


Scorekeeping Using the  
NCAA / NYS High  
School Scoresheets



**Tournament or Match Information**

**Fill in Headings**

 <b>Volleyball Scoresheet</b> National Collegiate Athletic Association		Tourney: Spring Invitational	Date: 1/15/05 Day: Su M T W Th F Sa
		Place: Fredonia State	Time Match Scheduled: 7:00 AM
		Division: NCAA III	Time Game Started: 7:00 AM
		Match: Finals	Time Game Finished: : AM PM

SERVING ORDER	PLAYERS' NUMBERS	TEAM (A)	SCORE	SERVING ORDER	PLAYERS' NUMBERS	TEAM (B)	
		Gold					Green
	1				1	1	
	2				2	2	
	3				3	3	
	4				4	4	
	5				5	5	
6		6	6				

SUBSTITUTIONS											
1	2	3	4	5	6	7	8	9	10	11	12

SANCTIONS						COMMENTS:
IR	YC	RC	WS	ⓐ	SCORE	
IR					-	
IR					-	
IR					-	
IR					-	
IR					-	
IR					-	

SUBSTITUTIONS											
1	2	3	4	5	6	7	8	9	10	11	12

First Referee: Curt Miceli

Second Referee: Lowell Reynolds

Scorekeeper: *Print Name* Judy Mowery

*Sign Name*

Non-Libero Served:  Libero Served:  Pt. earned on serve:  Rotate:  Pt. earned on rotation:  No Serve:  Mind Change:  Correction:

Timeouts:

GAME 1 2 3 4 5 Points

WINNING TEAM

LOSING TEAM

**Team Names On Correct Side of Court**

**Circle First Serving Team**

**Officials Names**

**Correct Game Number Circled**

# Collect Team Line-Up Sheets

Team: Gold

Make Sure Captains  
Are Designated

GAME 1 LIBERO 13

NET

2c	15	8
3	7	12

Coach Signature Jill Smith

Team: Green

Make Sure Libero is  
Designated: If Blank  
Ask Coach

GAME 1 LIBERO 10

NET


15	1	16
12	4c	9

Coach Signature Jim Swanson

Who is The  
First Server ?

Head Coach Must Sign

# Add Team Line-ups

 <b>Volleyball Scoresheet</b> National Collegiate Athletic Association		Tourney <b>Spring Invitational</b>		Date <b>1/15/05</b> Day <b>Su M T W Th F Sa</b>			
		Place <b>Fredonia State</b>		Time Match Scheduled <b>7:00 AM</b>			
		Division <b>NCAA III</b>		Time Game Started <b>7:00 AM</b>			
		Match <b>Finals</b>		Time Game Finished : AM PM			
SERVING ORDER	PLAYERS' NUMBERS	TEAM <b>A</b> L <b>13</b> <b>Gold</b>	1st Serve → SCORE 1 1 2 2 3 3 4 4 5 5 6 6 7 7 8 8 9 9 10 10 11 11 12 12 13 13 14 14 15 15 16 16 17 17 18 18 19 19 20 20 21 21 22 22 23 23 24 24 25 25 26 26 27 27 28 28 29 29 30 30 31 31 32 32 33 33 34 34 35 35 36 36	← 1st Serve SCORE 1 9 2 16 3 1 4 15 5 12 6 4c	PLAYERS' NUMBERS	TEAM <b>B</b> L <b>10</b> <b>Green</b>	
	1	8			1	9	
	2	15			2	16	
	3	2c			3	1	
	4	3			4	15	
	5	7			5	12	
	6	12			6	4c	
SUBSTITUTIONS		1 2 3 4 5 6 7 8 9 10 11 12		SUBSTITUTIONS		1 2 3 4 5 6 7 8 9 10 11 12	
SANCTIONS		COMMENTS:		First Referee: <b>Curt Miceli</b>		Second Referee: <b>Lowell Reynolds</b>	
IR	YC	RC	WS	ⓐ	SCORE	Scorekeeper: <b>Judy Mowery</b>	
IR					-	Sign Name	
IR					-	Non-Libero Served <input type="checkbox"/> Libero Served <input type="checkbox"/> Pt. earned on serve <input type="checkbox"/> Rotate <input type="checkbox"/> Pt. earned on rotation <input type="checkbox"/> No Serve <input type="checkbox"/> Mind Change <input type="checkbox"/> Correction <input type="checkbox"/>	
IR					-	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	
IR					-	Timeouts S27 - Substitution, 1 for 3, serving team S28 - Substitution, 1 for 8, receiving team	
IR					-	GAME <b>1</b> 2 3 4 5 Points	
IR					-	WINNING TEAM	
IR					-	LOSING TEAM	

