is recorded. If the rally results in a point for the serving team or loss of rally to the receiving team, a replay, re-serve or a penalty, the appropriate figure is inserted into the square. And, as each point is scored, the appropriate number should be slashed in the team score section, called the running score column. When the R1 (or R2) whistles to end a rally, the scorer looks at the signal (which is mimicked by the other official) to note which team won the rally and should be awarded the point. If the scorer needs a moment to clarify the results of the rally, the scorer verbally alerts the R2 to have the game momentarily delayed to ensure accurate recording of information.

When the Serving Team Wins the Rally

When the serving team wins a rally, the scorer marks the appropriate number in the next available space and slashes the same number in the team score section which is a running score column. If the serving team wins a rally due to a penalty on the receiving team, a “Px” precedes the number of the point that is recorded in the row of the player currently serving. The number in the running score column is slashed. A yellow card/warning given to the receiving team is recorded as “Px” with no number to follow in the row of the player currently serving. A libero serve that earns a point is recorded inside a triangle Δ.

When the Receiving Team Wins the Rally

A loss of rally is recorded as “ ” which shows the end of the serving player’s term of service and that the next serve will come from the opponents. When the receiving team wins a rally and gains the serve, the scorer simply moves to the next server in the Serve Order. After the scorer puts the “ ” in the row of the player who just served to show loss of rally, the scorer then puts a square around the next number for the receiving team in the running score column to show the result of the receiving team winning that rally as well as in the row of the next server for the receiving team. The scorer completes these actions of recording the score and quickly verifies that the visible scoreboard matches the game score on the official scoresheet. If the receiving team wins the rally due to a penalty on the serving team, a “P-1” is inserted into the box with the number of the point in the row for the next receiving team server and the number in the team’s running score column is boxed.

Checking the Serving Order

The scorer is responsible for checking that each player is rotating to service in the proper order. Follow the R2’s instructions on how the R2 wants a wrong server to be indicated (horn, verbally, etc.) when the scorer is **certain** that the wrong player served. If the scorer is not sure, get the R2’s attention immediately upon conclusion of that rally. However, the scorer should not sound horn or otherwise notify the R2 about a wrong server until the serve is contacted.

Correcting the Score

If, at any point, the scorer finds either team score or the visible scoring device in disagreement with the individual score on the scoresheet, the scorer immediately notifies the R2 during the first dead ball. If the visible scoring device is wrong, it must be corrected immediately. If the

team score on the scoresheet is lower than the individual's score (score recorded for each team's last/current server), the team score is corrected to match the individual score. However, if the team score is higher than the individual score, the adjustment in the team score is made to match the individual score. If the error can't be resolved, the individual score is considered the correct score.

Correcting a Scorer Error or Handling an R1 "Mind Change"

When the scorer makes an error or the R1 has a "mind change" which requires the scorer to change what was marked, the scorer makes the correction in the following manner. The first marking should be double slashed in the Individual Score Row, and the next space should then be marked with the correct information. The receiving team's Individual Score and Team Score (Running Score Column) are marked as appropriate. The Running Score Column would be corrected by putting an additional slash (resulting in a double slash). If the scorer needs to correct a point awarded to the receiving team, the scorer double slashes the number in the Individual Score Row and Running Score Column.

Recording Time-outs

Timeouts are recorded in two ways. First, the scorer marks the time-out in the appropriate square (using the next open square) on the line of the player who is serving or who is the next server. The time-out is marked as "T" if the serving team was granted a time-out or "Tx" if the receiving team was granted a time-out. Then, the scorer also records the time-out under "TIME-OUTS" at the top of the scoresheet with the score of the team requesting the time-out followed by the other team's score.

Recording Substitutions

The scorer uses "S" if the serving team requested/made the substitution or "Sx" if the receiving team requested/made the substitution followed by the number of the player who entered the game over (/) the number of the player who left the game. S 5/13 means that player #5 came in for player #13 for the serving team; Sx 13/3 means #13 came in for #3 for the receiving team. The scorer also slashes the appropriate number under "Subs" to show the total cumulative number of substitutions used by that team.

Recording of Penalties and Carrying Over of Penalties from Game to Game

All uniform/equipment violations and cards for unsportsmanlike conduct carry over from game to game throughout the match and must be recorded on the next game's scoresheet. The scorer must remember to mark the next game scoresheet with this information. This may occur once the scorer completes the scoresheet at the end of the game and ensures the R2 initials it OR during a time-out after other tasks are done (verifying score, subs used and time-outs). A brief explanation including the team/individual, violation and which game should be noted (e.g., Red #4) to indicate the carry-over of information.

Exceptional Substitution

An exceptional substitution is counted as a substitution if the team has any substitutions remaining. If the team with the exceptional sub has used all of its 18 subs for the game, the exceptional sub is still granted. The libero may become an exceptional substitution only if there are no other players who could play as an exceptional substitute.

