

# OFFICIAL SCORER GUIDELINES

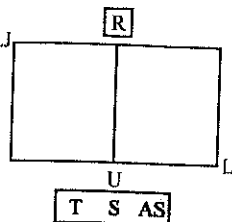
## BEFORE THE MATCH

### SCORER BASICS :

- Is in charge of the official scoresheet.
- Records starting line-ups.
- Tracks substitutes and timeouts. Notifies umpire of any illegalities or discrepancies.
- Keeps running and individual scores.
- Records comments for special situations.

### ARRIVAL AT THE SITE:

- Should be at the court at least 20 minutes prior to the match start time.
- Sits between the assistant scorer and timer.
- The umpire will review duties before the match.
- Requires a scoresheet and two different color pens (preferably red and black)



## RESPONSIBILITIES

### RECEIVE ROSTERS AND LINE-UPS

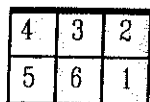
- The scorer is responsible for receiving each team's roster and line-up. The umpire should be notified if a deadline is approaching and these have not been submitted:
  - ✓ Rosters must be turned in 10 minutes before the end of timed warm-ups.
  - ✓ Line-ups for game 1 are due before two minutes are left in timed warm-ups. Line-ups for subsequent games are due when one minute remains in the between-games interval.

### CHECK ROSTERS

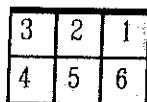
- Rosters should be checked to ensure that there are no duplicate numbers
- Libero players must be indicated on the roster with an "L" next to the libero uniform number. If there are no libero numbers indicated, notify the umpire so s/he can ensure they weren't forgotten accidentally.

### RECORD LINE-UPS BEFORE GAMES

- Each team's starting line-up is entered on the official scoresheet in serving order. The serving orders for each line-up are shown below. The 1<sup>st</sup> server is the right back for the team serving first (Fig. A), and the right front for the team receiving first (Fig. B).



(A) Serving Team



(B) Receiving Team

- The libero must be designated on each game's line-up or the team can't use one that game. If it is missing, inform the umpire so s/he can ensure it wasn't forgotten accidentally.
- Enter the libero number on the official scoresheet.
- Review the line-up to ensure there are no duplicates, and that a captain is marked (with a small "c").

### GAME 1 L 21

7	18	2 <sup>c</sup>
12	10	5

EXAMPLE A

- This lineup is for the team serving first. Mark the first serve box.

- This lineup is for the team serving first. Since 5 is the right back, 5 will be the first server. 5 is then entered on the scoresheet in Serve Order 1.
- Serving order is then per the diagram. The rest of the serving order (2, 18, 7, 12, 10) is entered in spots 2 - 6.
- 2 is indicated as captain with a small "c" on the scoresheet.
- The lineup shows 21 is the libero. Record this near the top.

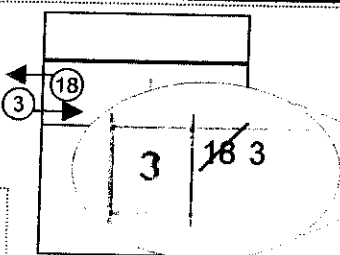
Game No	1	FREE OUTS	Team	Central HS	L 21	Libero
Player No						
1	5					
2	2 <sup>c</sup>					
3	18					
4	7					
5	12					
6	10					

Comments:  
Subs: 1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19

### RECORD ALL SUBSTITUTIONS

- Substitutions occur between the center line and the attack line, and must be authorized by the umpire. Several substitutions can occur at once.
- All substitutions are recorded on the scoresheet in three separate places (see examples to the right):
  - ✓ In the individual score row of the person who is to serve next.
  - ✓ In the serve order.
  - ✓ In the running sub total line.
- The scorer and assistant scorer should work together to ensure all substitutions are recorded.

While the scorer does not record libero replacements on the scoresheet, the scorer should aid the assistant scorer (libero tracker) whenever possible to ensure that all libero replacements are accurately recorded.



EXAMPLE B

- 2 is serving. 3 reports to the sub zone for 18; the umpire whistles.
- In the next open box for player 2's individual score, write S3/18. This indicates 3 subs for 18 for the serving team. If the receiving team subs 35 for 99, write Sx 35/99 (x means receiving team).
- In the serve order section, 18 is slashed out, and 3 is entered.
- The next substitution number (1 here) is slashed.

Game No	1	FREE OUTS	Team	Central HS	L 21	Libero
Player No						
1	5					
2	2 <sup>c</sup>					
3	<del>18</del> 3					
4	7					
5	12					
6	10					

## DETECT SUBSTITUTION DISCREPANCIES

Teams are allowed 18 substitutions per game. Immediately notify the umpire if an incoming substitute is:

- The 15<sup>th</sup>, 16<sup>th</sup>, 17<sup>th</sup>, or 18<sup>th</sup> substitution (legal).
- The 19<sup>th</sup> substitution.
- A re-entry in the wrong service position.
- A re-entry of a disqualified player.
- A re-entry of a player replaced by an exceptional substitution.
- An entry of a player not listed on the roster.

