Comprehensive Scoring Guide

Tips for Scorekeeping:

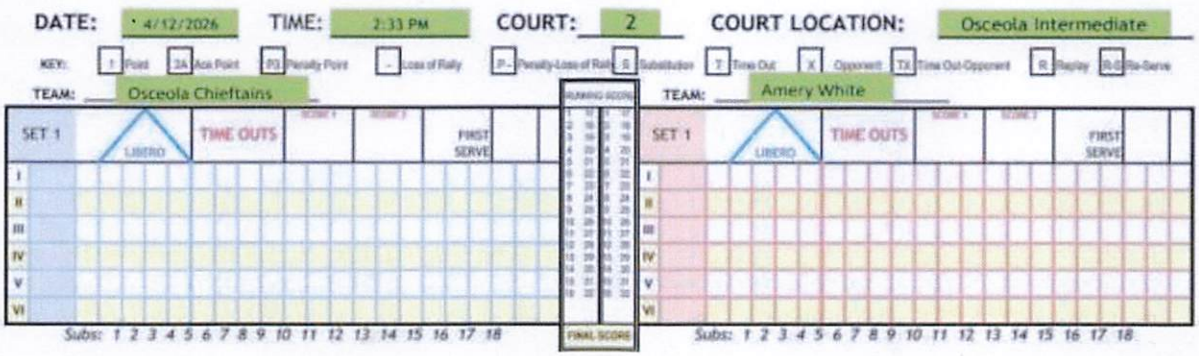
Scorekeepers are a part of the officiating crew, not just a spectator with a pen:

- **Speak Up:** If the referee signals the wrong score or server, the scorekeeper should wave their hand or use a whistle (if provided) to catch the ref's attention *before* the next serve.
- **The "Ready" Signal:** Never look down at the book when the ref is ready to whistle. Always look up, give a clear thumbs up, and then look back down to record.
- **Watch the Ref:** The official on the floor will signal for substitutions and timeouts. They are the scorekeeper's best friend.
- **Learn the signals:** Officials aren't usually talking and will relay everything via signals. Get to know these signals and what they mean. It will help you follow the game better.
- **Don't Erase:** If they make a mistake, just put a neat "X" through it and write the correct info next to it. Writing small is your friend.

The Pre-Match Setup

Before the first whistle, you must fill in the "administrative" data. This ensures the record can be identified later.

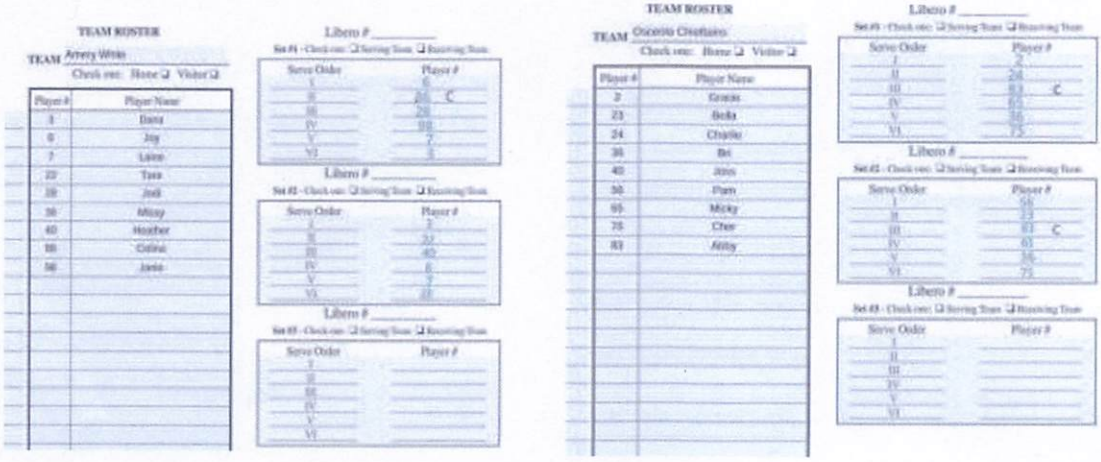
- **The Header:** Fill in the **Date**, **Time**, **Court** and **Court Location**. At meets, several matches happen on the same court. Without this, a misplaced sheet is nearly impossible to track.
- **Team Names:** Clearly print the full names of both teams.
- **Match Info:** Note the level of play (e.g., 4th/5th or 6th grades.)



The Lineups

Once the coin toss is complete, the coaches will hand you their starting lineup sheets. This is your "map" for the rest of the set.

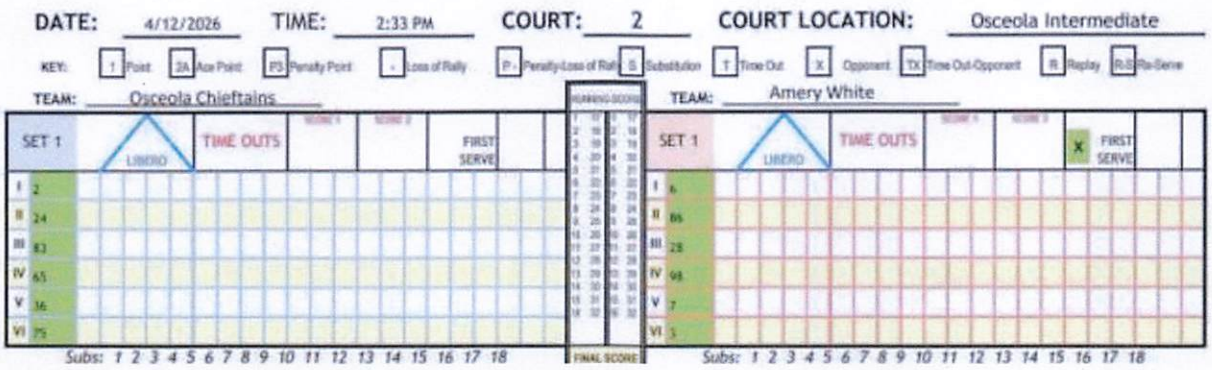
- **Timing:** Coaches are usually required to submit these within a few minutes of the coin toss. Don't be afraid to politely ask for them if the clock is ticking down!
- **The Two Sheets:** You will receive one slip from the Home team and one from the Visiting team.
- **Verification:** Before you start writing, quickly check that:
    - There are **Six player numbers** listed.
    - One player is designated as the **Captain** (usually with a "C" next to their number).



Entering the Service Order

Transfer the numbers from the lineup slips onto the official score sheet. This determines the rotation for the entire set.