# Instructions For Scoresheet Use

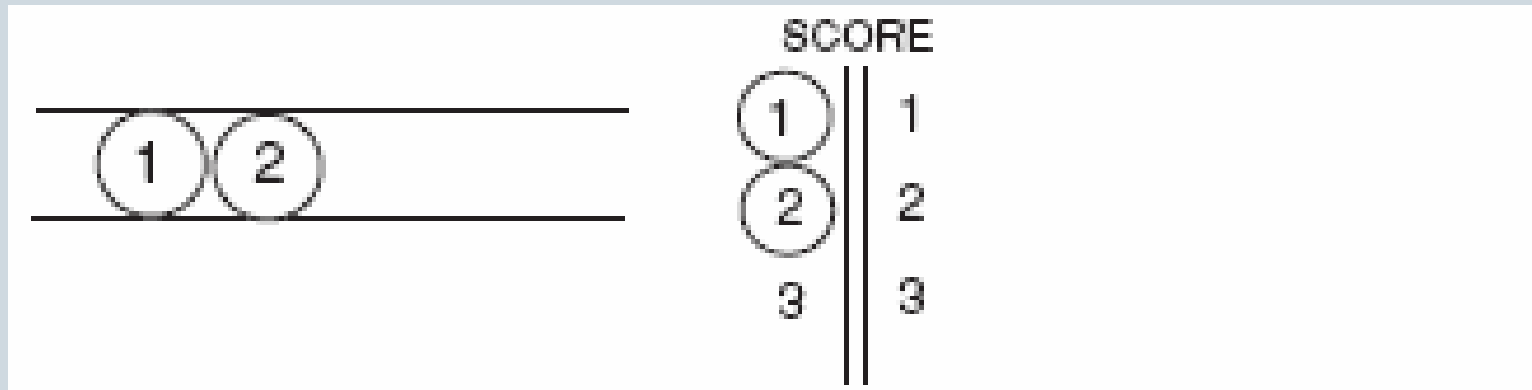
- Scoring for the first round of serves must be in **blue** or black ink
  - The scorekeeper changes from **blue** or black to **red** ink when the first round of serves is complete
  - The final loss of service in the first round of rally is written in **blue** or black ink
  - The scorekeeper then switches to **red** ink to record the opponent's point associated with that loss of service, and continues in **red** ink for the rest of the second round, and back to **blue** or black for the third round, etc. for the remainder of the game
  - No erasers may be used on any part of the scoresheet
- **Note:** The term "scoring section" refers to the lines where the serves are recorded
- The term "running score column" refers to the vertical score column in the center of the scoresheet

# More Scorekeepers Instructions

- The team that wins a rally scores a point. If the team that served wins the rally, it scores a point and continues to serve. If the team that received the serve wins the rally, it scores a point and gains the right to serve, after rotating one position in a clockwise direction
- It is the scorekeeper's primary duty to ensure that the correct player is serving, and that each serve is attributed to the player who contacted it
- Adjacent to the serving player's number, the scorekeeper draws a circle in the scoring section at the moment the ball is contacted for service
  - The circle should touch both upper and lower lines
  - When the libero player serves, a triangle is used instead of a circle

# Rally Won By Serving Team

- Record the point number in the circle/triangle drawn in the scoring section, and circle the corresponding point in the serving team's running score column