Signaling Time-Outs to the R1

When a time-out is called, the scorer should immediately check the number of time-outs used by each team and signal these numbers to the R1. The R2 will confirm number of time-outs used with the scorekeeper and will advise each coach regarding how many time-outs each team has remaining. The scorer, R1 and R2 should all be on the same page!

Scorer Communication with the R2

The R2 should be informed immediately when the scorer becomes aware of any of the following:

A team has requesting an illegal time-out (requesting a time-out after two time-outs have already been granted for that game)

There is a disagreement concerning the score.

There is a request that resulted in or would result in an illegal substitution (player not on roster, injured player returning to game after exceptional substitution, unconscious or apparently unconscious player returning to match without medical clearance, disqualified player attempts to enter, A player enters in an incorrect position in the rotation etc.).

When unsportsmanlike conduct violation is to be recorded, scorer ensures R2 is aware of any previous violation for the same player. For illegal equipment/uniform, scorer ensures R2 is aware of any previous violation for the same team.

An illegal libero replacement is reported by the libero tracker to the scorer.

During each time-out, the scorer notifies the R2 of the number of time-outs each team has used during that game and also signals this information to the R1 by holding up the number of time-outs used by each team on two hands. A closed fist is used to show that no time-outs have been used. When a team reaches game point, the scorer shows this by placing a finger of the opposite hand on the shoulder closest to the team that has game point. If the team on the scorer's right has game point, the scorer would verbally indicate game point to the R2 and show game point to the R1 by placing left index finger on the right shoulder.

COMMENTS SECTION

Comments are to be recorded in the designated area below the scoring portion of the scoresheet to capture important information related to the game. Penalties for illegal equipment/uniform, exceptional substitution, an unconscious player and cards for unsportsmanlike conduct (warnings, penalties, disqualifications), etc. are recorded in the comments section of the scoresheet, using abbreviations and short form given space limitations on the typical scoresheet. The score of the game at the time of the incident described by the "comment" is always recorded with the affected team's score listed first followed by a dash (–) and then the other team's score (see below). **Cards for unsportsmanlike conduct** are recorded in the following manner:

WARNING (yellow card): Y #12 (7 – 6) indicating that a yellow warning card was given to player #12 when the score was 7 – 6 (offending team's score listed first). Since comments are available under each team, we automatically know which team #12 is playing for!

PENALTY (red card): R #3 (7 – 0) indicating that a red penalty card was given to player #3 when his team lead 7 – 0.

DISQUALIFICATION (yellow and red cards held apart): DQ #10 (4 – 14) means that #10 was disqualified when the player's team trailed 4 – 14.

EQUIPMENT/UNIFORM VIOLATIONS: E #10 means that player #10 entered or attempted to enter the game wearing illegal equipment or an illegal uniform.

UNCONSCIOUS PLAYER: Write “unconscious player # ____” when a player is determined by the officials to have been unconscious or apparently unconscious and removed from participation pending possible medical clearance to return to the match.

EXCEPTIONAL SUBSTITUTION: ExS #3 for #20 means that #20 was injured and replaced by #3 through exceptional substitution, and #20 may not return to that game.

HELPFUL DEFINITIONS

SERVE: Contact with the ball by the server with one hand or arm to initiate play. The R1 moves extended arm to opposite shoulder to authorize the serve which must occur within 5 seconds.

RE-SERVE: Server releases the ball for service, then catches it or drops it to the floor. The ball is not contacted during the swinging action, if any, and if the player swings at it, the ball drops untouched.

POINT: A point is awarded when the opposing team violates a rule during play. R1 and R2 show point on the side of the team that won the rally. This is the result of a loss of rally.

PENALTY POINT: A point is awarded when the opposing team violates a rule during play or a dead ball. R1 shows penalty card. R2 verifies that scorer properly records the card and the results of the card.

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

WRONG SERVER: As soon as the scorer is certain that the person who served was, in fact, an incorrect server, the scorer notifies the R2 who verifies this information and ensures the proper action occurs.

RALLY: A rally occurs when the server contacts the ball for service. The results of a rally are loss of rally to the serving team (which scores a point and continues to serve), loss of rally to the receiving team (which gets the point and the service) or a replay.

NFHS RULES BOOK INSTRUCTIONS FOR SCORER

The current scoresheets provide an accurate method of scoring. They accommodate 2-out-of-3 or 3-out-of-5 game matches. There is a Comments section for recording exceptional substitutions, equipment/uniform violations, unconscious player and warnings, 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 game 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 game 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 developed into a loss of rally, replay or penalty, the appropriate figure shall be inserted. As each point is scored, the appropriate number should be marked off in the running score section.