- **The Roman Numerals:** You will see six boxes labeled **I through VI**. These represent the service order, not necessarily where the players stand on the floor at the start.
- **The First Server:** The player listed in position **I** is always that team's first server.
- **Copying the Order:** Enter the player numbers exactly as they appear on the coach's lineup sheet, starting with **I** and ending with **VI**.
- **Both Sides:** You must do this for both teams. Even though only one team will serve first, both teams have a designated first server (Position I) for when they eventually gain the serve.
- **First serve**: Indicate who starts the set serving with an X in the first serve box on the side of the team that won the serve.



Scorer's Tip: Double-check your work! A "wrong server" penalty early in the game is usually caused by a simple typo when copying these numbers onto the score sheet.

During the Match (The Core Workflow)

Once the match starts, you become the official historian of every point. To stay accurate, you must follow a consistent rhythm.

- **The Golden Rule:** Update the Running Score First.

Whenever a rally ends and a point is awarded, your first move is to look at the Running Score (the long vertical list of numbers in the middle of the sheet):



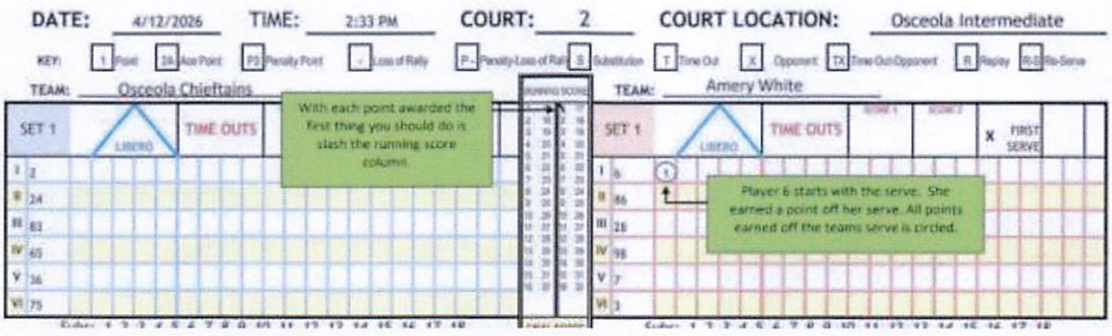
- **The Slash**: Draw a slash (\ ) through the next available number for the team that won the rally.
- **Why it's first:** If the game gets chaotic or a coach argues a score, the Running Score is your "Source of Truth." It is much easier to track total points here than by counting marks in the service boxes.

  Scorer's Tip: Always keep your eyes on the referee's hand signals. Wait for the whistle and the signal before slashing the point to ensure you are awarding it to the correct team.

Tracking the Service Round

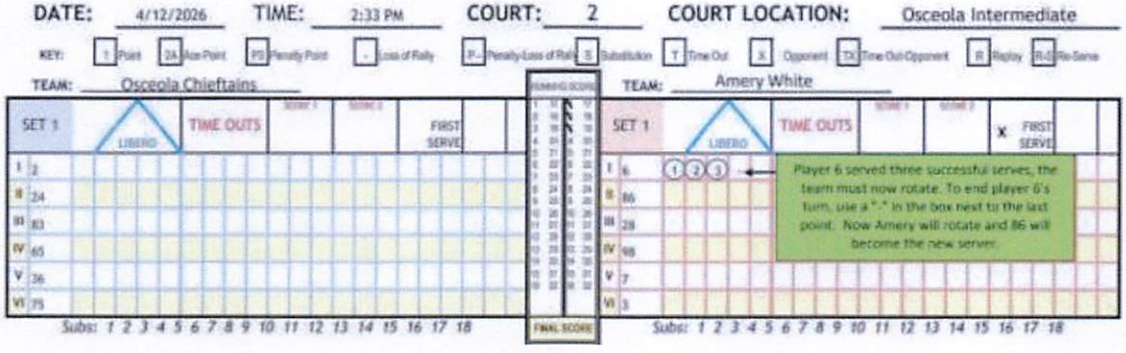
While the Running Score tracks the total, the **Service Round** boxes track exactly *which* server was on the line when those points were earned.

- **Winning a Point:** If the server wins the rally, they keep serving. **Modified rules for 4th/5th and 6th grades:** Each server gets three successful serves then the team must rotate. The serving team keeps the ball but rotates on the court. This is done at this age to make sure one advanced server can't control the game.
- **Circling the Points:** Any point won while the server is actually behind the line should be **circled** in the service box. This distinguishes them from the "side-out" point.



Recording the Score: First thing to do is put a slash through the number 1 in the running score column. Write the team's current total score in the next available small square behind that server's number and circle that point.

- **Stay in the Row:** Continue writing the updated scores horizontally and circling each point earned off the serve in that server's column.

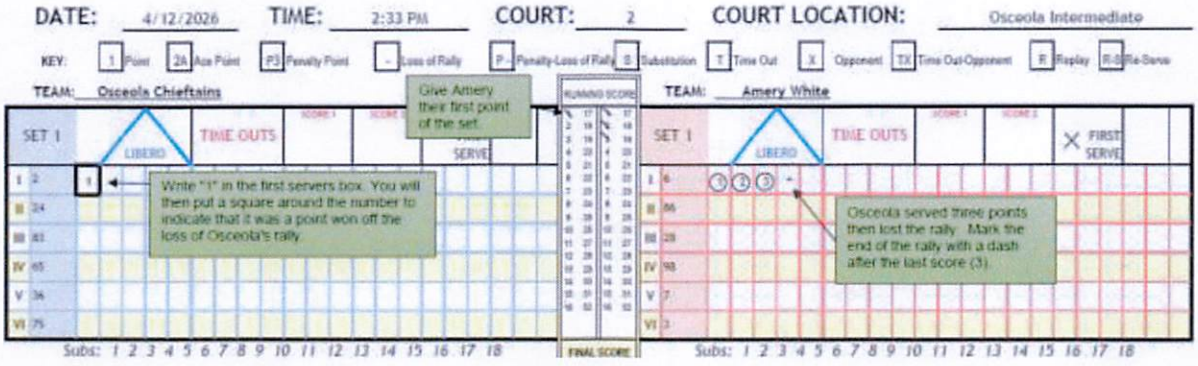


The Side Out (Loss of Serve)

When the serving team (e.g., Osceola) loses a rally, the serve "sides out" to the opponent. This requires a specific sequence to close out one server's turn and open the next.

- **The Exit Score:** In the service box for the server who just finished, put a **dash (–).**
- **The Dash:** This acts as a "period" at the end of a sentence—it signals that this server's term is officially over.
- **Switch Sides:** Move to the opponent's (Amery's) side of the sheet.