# Play-over

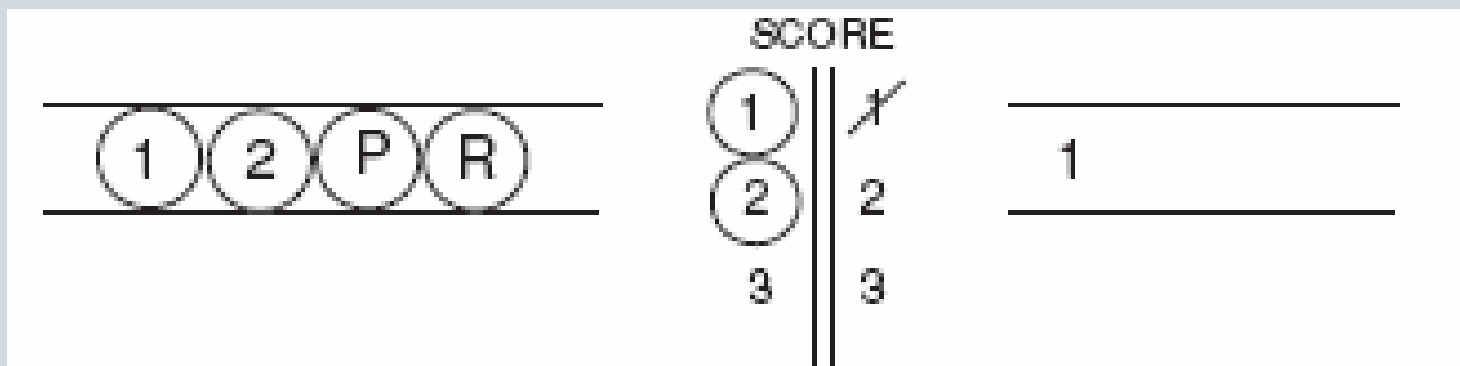
- Record the letter "P" in the circle/triangle drawn in the scoring section, and record nothing in the running score column

The diagram illustrates a play-over scoring system. On the left, a horizontal line contains three circles labeled 1, 2, and P. On the right, a vertical line is labeled SCORE, with circles 1 and 2 to its left and numbers 1, 2, and 3 to its right.

SCORE	
1	1
2	2
3	3

# Rally Won By The Receiving Team (Rotate)

- Record the letter "R" in the circle/triangle drawn in the scoring section, and slash the next point in the receiving team's running score column
- The corresponding point is also recorded in the scoring section of the receiving team's next server, with no other symbol

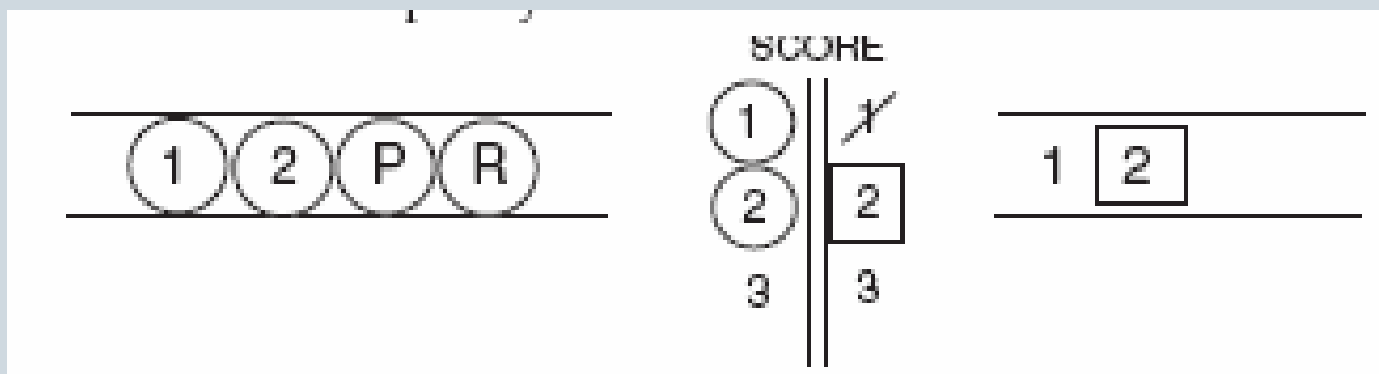


# Other Match Events: Libero Serving

- The libero can serve in one rotation by replacing the player who is in position No. 1 (serving)
- When the libero serves, a **triangle** is used in the scoring section instead of a circle, and points scored when the libero serves are marked in the running score with a **triangle** rather than a circle
- Additionally, a **triangle** is placed around the number printed under SERVING ORDER (1-6) on the line where the libero served
- This indicates the only rotation where the libero can serve for the rest of that game