Penalties for illegal uniform/equipment, exceptional substitution, red and yellow cards or an unconscious/apparently unconscious player should be noted in the Comments section of the scoresheet. Uniform/equipment violations and cards for unsportsmanlike conduct carry over from game to game. A brief explanation including the team/individual, the violation and the score of the game should be noted [e.g., Red #4, (5 – 7)]. For further information see the definitions listed below, and the sample scoresheets on Pages 54-55 (of the NFHS Rules Book).

NOTE: The R1 shall confirm the score after each game. The R2 shall initial the scoresheet after each game. The R1 shall verify the match score by initialing the scoresheet and the end of the match.

DEFINITIONS FOR SCORER

Serve: Contact with the ball to initiate play.

Point: A point is awarded when the receiving team violates a rule during play.

Penalty Point: A point which is awarded when a team (not “the receiving team”) violates a rule during play or during a dead ball.

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

Replay: A replay is the act of putting the ball in play (other than at the start of the game) without awarding a point or a side-out and without a service rotation.

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

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 or side-out/loss of rally.

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

RECORDING COMMENTS

Penalties for illegal uniform/equipment and for cards issued for unsportsmanlike conduct as well as an unconscious or apparently unconscious player or an exceptional substitution are to be recorded in the Comments section of the scoresheet.

Cards for unsportsmanlike conduct are to be recorded following the sample procedure below:

Warning – (Yellow card): Y#12 (7-6) means a yellow card warning 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): R#3 (7-0) means a red penalty card was given to the #3 player when the player's team led 7-0.

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

Uniform/Equipment Violations – E#5 (3-0) means #5 attempted/was discovered in the game wearing illegal equipment.

Unconscious Player – Write “unconscious player # ___” when an unconscious or apparently unconscious player has been removed from the game.

CORRECTING AN ERROR IN NFHS SCOREKEEPING

Scorer Guidance

Monitoring and Correcting the Score

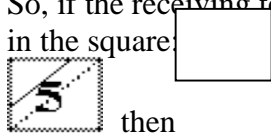
If – at any point – the scorer finds either a team score or the visible scoring device to be in disagreement with the individual score on the official scoresheet, the scorer is responsible for informing the R2 during the first dead ball after the problem is noticed. Do not wait!

If the visible scoring device is wrong, it is to be corrected immediately. As a technique, the scorer should ensure that **individual scoring** is marked first as each point is earned prior to recording the team score. This puts the primary effort on the individual score since it is the final determinant of which score is correct.


If the **team score** on the official scoresheet is **less than** the **individual score**, it too should be corrected immediately. However, if the team score is **higher than** the individual score, the

adjustment in the team score must be made to match the individual score. **And, if the error cannot be determined, then the individual score is considered the correct score.** The R1 and R2 should be checking the visible score before each rally to attempt to ensure the visible score is accurate. Any time the visible score is questionable to either official, the R2 should be checking the scoresheet with the scorekeeper.

To cancel a point that was incorrectly awarded to the serving team, the scorer should cancel the first decision with a double slash mark through the number in the square in which the point was recorded, then record the correction in the square that is next to the original square. So, if the receiving team won the rally, the scorer would record a dash with a vertical line



If the scorer has already slashed the next point/number in the running score column for the serving team, the scorer would put a second slash to cancel that number and then re-write the number to the side of the original number for future marking. The scorer would choose the appropriate side based on available space on the scoresheet to re-write the number. When/if this scores the rewritten point, the scorer would box the written number in the running score column.

The **2007-08 Case Book/Manual** does not show how to cancel a point that was incorrectly awarded to the receiving team, but a parallel process is logical. After the scorer cancels the loss of rally that was initially marked in the square of the serving team's last server, using a double slash mark through the , the scorer would then enter the number of the point that was scored by the serving team in the next square, then slash the number of the point scored by the serving team in the running score column. If scorer already recorded a point in the square for the next server of the receiving team (and drawn a box around it), the scorer should double slash this boxed number and then also double slash the boxed number in the running score column of the receiving team. As above, the scorer would re-write the number to the side of the original number. When/if the receiving team wins a rally and scores the rewritten point, the scorer would box the number in the same serving row as well as the rewritten number in the running score column.