- **The "Earned" Point:** Because Amery won the rally, they get a point.
    - **Running Score:** First, slash the next point on Amery's running score.
    - **The Box Score:** Write the new score in the service box for Amery's next server, but **draw a square around the number**.
    - ***Why the square?*** This tells anyone looking at the sheet later that this point was won on a "Side Out" (loss of rally), not while that player was actually serving.

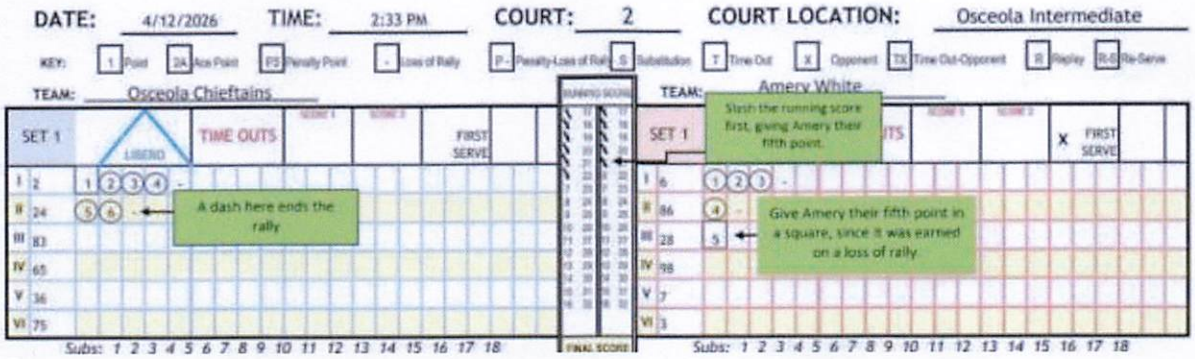


Scorer's Tip: Think of the Exit Score as "What they ended with" and the Squared Point as "How the other team got the ball back."

Tracking a Full Service Turn

Now that Osceola has gained the serve through a "Side Out," let's track exactly how their first server (2) records their points.

- **The Starting Point:** Remember, Amery's first point in this rotation was that **squared "1"** (the side-out point) you just recorded.
- **Recording the Serving Run:** As Player #2 serves and wins three additional rallies the team will rotate.
    1. **Running Score:** Slash points **2, 3, and 4** in the Running Score column as they happen.
    2. **Service Boxes:** Write the numbers **2, 3 and 4** in **circles**, in the small squares behind Player #2.
- **The Side Out (End Score):** Once Osceola loses the rally:
    1. The total score is **6**. This is the **Exit Score**.
    2. Check that the last number written in the service box is six.
    3. Mark your **dash (–)** in the next small square to "close" Player #2s turn.

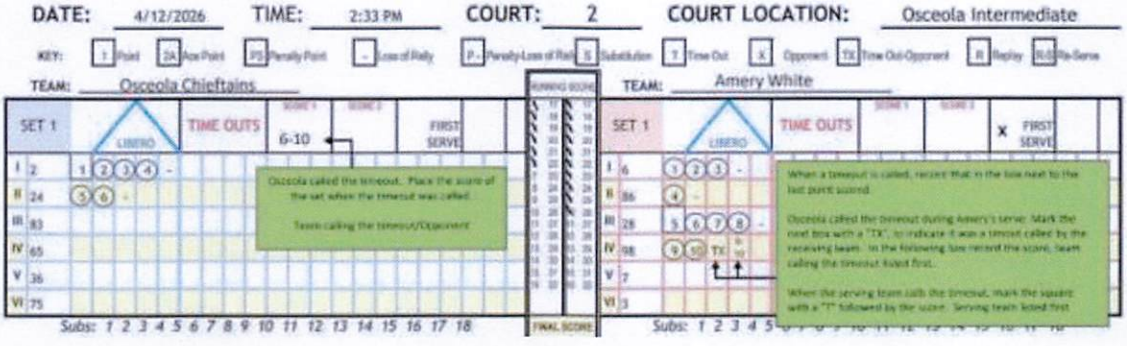


Scorer's Tip: When you're finished with this turn, Osceola's column for server #2 should show: a squared "**1**," circled "**2, 3 and 4**," followed by server #24 circled **5 and 6**, then #24 lost the rally and the serve went back to Amery.

Timeouts

When a coach or captain requests a timeout, the game stops, but your work continues. You need to record *when* it happened and *who* called it.

- **Tracking on the Scoreline:** In the service box of the current server, you need to mark the timeout so the "history" of the set is clear:
  - **"T"**: Use this if the **serving team** calls the timeout.
  - **"TX"**: Use this if the **receiving (opposing) team** calls the timeout.
- **The Timeout Box:** Every score sheet has a dedicated "Timeouts" or "T-Out" box for each team.
  - Record the current score, listing the **team who called the timeout's score first**.
  - *Example:* If Osceola calls a timeout while losing six to ten, you write "**6-10**" in Amery's timeout box.
- **The Limit:** This league allows each team **two 30-second timeouts** per set. Once a team has used both, notify both the coach and the referee that the team is out of timeouts.



Scorer's Tip: When a timeout is called, it's the perfect time to double check. Quickly compare your running score to the scoreboard and ensure your service boxes match up. If there's a discrepancy, this is your chance to fix it before play resumes.

Substitutions

Substitutions can happen quickly, often with multiple players moving at once. Here we'll cover how to do one sub. Later in the manual you will find a tutorial on how to do multiple players. In these moments, clear communication with the referee is just as important as the paperwork.

Marking the Service Box

Just like timeouts, you note the substitution event in the current server's box to keep the "story" of the set accurate:

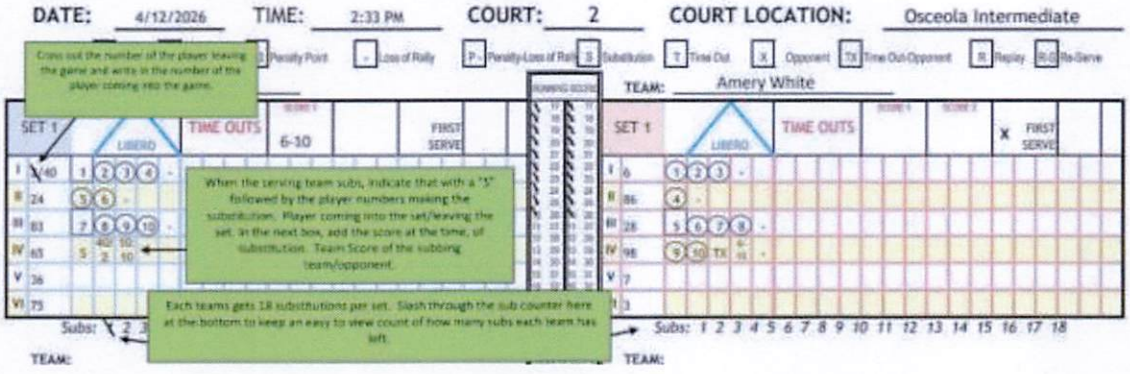
- **"S"**: Use this if the **serving team** makes a substitution.
- **"Sx"**: Use this if the **receiving team** makes a substitution.