# Other Match Events: Recording Individual and Team Penalties

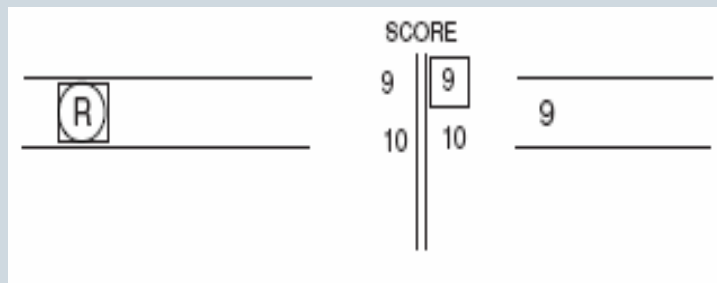
- When a point is awarded as the result of a team or individual penalty, a square is drawn in the scoring section instead of a circle or triangle, and the point number or "R" is written in the square
- A square would also be placed around the appropriate point in the running score column for the team that was awarded the point
- The only time a square is used in the running score column is when a point has been awarded due to a penalty



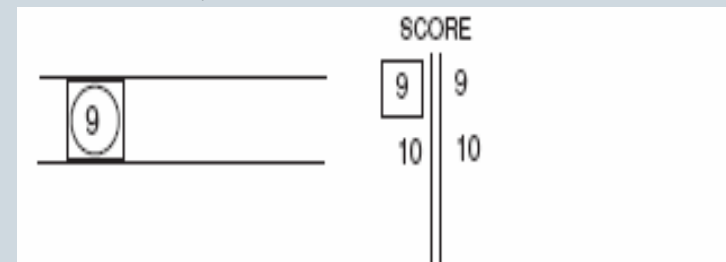
# Recording Penalties Awarded If Play Is Stopped During A Rally

If a rally was initiated by a service and the first referee stops play during the rally and issues a red card penalty, the scorekeeper will draw a square around the circle/triangle and record the appropriate symbol in that combination symbol

- EXAMPLE No. 1 - Red card to a player on the serving team during play (non-libero served)

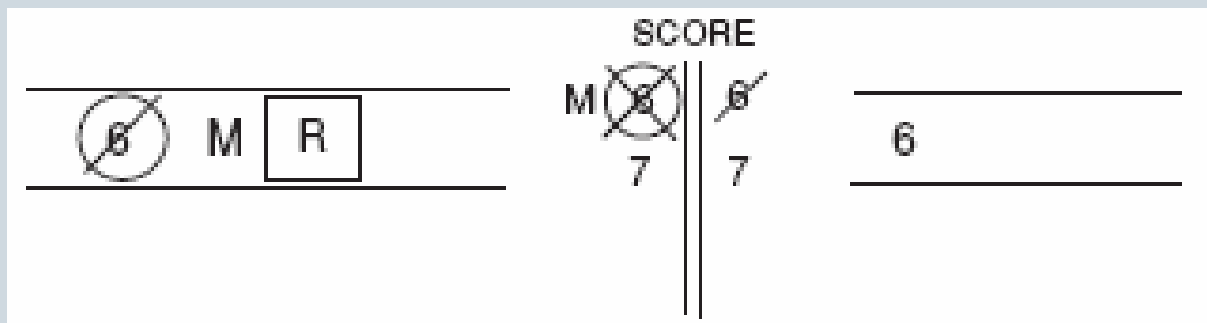


- EXAMPLE No. 2 - Red card to a player on the receiving team during play (non-libero served)