KEY TO SYMBOLS USED ON THE SCORESHEET

Symbol	What the Symbol Represents
C	Playing captain for each team.
1, 2, 3, 4, etc.	Point won by the serving team (number of the point scored when the serving team wins a rally).
	Loss of rally by the serving team that is marked in the next space for the player who served when the rally is won by receiving team. NFHS shows as the preferred way of marking this. It is a good way for the scorer to clearly mark the end of a term of service for each position in the rotation, especially if the scorer does NOT have pens of two different colors.
<div style="border: 1px solid black; display: inline-block; padding: 2px 5px;">5</div>	“Action as a result of no serve” refers to a rally/point won by the receiving team. After the scorer marks the serving row as shown above, the scorer then enters the number of the point scored by the receiving team in the row for the next server and puts a box around the number, then also puts a box around the corresponding number in the column of the receiving team. The example to the left shows the point with a box around it, depicting a point that was scored by the receiving team as the team’s 5th point.
P-1 followed by	When the serving team receives a penalty, the scorer writes a P-1 to show the penalty followed by a to show the loss of rally/point awarded to the receiving team. The scorer then shows the penalty point being awarded to the receiving team is shown in the example directly below.
<div style="border: 1px solid black; display: inline-block; padding: 2px 5px;">P2</div>	A penalty on the serving team results in a point being awarded to the receiving team. The penalty point shown to the left was the 2nd point for the receiving team. The scorer would write P2 in the next available space for the player on the receiving team who will be serving next and then put a box around it as shown in the example to the upper left. The scorer would then also put a box around the same number in the receiving team’s running score column.
Px4	A penalty on the receiving team results in a point being awarded the serving team. The penalty point shown to the left was the 4th point for the serving team from a penalty against the receiving team. The scorer would record Px4 in the next space for the serving team player who served the last point. The scorer would then slash the number 4 in the running score column for the serving team.
Px	A warning (yellow card) issued to the receiving team is marked this way in the next square for the player currently serving.
R	Replay is signaled. Occurs when a rally is replayed for any number of reasons.
R-S or RS	Re-Serve. Each server is eligible for one re-serve during a term of service. 2 Re-Serves result in a loss of rally. Following the second Re-Serve (marked R-S or RS), the scorer records a to show the resulting loss of rally.
T	Time-out (requested and granted to the team that is currently serving or that is about to serve). The T is marked in the next available space in the serving row of the current server.
Tx	Time-out requested by “opponent” (time-out requested by the team that is receiving or that is about to receive service). The Tx is marked in the next available space in the serving row of the current server.

S	A substitution requested by the serving team. The S is followed by the number of the serving team player entering the game over the number of the player leaving the game, such as S 4/6 which shows #4 replaced #6 for the serving team. This information is recorded in the next available space in the serving row of the current server.
Sx	Substitution requested by the opponents (substitution coming from the team that is receiving or that is about to receive serve). The Sx is followed by the number of the receiving team player entering the game over the number of the player leaving the game, such as Sx 17/3 which shows #17 replaced #3 for the receiving team. This information is recorded in the next available space in the serving row of the current server.
L	Libero player. The scorer records the Libero's uniform number as indicated on each team's lineup sheet. The libero tracker record's the Libero's uniform number, as indicated on each team's lineup sheet for each game on the Libero Tracking Sheet, then marks an L after the number of the back-row player being replaced.
UD	A delay resulting in time-out being charged to offending team or, if both time-outs have been used, a loss of rally and point to the opponents.
WS	Wrong Server (resulting in loss of rally, point for the receiving team, and the offending team being put into correct position on the court). Any points scored while the wrong server was serving are removed unless the opposing team has already served.

CORRECTIONS TO 2007-08 NFHS VOLLEYBALL RULES BOOK SCOREKEEPING SECTION, PAGES 56 – 57

The changes to scorekeeping (shown in the sample game) reflect additional needed guidance – more than was previously available. Some of the changes logically flow from the libero serving as it moved from being an experiment to being incorporated into the rules. Other changes "fix" what was previously shown in terms of how to record penalties. The sample game commentary possibly could benefit by noting that the libero is serving (although this can be seen by studying the scoresheet in conjunction with following the commentary). However, how the libero serving is shown in the Player No. section of the Sample Game is counter to the guidance from NFHS and OHSAA that was received last year and which reversed the recording of the libero number in the player number section. There are some new scorekeeping keys (shown below):

P-1 followed by \square = Penalty Point (a red card/penalty has been charged to the serving team resulting in a loss of rally to the opponents. The scorer records the penalty in a box/square as shown below:

\square
P2

P = Penalty (when followed by a number in a box/square, this indicates that a team received the point because of a red card/penalty to the opponents while the opponents were serving, resulting in a loss of rally). Example:

\square
P2

Px = Penalty Opponent (if not followed by a point number, this means that a yellow card/warning was issued to the opponents while the offended team was serving; when followed by a number, such as Px12, this means that a red card/penalty was issued to the opponent while the offended team was serving)

P-1 followed by \square = Penalty Point (a red card/penalty has been charged to the serving team resulting in a loss of rally to the opponents. The scorer records the penalty in a box/square

Px12 inside a triangle = Penalty Point awarded to serving team when the libero was serving

Key: c = Playing Captain 1= Point \square = Loss of Rally \square = Point Scored Off Loss of Rally
P-1 = Penalty Point P = Penalty R = Replay RS = Re-Serve T = Time-out Tx = Time-out Opponent
 Δ = Libero Point Px = Penalty Opponent S = Substitution Serving Team Sx = Substitution Opponent

There is information above that is not as clear as it could be. Tx is shown as a Time-out requested by and awarded to "Opponent" when it would be more properly equated with a Time-out called by the Receiving Team, while T should = Serving Team Time-out, and Sx could be more properly stated as Substitution by the Receiving Team.