The Player Row (Recording the Change)

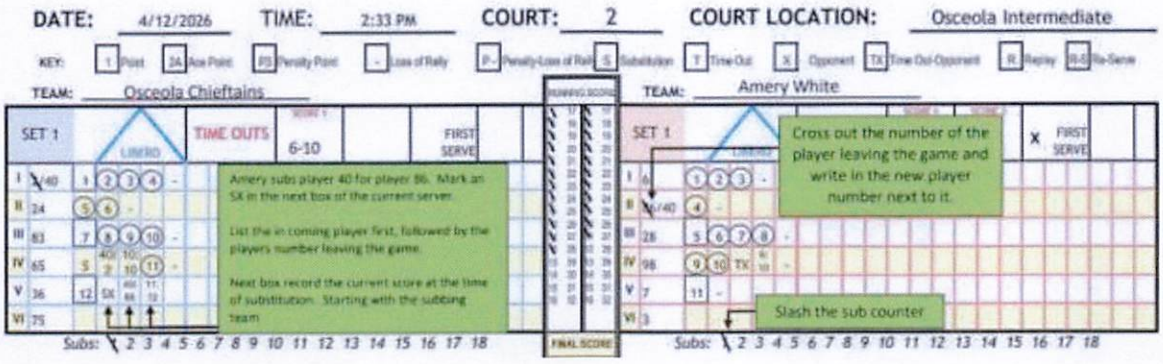
Find the rotation column (**I–VI**) for the player leaving the game.

- **The Switch**: Write the incoming player's number directly below or next to the outgoing player's number.
- **The Slash**: Draw a slash through the number of the player who is leaving the court.
- **The Score**: Next to the new player's number, record the current score at that moment.

  Always list the subbing team's score first (Subbing Team – Opponent).
  - *Example*: If player #2 is replaced by player #40, you write **40** next to the **2**, slash the **2**, and write the score (e.g., 10-10) right next to the **40**.
- **The Sub Counter:** Look for the "Substitutions" or "Subs" count at the bottom of the team's section. **Slash the next number** (1, 2 or 3...however many they sub) to keep track of the total used.
  - *Note:* In WIVL, each team is allowed **18 substitutions** per set.



In the example below, Osceola is subbing during Amery's serve. Starting with SX the player numbers followed by the score.

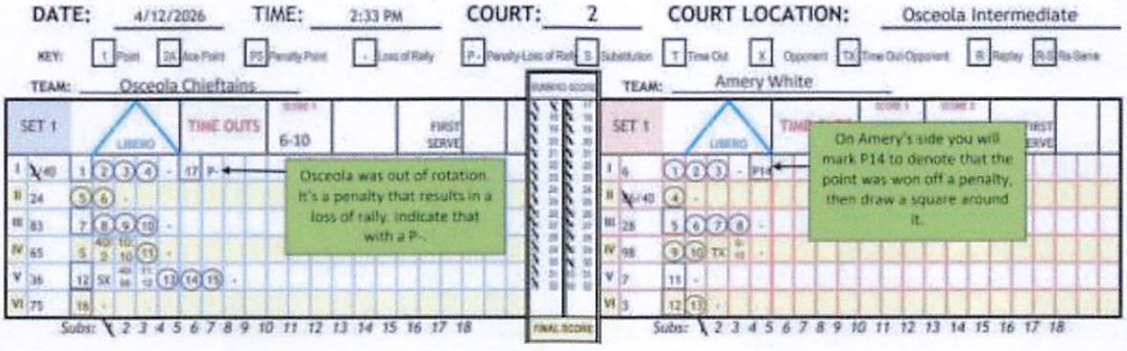


Penalty points

In the next frame you will see that Osceola was out of rotation causing a penalty point. You will record that with a P- in the servers next box on the scoresheet and in the next box on the opposing teams service box write in P with the point awarded with a square around it. Don't forget to give Amery the penalty point in the running score.

A standard dash (-) represents a "Loss of Rally" from a normal play, such as hitting the ball out of bounds or into the net.

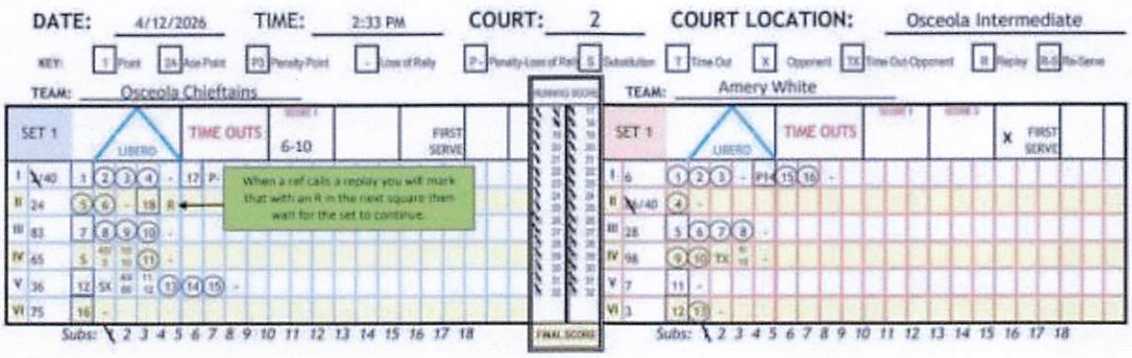
The P- notation specifically flags that the rally ended because of a **penalty** (like out of rotation or a red card), which helps officials track administrative errors or misconduct separately from gameplay.



Replays

Sometimes during a set, a ball from another court may roll into the playing area. When this happens, the referee will immediately whistle the play dead and signal a replay by showing **two thumbs up**.
How to Record a Replay:

- **Mark the Box**: Place a capital **"R"** in the next available service square for the current server.
- **No Score Change**: Since the point is re-played, do not add any points to the running score or the service box.
- **Next Serve**: Simply wait for the referee to signal for the re-serve and continue as normal.