EXAMPLE C

- 18 enters the sub zone to swap with 12.
- Since 18 previously played in service position 3, s/he cannot substitute into service position 5.
- The scorer notifies the umpire **immediately**.

Game No. 1	
Player No.	Score
1	5
2	2 <sup>c</sup>
3	<del>3</del>
4	7
5	12
6	10

## RECORD TIMEOUTS

- Each team is allowed two timeouts per game.
- A timeout is recorded in two places (see example):
  - ✓ In the individual score row of the person who is to serve next.
  - ✓ In the appropriate team's timeout box.
- During a timeout, the umpire may check the book.
- If a team attempts to call a third timeout, notify the umpire immediately.

EXAMPLE D

- Team A, trailing 7 to 11 with opponent #44 serving, requests its first timeout.
- In the next open box for player 44's individual score, write Tx. The "T" means timeout. Without an "x" it would mean called by the serving team. With an "x" means receiving team.
- In Team A's timeout box write its score first, then the opponent's score (thus, 7 - 11).

Player No.	Score
5	44 Tx
9	10
10	11
11	Tx

TIME OUTS	
7 - 11	

## SCORING A GAME

- A point is scored on every play not ending in a replay.
- Points are entered in two places on the scoresheet:
  - ✓ In the individual score row of the person who is to serve next.
  - ✓ In the running score column.
- When the serving team loses a rally:
  - ✓ A dash and vertical bar are then entered in the individual score to mark the end of service.
  - ✓ For the opposition, a square is used to enclose the appropriate point.
- When a penalty (e.g., a red card) is issued, a "P" is placed in front of the score and/or sideout marks.
- A replay is indicated with an "R", a re-serve with "R-S".

EXAMPLE E

- Trailing 4 - 8, team A wins a rally during Team B's service.
- By winning the rally on the opponent's serve, point 5 is scored and marked in the individual and running score areas with a square.
- Player 12 serves point 6. This point is shown in the individual score with the point number. The running score point is slashed.
- Team A then wins a penalty point. P7 is written in the individual score area, and a "P" is written next to the slashed 7 in the running score.
- Team A loses serve. A dash and vertical bar are entered in the individual score. Team B earns point 9, which will be indicated in their running and individual scores with a square.

Player No.	Score
5	12
5	6
P7	

Running Score
5
6
7
8
9

## TRACK LIBERO SERVING

- Liberos are now allowed to serve from one position in the rotation (see Example F).
- This position is not designated before the game.
- When the libero serves for the first time in a game, the scorer places a triangle around the serving order number on the scoresheet.
- Once a libero has served in a game, the libero cannot serve from another serving order position.
- Libero points and losses of rally go inside triangles.

EXAMPLE F

- The libero enters the court replacing 7 to serve for the 1<sup>st</sup> time in this game.
- When the libero contacts the first serve, the scorer places a triangle around service position 4.
- The libero may only serve from service position 4 for the rest of this game.
- Serving team rally results while the libero serves (point 11 and loss of rally --) are enclosed in triangles in both the running and individual scores.

Player No.	Score
4	7
4	7
10	11
11	

Running Score
4
5
6
7
8
9
10
11

## WRONG SERVER & OTHER SITUATIONS

- Scorers are responsible for ensuring that the correct player is serving. If a person from a different service position (including the libero serving from the wrong position) is set to serve, notify the umpire UPON CONTACT of the serve, not before.
- End of game:
  - ✓ Teams must win games by two points.
  - ✓ Notify the umpire when a team has enough points so that the next point will win the game (e.g., 24 in a 25-point game).
  - ✓ When a game ends, the scorer records the end time, and the umpire will initial the scoresheet
  - ✓ Between games, the scorer gives the line-ups sheets to coaches and ensures they are collected within two minutes.

- A comments section is provided on the scoresheet for unusual events. Always record the player number and the score at that time. Some examples are:
  - ✓ Misconduct: record the card type (Y for yellow, R for red, DQ for both). Example: Y#12 (7-6). "R" and "DQ" both come with penalties.
  - ✓ Equipment/Uniform Violations: E#1 (9-12).
  - ✓ Exception Substitution: ExS #20 (15-21) means 20 was replaced by an exception substitution. 20 cannot re-enter this game.

**IF THERE ARE SCORING/SUBSTITUTION DISCREPANCIES, NOTIFY THE UMPIRE AT THE NEXT DEAD BALL. DO NOT WAIT UNTIL LATER!**