SAMPLE GAME (FROM NFHS RULES BOOK):
Pages 54 – 55 of the 2008– 09 NFHS Rules Book

Page 54

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

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

II – Visitors Serve: (point 4 received due to loss of rally) V4 inadvertently serves before 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 “/”.

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

II – 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 points six, seven and eight (6, 7, 8) before V12 is given a yellow card for misconduct (*Suggested addition: recorded as Px since no point is scored – book shows it and could easily be noted here*). Next serve is a loss of rally.

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

III – Home Serve: (loss of rally point 9) H30 (*it would be helpful to note that it's the libero rather than player H30*) serves *instead of H26 and 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 (Px12). Visitors call time-out (Tx – should be Tx rather than TX - Tx is shown in book). H30 serves point thirteen (13); then loss of rally. [*Suggested additions above are for clarification purposes. "P12" above should be "Px12"*]

IV – 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 game progresses. When there is a discrepancy between the running and individual scores, the individual score is considered official.

Page 55

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

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

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

VI – 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.

VI – 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.).

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

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

II – 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.

II – Home Serve: (loss of rally point 22) H14 serves two points (23, 24). Visitor calls a time-out which is an illegal extra time-out resulting in a penalty point awarded Home (Px25). Next serve results in a loss of rally.

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

III – Home Serve: (loss of rally point 26) H15 serves one point (27).

Record final score in appropriate boxes.

Key: c = Playing Captain 1= Point = Loss of Rally□ = Point Scored Off Loss of Rally

P-1 = Penalty Point P = Penalty R = Replay R-S = Re-Serve T= Time-out Tx = Time-out Opponent

Δ = Libero Point Px = Penalty Opponent S = Substitution Serving Team Sx = Substitution Opponent

VOLLEYBALL TUTORIAL FOR OFFICIAL SCORERS – SAMPLE GAME –

1. Information: This is a varsity match between Team A and Team B played at Jacobs Field House. Team A is the home team. The date is September 15, 2005, and this is game 5 (the deciding game). The R1 is Diane Jones, and the R2 is Mike Smith. You are the official scorer for the match.

Please look at the bottom of the scoresheet and note that there's a key with lots of useful information.

Team captains are shown with a small "c" next to the number of the player who was identified as captain on the submitted lineup sheet.

Numbers are used to show a point scored by the team winning the rally. If the team that won the rally was the serving team, the number of the point scored is entered in the next square of the player who served. The same number is slashed in the running score column for the server's team.

If the serving team loses the rally, a \perp is recorded in the next square in the row of the player who just served. This signifies the end of the player's term of service. The perpendicular line with a dash in front of it may be used whether or not the scorer uses pens of different colors to show that there's been a complete rotation of service (that is, everyone on both teams has served). Obviously, in rally scoring, the receiving team scores a point when it wins a rally, and the point is written in the next available square of the player who will serve next. Then, a box is drawn around the number to show it was scored when the team was receiving. The scorer then puts a box around the same number in the running score column.

Substitutions are shown as "S" followed by the # of the player entering over (/) the # of the player exiting the game for serving team subs. "Sx" is used for substitutions receiving team substitutions.

When a penalty point is issued against the receiving team, the penalty is recorded in the individual score of the player currently serving and the point in the serving team's running score column is slashed. To show the penalty point, use a "Px" followed by the number of the point awarded (Px4 in the next square would show that the penalty resulted in the fourth point for the serving team).

When a penalty point is issued against the serving team, the scorer records a "P-1" in the next square for the player currently serving followed by a \perp in the next square. This shows that a penalty resulted in a loss of rally. The penalty point that is scored by the receiving team is shown by entering a "P" followed by the number of the point scored (let's use 4 as an example), and then putting a box around the "P" and the number as shown below in the row of the next server.

P4

The \perp number (4) is then slashed in the running score column.

"R" is used to indicate that the R1 has determined the rally is to be replayed.

The first Re-Serve by a server is shown as "R-S" while two Re-Serves in the same term of service for a given server would be shown with consecutive "R-S" markings and then a \perp in the next square to show loss of rally.

"T" is used to show a time-out charged to the serving team while "Tx" is for a time-out that is charged to the receiving team. When a time-out is called by either team, the score is

recorded under “Time-outs” at the top of the scoresheet with the requesting team’s score first followed by a dash (–) and then the opponents’ score.

A box is used to show a point scored by the receiving team and is recorded upon loss of rally by the serving team. The number of the point scored is recorded within the box.

A Δ is used to show a point scored when the libero served. The number of the point is recorded within the triangle.

The names of the R1 and R2 are printed in the appropriate spaces along with that of the scorer. Some scoresheets also contain a space for scorekeeper/scorer signature. If so, this occurs at the conclusion of the game, after all information is verified.