Re-serve

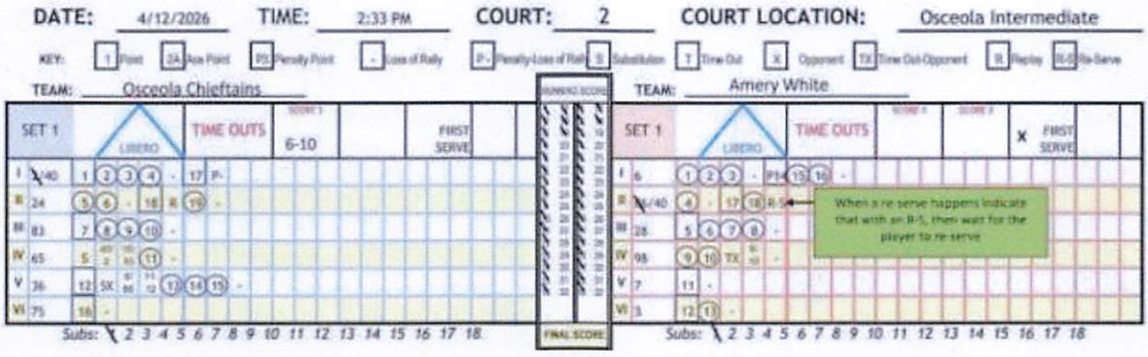
In volleyball, a **re-serve** is essentially a "do-over" for the server. It occurs when a server initiates their service action but realizes the toss was bad and chooses not to complete the swing.

1. When is a Re-serve Called? A re-serve is granted if the server tosses or releases the ball and then:

- **Catches it** before it hits the ground.
- **Allows it to drop** to the floor without touching it.
- **The ball touches the server** as it falls (e.g., hits their leg) as long as they don't attempt to swing.

2. The Key Rules

- **The "One-and-Done" Limit:** Under standard NFHS (high school) rules, each server is allowed only **one re-serve per term of service**. If they mess up a second toss in the same turn, it's a loss of rally (point for the other team).
- **No Swing Allowed:** If the server swings and misses, it is usually a service fault, not a re-serve. They must let the ball drop or catch it without making an attacking motion.
- **Time Limit:** After a re-serve is called, the referee will whistle again, and the server usually gets a fresh **five seconds** to complete the next attempt.
- **Marking:** You indicate a re-serve using a R-S in the service box.

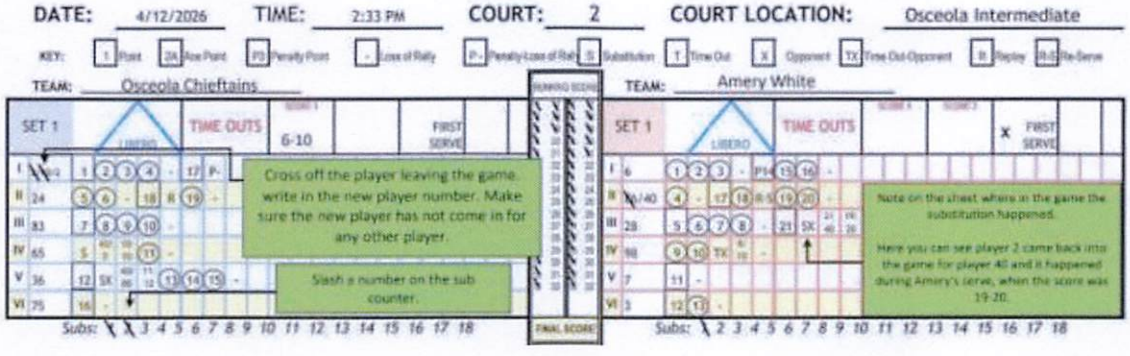


Re-entry (Second Sub for the Same Position)

When the original player returns to the game or a different player enters the same rotation slot, you continue the record horizontally.

- **Marking the Service Box:** Just like the first time, you must add an **"S"** (serving team) or **"Sx"** (receiving team) in the next available square of the current server to track when the change happened.
- **The Player Row:** Find the column for that position. You will see the previous substitution recorded there. Write the new incoming player's number on the line directly next to the player going out.
- **Incoming First:** In the sub history (the **2/40** area), always list the **incoming player first**, followed by a slash and the player leaving the court.
- **Example:** If player **#2** returns to the game to replace player **#40**, you would write **2/40**.

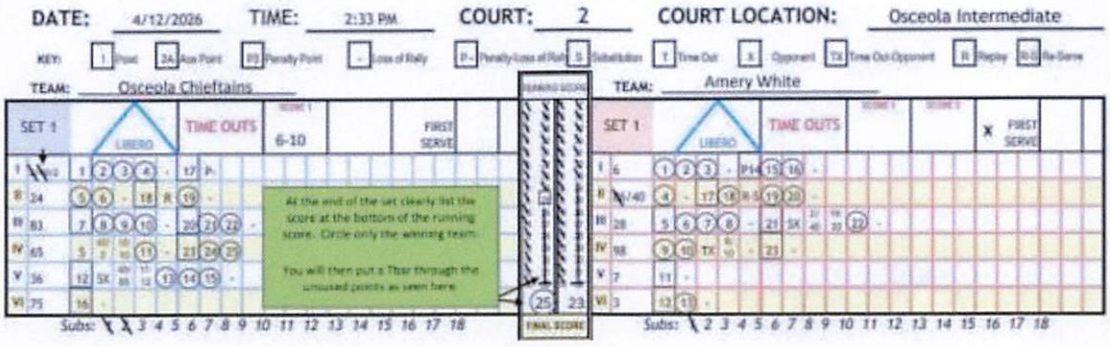
  Scorers tip: Remember the dash is like a period at the end of the sentence. When the player reaches the serving rotation again, just start in the next available box, as seen in the next slide at the end of the set.



Ending the Set

A set only ends when one team reaches the required points (usually 25 or 15, sometimes 11) with at least a **two-point lead**. In high-stakes games, scores can go well past the standard limit.

- **Final Score Entry:** Once the final point is scored, record the final set score at the bottom of the **Running Score** column.
- **Identify the Winner:** Draw a clear **circle** around the winning team's final score so the victor is obvious at a glance. In this example, you would circle **25** for Osceola and leave **23** for Amery.
- **The T-Bar (The "Closure"):** To prevent any points from being added after the set is over, you must "close out" the running score columns.
  - Draw a vertical line down the center of the remaining unused numbers.
  - Draw a horizontal bar across the bottom of that line, creating an upside down **T-shape**.
  - Do this for both the winning and losing teams' columns.



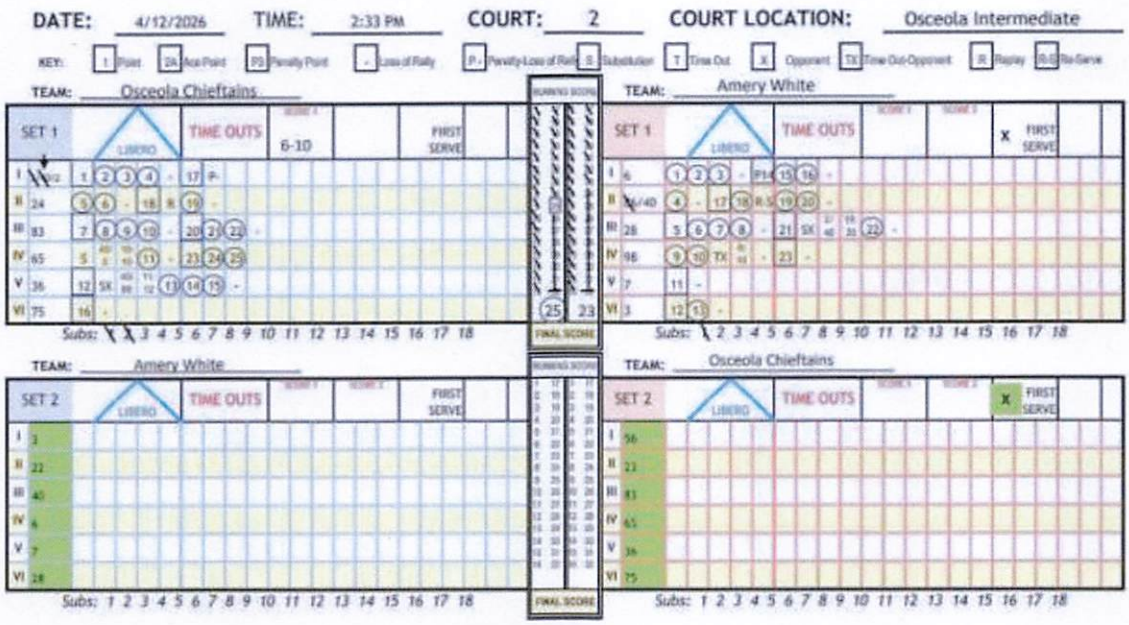
Starting Set Two

The Three-Minute Interval

Between sets, you have a short window to reset and prepare for the next round of play.

- **Rotation Management:** You have a three-minute interval to prepare for the next set.
- **Lineup Sheets:** If the coaches do not come to you first, you must return the lineup sheets to them so they can set their new rotations.
- **New Lineups:** Once the coaches finish, they will return the set two lineups to you.
- **Consistency:** It is perfectly acceptable if a coach chooses to use the exact same lineup as the previous set.
- **Court Switches:** Teams may switch sides between sets depending on the venue.
- **The Serving Space Rule:** Teams **must** switch sides if one side of the court has less than six feet of serving space, ensuring both teams have equal access to a full service area.
- **Scoresheet Adjustment:** If the teams switch physical sides on the court, you must remember to switch their positions on your scoresheet as well.

Write in the player numbers under the respective team on the score sheet.



Set Two

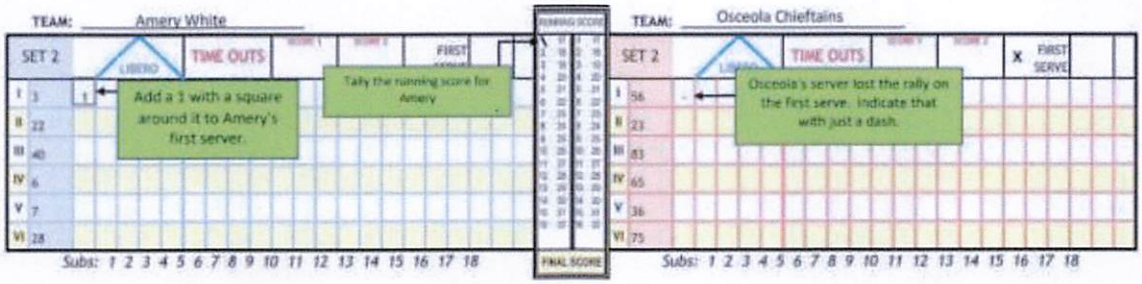
Once the three-minute interval ends, the teams will return to the court, and the referee will begin the final preparations for play.

- **The Lineup Check:** Before the set begins, the referee will perform a formal lineup check to ensure players are in their correct starting positions based on the sheets you were given.
- **Mutual Readiness:** Before blowing the first whistle, the referee should give you a **thumbs up** to indicate they are ready to proceed.
- **Confirmation:** You must return the **thumbs up** to the referee to confirm that your scoresheet is ready and you are set to record the first serve.
- **Consistent Workflow:** Scoring for set two follows the exact same procedures as the first set—recording the serve, slashing the running score, and tracking service rounds.

The Missed First Serve (Error on the First Play)

If the very first serve of the set is an error (out of bounds, into the net, etc.), you must record the loss of serve immediately without awarding the serving team any points.

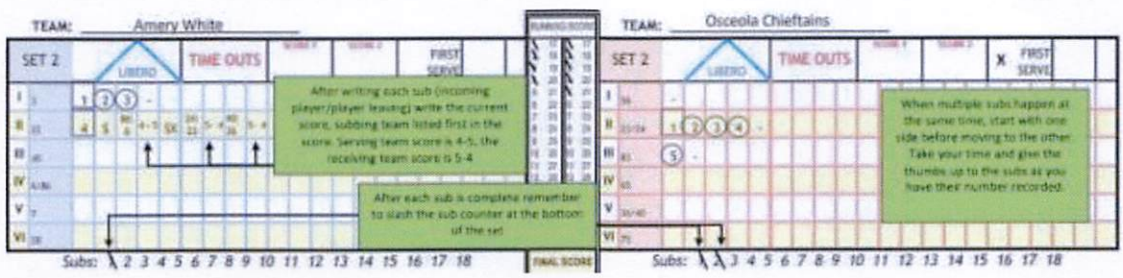
- **The Serving Team (Osceola):** Locate the first service box for Osceola's first server. Because no point was won, you will not write a number. Instead, simply place a **dash (–)** in the first square.
- **The Receiving Team (Amery):** Move to the Amery side of the sheet.
    - **Running Score:** Slash the first point (1) on Amery's running score list.
    - **The Box Score:** Locate the service box for Amery's first server (e.g., #3). Record the number **"1"** in the first square and **draw a square around it**.



Multiple Substitutions at Once

Sometimes a coach will send two or more players to the substitution zone at the same time. This can feel overwhelming, but the process remains the same—just take it one player at a time.