- Information: Team B has won the coin toss and elects to serve first. Team A, as the home team, has already chosen its playing area/bench, which is the court to the left of the scorekeeper. Team A will receive service.

Comment: The scorer is expected to have available writing pens (or pencils) of two different colors such as either black or blue and red. To avoid errors, the scorer is expected to record each complete rotation of service in alternating colors and use the symbol to indicate each time the serving team loses a rally.

Action: Prior to the game, the scorer completes all heading information including entering the team names on the appropriate sides of the scoresheet, designates which team has the first serve and prints the names of the R1, R2, and scorer as well as marking the game number (5).

- Information: Team lineups are submitted in serving order. The match began at 7:00pm and game 5 begins at 8:40pm.

Team A – Receiving Team

Net

15c	14	13
20	21	22

13-14-15c-20-21-22 is shown instead of the court positions above.

Team B – Serving Team

Net

12	3	4
11c	10	5

5-4-3-12-11c-10 is shown instead of the court positions above although they do match.

- Information: The lineup for Team A (the receiving team) is recorded in the serving order as written by the coach: 13 will be the first server followed by, 14, 15c, 20, 21, 22. The lineup for Team B (the serving team) is recorded as 5 (first server), 4, 3, 12, 11c, 10.

Action: Enter in the Player Number Column the serving order exactly as listed on the lineup sheet for each team. Start time is entered in the upper right corner.

- Information: Team B #5 serves and scores the first three points. The 4th serve results in a loss of rally.

Action: Each point scored by the serving team is recorded by writing the number of the point in the appropriate square in the row of the player who served. The scorer also places a hash mark

(slash that goes from bottom left to upper right or upper right to bottom left) in Team B's Point Column after each rally won by Team B. Record each point (1, 2, 3) in the squares to the immediate right of the server (Team B #5) in the Player Number Column. When Team B loses the rally, record a in the square to the right of the last point (3) recorded for Team B #5.

Action: As a result of the lost rally, Team A receives a point and the serve. After recording the for Team B #5, record the point for Team A by writing the number of the point scored (1) in the first available space next to the player who will serve next for Team A (#13) and draw a box around the number. Also, draw a box around the same number (1) in Team A's Point Column. **(Score: Team A – 1, Team B – 3)**

6. Information: Team A #13 serves, and the ball goes out of bounds.

Action: Team B receives the point and the serve. Place a in the box to the immediate right of the last point of the Team A #13 server. The point is recorded on the line of the next server's number of Team B (#4), and a box is drawn around it. Draw a box around the same point on Team B's running score in the Point Column. **(Score: Team A – 1, Team B – 4)**

7. Information: Team B #4 serves two straight aces for points 5 and 6.

Action: Slash each point earned in Team B's Point Column after each serve. Record each point to the immediate right of the Team B #4 server in the Player Number Column by slashing the number.

(Score: Team A – 1, Team B – 6)

8. Information: The Team A coach requests a substitution – #5 replaces #13 (Sx 5/13).

Action: In the Player Number Column of Team A, slash the departing player number (#13) and record the substitute player number (#5) on the same line. Record the substitution to the immediate right of the last point of the Team B #4 server, using "Sx 5/13" to show the substitution was made by the receiving team. Slash the next available substitution (1) number beneath the Player Number Column of Team A to indicate total team substitutions.

9. Information: Team B #4 serves two more points (7, 8) before a penalty card (red card) on Team B #3 results in a loss of rally.

Action: Slash each point earned in Team B's Running Score Column after each serve. Record each point in the box to the immediate right of the last point of the Team B #4 server in the Player Number Column. Ensure that the red card on B #4 is recorded properly in the Comments section. The penalty should be shown in the square next to the "8" for Team B #4 with a P-1 followed by a to show loss of rally due to penalty. Because this is the final game of the match, the penalty will not be carried forward to the next scoresheet. As a result of the loss of rally, Team A receives the point and the serve. The penalty point scored by Team A is shown by writing P2 in the first available space for the next server for Team A (#14) and drawing a box around it. The point is also recorded in the Running Score Column for Team A by slashing the number 2. In the Comments section, record the red card infraction, R #3 (8-1). **(Score: Team A – 2, Team B – 8)**

10. Information: Team A #14 serves three straight points (3, 4, 5) before Team B calls a time-out (Tx).

Action: Slash each point earned in Team A's Point Column after each serve. Record each point in the box to the immediate right of the last point of the Team A #14 server in the Player Number Column.

Record the score at Team B's first time-out as 8-5 since the score of the team that took the time-out always goes first) where indicated in the time-out section at the top of the scoresheet on the right side. Record "Tx" to the immediate right of the fifth point shown in the row of the Team A server, #14.). (**Score: Team A – 5, Team B – 8**)

11. Information: The Team B coach requests a substitution – #13 for #3 (Sx 13/3).

Action: In the Player Number Column of Team B, slash the number of departing player (3) and record the substitute's number (13) on the same line. Record the substitution on the row of Team A server #14 as "Sx 13/3" and slash the next available substitution number (1) beneath "Comments" to indicate the total number of team substitutions taken to this point by Team B.

12. Information: Team A #14 serves points (6, 7, 8) before Team B #12 is given a yellow card for misconduct. The next serve is a loss of rally for Team A.

Action: Slash each point earned in Team A's Point Column after each serve. Record each point to the immediate right of the Team A #14 server in the Player Number Column. In the Comments section, record the yellow card infraction as Y #12 (8-8).

As a result of the loss of rally, Team B receives the point and the serve. Place a in the box to the immediate right of the last point of the Team A # 14 server. The point is recorded on the line of the next server's number of Team B (#13), and a box is drawn around it. Draw a box around the same point on Team B's running score in the Point Column. (**Score: Team A – 8, Team B – 9**)

13. Information: Team B #13 serves into the net.

Action: As a result of the loss of rally, Team A receives the point and the serve. Place a in the box to the immediate right of the last point of the Team B #13 server. The point is recorded on the line of the next server's number of Team A (#15), and a box is drawn around it. Draw a box around the same point on Team A's running score in the Point Column. (**Score: Team A – 9, Team B – 9**).

14. Information: Team A #15 serves two points (10, 11). A penalty point is then awarded to Team A for a red card on Team B #12.

Action: Slash each point earned in Team A's Point Column after each serve. Record each point in the box to the immediate right of the last point of the Team A #15 server in the Player Number Column.

As a result of the red card on Team B, Team A receives a penalty point. The penalty point is recorded as Px12, to the immediate right of the last score of the Team A #15 server. Slash point 12 in Team A's Point Column. This is not shown on the scoresheet. Record in the Comments section the red card infraction [R #12 (9-11)]. (**Score: Team A – 12, Team B – 9**)

15. Information: Team B calls its second time-out (Tx). The score at the time-out is recorded (9 – 12) on Team B's side and is the last time-out for Team B.

Action: Record the time-out in the Time-outs section in the upper right for Team B as 9–12. Record the “Tx” to the immediate right of the last score of the Team A server, #15. The R2 verifies the number of time-outs used by both teams to show the R1 and, before resuming play, lets each coach know how many time-outs he/she still has available.

16. Information: Team A #15 serves one more point and then serves for a loss of rally.

Action: As a result of the loss of rally, Team B receives the point and the serve. Place a to the immediate right of the Team A’s server, #15. Point 10 is recorded on the line of the next server’s number of Team B (player #12), and a box is drawn around it. Draw a box around the same point on Team B’s running score in the Team’s Running Score Column. **(Score: Team A – 13, Team B – 10)**

17. Information: Team B #12 serves two straight points (11, 12). The next serve results in a loss of rally.

Action: Slash each point earned in Team B’s Point Column after each serve. Record each point in the box to the immediate right of the last point of the Team B #12 server in the Player Number Column. As a result of the loss of rally, Team A receives the point and the serve.

Place a to the immediate right of the Team A #12 server in the Player Number Column. The point is recorded in the box to the immediate right of the last point of the server of Team A (#20), and a box is drawn around it. Draw a box around the same point on Team A’s running score in the Point Column. This brings Team A to game point. The R2 verifies that it’s game point with the scorer and signals this to the R1. **(Score: Team A – 14, Team B – 12)**

18. Information: Team A #20 serves, and the result is a loss of rally.

Action: As a result of the loss of rally, Team B receives the point and the serve. Place a to the immediate right of the Team A #20 server. The point is recorded on the line of the next server’s number of Team B (#11), and a box is drawn around it. Draw a box around the same point on Team B’s running score in the Point Column. **(Score: Team A – 14, Team B – 13)**

19. Information: Team B substitutes #3 for #13 (S 3/13). Team B #11 serves for a point. The next serve results in a loss of rally. **(Score: Team A – 14, Team B – 14)**

Action: In the Player Number Column of Team B, slash the departing player number and record the substitute player number on the same line. Record the substitution on the row of Team B’s server, using “S3/13.” Slash the next available substitution number (2) beneath the Comments are for Team B to indicate total team substitutions. Slash point 14 in Team B’s Point Column after Team B wins the rally. Record point 14 to the immediate right of the Team B #11 server in the Player Number Column.

As a result of the loss of rally, Team A receives its 15th point and the serve. Place a dash in the box to the immediate right of the Team B #11 server. Point 15 is recorded on the line of the next server’s number of Team A #21, and a box is drawn around it. Draw a box around point 15 Team A’s running score in the Point Column. **(Score: Team A – 15, Team B – 14)**

20. Information: Team A takes a time-out. Team A substitutes #33 for #21 (S 33/21).

Action: Record the time-out in the time-out section above the Player Number Column for Team

A. Record the “T” in Team A # 33 server in the Player Number Column. In the Player Number Column of Team A, slash the departing player number and record the substitute player number on the same line. Record the substitution on the row of Team A # 33 server as “S 33/21” and slash the next available substitution number (2) beneath Team A’s Player Number Column to indicate total team substitutions.