- **Be Systematic:** Process the substitutions one by one, usually starting with the player closest to the sideline or following the referee's lead.
- **Marking the Service Box:** If the **serving team** makes multiple subs, you only need to write **"S"** once in the current server's box to show that a substitution event occurred during this turn. If the **receiving team** makes multiple subs, write **"Sx"** once.
- **The Player Rows:**
    - For each substitution, find the corresponding rotation column (I–VI) for the player leaving the court. Slash out the player leaving the game and write in the player coming in.
    - In the current servers boxes, write the new player's number under or next to the outgoing player's number.
    - Record the current score next to the new number (Team score - Opponent score).
- **Updating the Counter:** Be sure to slash a number in the **"Substitutions"** counter for *each* player that enters the game. If two players sub in, you slash two numbers (e.g., if you were at 2, you now slash 3 and 4).
- **The Final Signal:** Do not give the referee the **thumbs up** until you have recorded every player change and updated the sub count for both teams.



Scorer's Tip: If it's moving too fast, don't be afraid to hold your hand up toward the referee. They would much rather wait five seconds for you to be accurate than have to fix a mistake in the middle of a rally.

Wrong server procedure

If a coach or the floor captain politely asks you, **"Is number 12 our next server?"** or **"Are we in the**

right rotation?" you are allowed to answer them. You are there to provide information when requested, but you shouldn't volunteer it to "save" them from a mistake.

When a wrong server is called, it is treated as a **loss of rally** for the team that made the mistake. You record it as a standard side-out for the opponent.

Recording a Wrong Server

A "Wrong Server" is a positional fault, not a misconduct penalty. If the referee blows the whistle for a wrong server, follow these steps to get the game back on track:

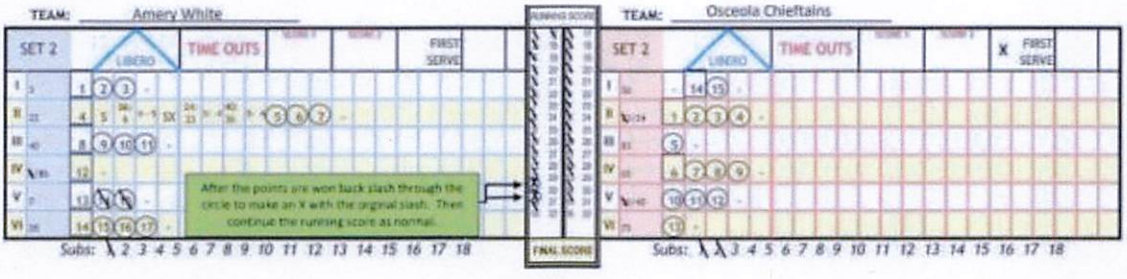
- **The Fault Team (Amery in the image below):** You do not award any points for this turn. Find the player who **should** have been serving and put a **dash (-)** in their first service square. This ends their turn immediately.
- **The Opposing Team (Right Side):** They receive a point and the serve.
    1. Slash the next point in their **Running Score**.
    2. In the service box for their next server, write that point number and **draw a square around it**.
- **The Correction:** The referee will then ensure the players on the court move into their correct rotation positions based on your scoresheet.

In the example below, you will see how to handle a situation where a wrong server was caught late—specifically after earning two points. Follow these steps to make a professional, permanent correction without using an eraser:

Correcting the Running Score

- **Circle the Illegal Points:** On the Running Score, draw a circle around the points that were earned illegally (in this case, points **14 and 15**).
- **The "X" Mark:** As the set continues and those points are earned back legally, draw a slash in the opposite direction through the circle. This creates an **X inside a circle**, indicating the point was previously cancelled but has now been officially reached again.

Important Note: Do **not** use the letter **"P"** for a wrong server. On a scoresheet, **"P"** is strictly reserved for **Penalty Points** caused by Red Cards, Sanctions and out of rotations.



Scorer's Tip: Never erase on an official scoresheet. Circling the points and "X-ing" them out later preserves the history of the match and allows the referee to see exactly what was corrected.

Set ends on a loss of rally

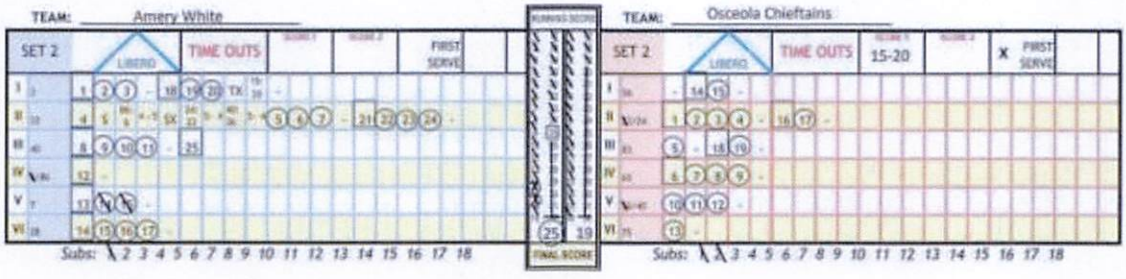
If the set is won off a loss of rally (a "side-out"), you will square the final point on the score sheet. Here is how you handle the recording on both sides of the sheet:

1. **The Winning Team** (Amery)

- The Running Score: Find the final point (e.g., 25) in the running score column and draw a square around it.
- The Service Box: Go to the box of the next player who *would* have served for the winning team. Write the final point number in the first available square and draw a square around it.

2. **The Losing Team** (Osceola)

- The Service Box: In the box of the player who was serving when the set ended, write an "R" (for Rotate/Loss of Rally).
- Running Score: You do nothing else here; they simply stopped at their previous score.



Set Three

In 4/5th and 6th grade, a third set is played regardless of who won the first two sets.

Key Rules for the Final Set:

- **The Score:** The third game is played to **11, 15, or 25 points** (must win by two), depending on the time remaining in the match slot. Refs will communicate with you what the game will be played to.
- **The Switch:** Unlike the first two sets, teams may **switch sides** of the court halfway through (at point six or eight).
- **Court Constraints:** Switching sides is most common if one side of the gym has less than six feet of service area, ensuring both teams face the same challenges.
- **Ref's Call:** Always listen to the referee at the start of the set; they will tell you the point limit and if a side-switch will occur.

The Pre-Set Coin Toss

Immediately after set two ends, the three-minute interval begins. During this time:

- **The Meeting:** The lead referee will whistle for the floor captains to meet at the referee stand for a new coin toss.
- **The Choice:** The home team captain usually calls the toss. The winner chooses either Serve/Receive or Side of Court.
- **Your Job:** This league uses a regular set, set up for the third set. This makes things much simpler for the scorekeeper! If the teams switch sides during set three at point six or eight you will just leave the teams in place and continue score keeping like normal.