Prior to the time-out, the R2 verifies with the scorer that it’s game point for Team A, and the R2 signals this information to the R1 before play resumes.

21. Information: Team A serves and wins game point.

Action: Slash each point earned in Team A’s Point Column after the serve. Record the point to the immediate right of the Team A #33 server in the Player Number Column. Complete the final score at the bottom of the Point Column. Fill in the ending time of the game, and the game summary information. Record the end time of game, 9:00pm. Total and verify the number of substitutions for each team. **(Final Score Team A – 16, Team B – 14)**

Had the game gone longer and all servers on both teams had served one time, the scorer would have switched colors of ink from black or blue (initially) to red. This is to occur once every complete rotation for both teams has occurred. The marking may be used with or in place of the use of alternating pen/pencil colors for each complete rotation for both teams.

LIBERO TRACKER RESPONSIBILITIES

Guidance for Recording Substitutions and Tracking the Libero

1. The libero tracker is an important position at the scoretable in boys' high school volleyball. The main responsibility of the libero tracker is tracking the libero in terms of replacement of players and to ensure the libero is always replaced by the player whom the libero last replaced.
2. To do this task, the assistant uses a Libero Tracking Sheet with places to record the starting lineup for each team using a libero for a given game. The tracking sheet also requires that the libero tracker record ALL substitutions for each team using a libero. Substitutions must be recorded so the libero tracker has the information on exactly who is on the court at any given moment and to ensure that the libero replacements are legal.
3. If the libero replaces the wrong player on the court or if the libero enters illegally during a dead ball including during a time-out or without an intervening rally, this information is conveyed to the R2 who will deal with the error.
4. The libero tracker partners with the scorer throughout each match. Although the libero tracker's primary role involves continuously scanning at the end of each play to spot libero exchanges as the libero moves onto or off the court, the libero tracker can also help spot subs for the scorer such as seeing a sub approaching the substitution zone ("two subs on the left").
5. During any game where a libero is being used by either team, the libero tracker should anticipate when the libero exchanges will take place. This helps the libero tracker look for the libero switches to make it easier to catch the replacements which must occur between the team's attack line and the end line. Since the libero may never be in the front row, the libero tracker knows that the latest a replacement for the libero can occur is when the libero position would be rotating from position 5 (LB) to position 4 (LF). Look ahead to see the number of the player who will have to replace the libero and ensure that this occurs. If the wrong entry occurs, alert the R2.

INSTRUCTIONS FOR LIBERO TRACKERS IN USE OF LIBERO TRACKING SHEET

The libero tracker is charged with tracking libero replacements, and there are two important procedures that the assistant scorekeeper is responsible for enforcing. The first is to ensure that once the libero is replaced, at least one rally takes place before the libero replaces another player. The second procedure is to ensure that when the libero leaves the court, the player replacing the libero is the same player the libero replaced when he last entered the game.

LIBERO TRACKER INSTRUCTIONS

Libero Tracker

(Tracking Instructions can also be found at the bottom of the tracking sheet).

1. Enter Home and Visiting team on Tracking Sheet.
2. Next to L, put the # of the Libero being used for that game. If no libero is being used, no tracking will take place (for that team). If the other team uses a libero, tracking will occur including subs.
3. Enter in the “SP” column the starting players for each team. This should be an exact match of the lineup entry on the scoresheet.
4. When a libero enters the game as a replacement, cross off the number of the player the libero is replacing and put “L” on the line next to this number. Make sure the slash through the number does not prevent the number from being visible since this number has to be checked when the libero is replaced.
5. The player whom the libero replaces must, in turn, replace the libero so the libero tracker records the number of the player who replaces the libero and later ensures the number of the player who replaces the libero is the same as the number that is crossed out before the “L” (e.g., 23 L 23, with the first “23” and the “L” both slashed when player #23 returns to the game and replaces the libero).
6. At least one rally must have occurred before the libero replaces another player (or the same player). The number of the replaced player is slashed and the “L” is again recorded to the right of it. When this player returns to replace the libero, the “L” is crossed out and the number of the player replacing the libero is entered to the right of the slashed “L.”
7. The libero tracker also records all substitutions for either team using a libero. When a player (not a libero) is substituted out of the game, his number is crossed off and the player’s number entering the game is written on the line.
8. There are unlimited libero replacements but only 18 substitutions per game.

9. Note: A different libero can be designated for each game, but the designation must be made on the lineup sheet when it is submitted before the game. If a different libero attempts to replace a player without the libero whose number is on the libero tracking sheet being injured and replaces, the libero tracker should notify the R2.