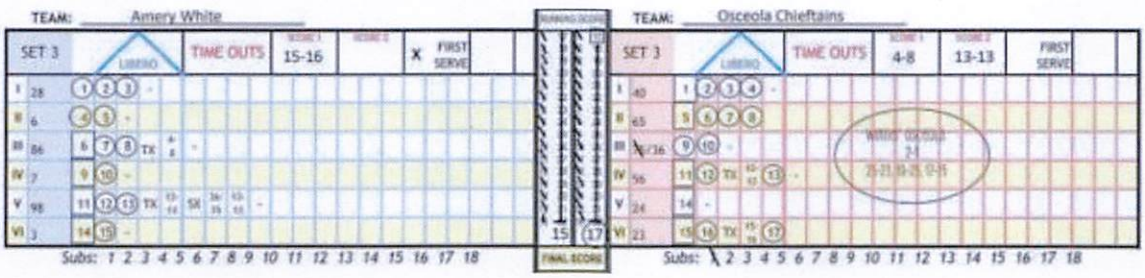
For your scoresheet, the layout for set three is identical to the first two sets. You will fill out the team names, lineups, and scoring boxes exactly as you did before.

The Match Summary and Final Sign-off

Once the final T-bar is drawn and the last set is closed out, you need to wrap up the entire match. This ensures the results are official and documented for the league or tournament.

To complete the match results you will clearly write on the winners side (team that went best, two out of three matches), in this example it's Osceola.

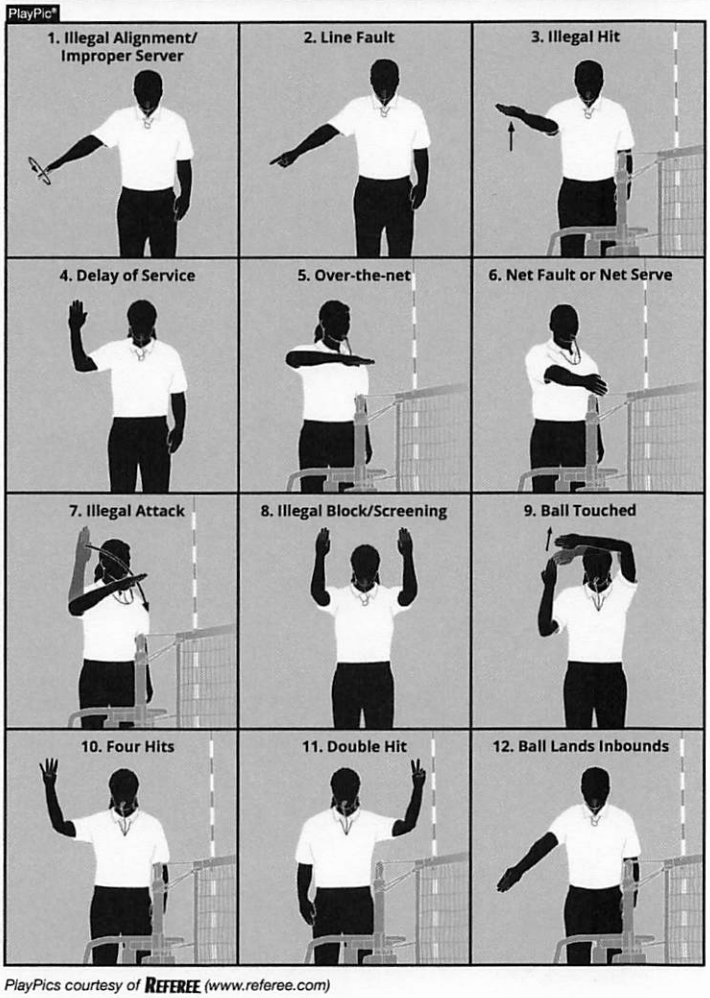
- **Who Won:** Write the winning team's name in large, clear letters (e.g., **WINNER: OSCEOLA**).
- **The Match Score:** Right next to the winner, write the set count (e.g., **2-1**).
- **The Set Breakdown:** List the scores for each individual set so there is no confusion.
  - *Example:* Set one: 25-23, Set two: 19-25, Set three: 17-15.
- **Final Verification:** Make sure your manual summary matches the "Final Score" you recorded at the bottom of your running score columns.



Depending on the venue, either leave the score sheet with the ref or at the scorers table.

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Meaning	Abbreviation	How to record	Why Use
Running Score	/	Mark this **slash** first after a point is earned or awarded.	Mark this colum first after every point.
The Circle		**Circle** each point earned off the serve.	Identify points earned off the serve.
The Square		**Square** each point awarded to a loss of rally.	Identify points awarded on a loss of rally.
Substitution (Serving Team)	**S**	**Write an "S"** in the next box of the current server, followed by the score in the box next to the **S** just recorded, serving team listed first.	When the team currently serving makes a sub.
Substitution (Receiving Team)	**SX**	**Write an "SX"** in the next box of the current server, followed by the score in the box next to the **SX** just recorded, non-serving team listed first.	When the team currently receiving makes a sub.
Timeout (Serving Team)	**T**	**Write a "T"** in the next box of the current server, followed by the score in the box next to the **T** just recorded, serving team listed first. **Don't forget to record the scores in the timeout box.**	Enter on the scoreline.
Timeout (Receiving Team)	**TX**	**Write an "TX"** in the next box of the current server, followed by the score in the box next to the **TX** just recorded, non-serving team listed first. **Don't forget to record the score in the timeout box.**	Enter on the scoreline.
Captain	**C**		Placed next to the player's number in the lineup (e.g., 12C).
Libero		Place a triangle around every point the Libero serves.	To designate the Libero on the lineup or tracking sheet.
Replay	**R**	**Write an "R"** in the box of the current server,	When the ref calls for a replay.
Re-Serve	**R-S**	**Write an "R-S"** in the box of the current server,	When the ref calls for a re-serve.
Exit Score	-	Use a "-" in the box after a rally is lost.	After a serve is lost, think of it like a period at the end of the sentence.

Meaning	Abbreviation	How to record	Use Case
Substitution Counter	/	Use a "/" to record the substituions at the bottom of the set.	Easy tracking of substitutions.
Penalty	**P**	**Write a "P"** in the box of the current server should the ref call a penatly.	Place in the next box of the current server followed by a "-", Move to oppenent side and place a P with the point awarded in the same square and square the whole box.

Notes

The "Once per Set" Rule

The Libero is only allowed to serve in one specific rotation position for the entire set.

The Restriction: This marks the *only* spot in the lineup where the Libero can serve. If they try to serve in a different rotation later, it is an illegal service.

Penalty points

The **P** (Penalty) notation is reserved for administrative or conduct-related mistakes. You would use the **P** if:

1. **Sanctions:** A player or coach receives a **Red Card**
2. **Administrative Errors:** An **"out of rotation"** error is discovered or an Illegal substitution.
3. **Delays:** Excessive team delays after a warning.