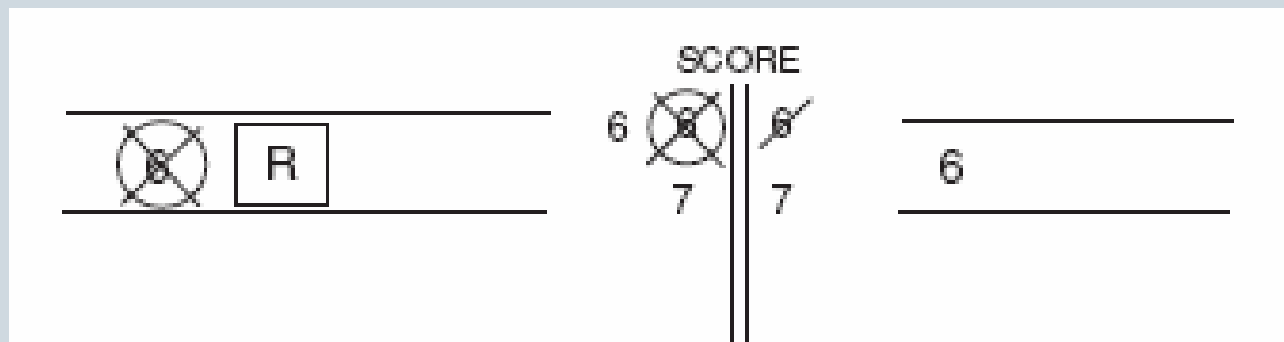
# Referee Mind Changes

- The letter "M" is used to indicate a referee's mind change
- When the referee changes a decision, a slash cancels the referee's first decision in the scoring section, the letter "M" is recorded in the scoring section after the circle/triangle containing the result of the first decision, and the second decision (point number, "P" or "R") is recorded in a square
- If a point was canceled as the result of the referee's change of decision, the scorekeeper crosses out the point with an "X" in the running score column, and the letter "M" is placed next to the crossed out point
- This letter "M" in the running score column will be circled, triangled or slashed if the point is remade. If the second decision is a point, the point is circled, triangled or slashed as usual in the running score column for the appropriate team



# Points Changed By Referee Actions

- When points are canceled due to the referee's action (for an illegal substitution or wrong server), the scorekeeper crosses out the canceled points with an "X" both in the scoring section and in the running score column
  - This information is also recorded in the COMMENTS section
- The point numbers in the running score column are rewritten
  - If the team subsequently scores those points, the point numbers are remade in the scoring section, and the rewritten point number is circled, triangled or slashed in the running score column
- If the referee's action results in a loss of rally, record the letter "R" in a square in the scoring section



# Using The Deciding Game Scoresheet

- Information for the team starting on the left court is placed on the left side of the scoresheet and continues on the right of the scoresheet when the teams change courts at 8 points for college and 13 points for high school
- As minimum time is available between serves, the scorekeeper records most information on both sides of the scoresheet before the game and as the game progresses
  - This includes the starting lineups, substitutions, and timeouts and points in the running score column
- With the exception of the last action for the team moving from the left court to the right court, the information in the far left scoring section is not repeated on the right side of the scoresheet
- During the court change, the scorekeeper verifies that the required information from the far left is repeated on the far right (points are marked in both running score columns, substitutions are repeated in the **PLAYERS NUMBERS** column, the **SUBSTITUTION (SUBS)** numbers are slashed, and timeout scores are recorded)

# Libero Serving and The Deciding Game Scoresheet

- Notations for the libero serving are done in the same manner as non-deciding games
- Place a triangle around the number representing the position the libero serves in for the team on the far left side of the scoresheet
- Since there are no numbers in the middle or right section of the scoresheet the following has procedure has been adopted
  - For the middle and right-hand sections of the deciding game score sheet only, the scorekeeper should simply draw a triangle around the **starting player's number** on the line where the libero serves for the first time
  - Even if the starting player has been substituted for (and slashed out), the triangle around that number will indicate the libero's serving position

# Wrong Server or Service Delay

- When there is a wrong server, the serving team loses the rally
  - The scorekeeper records an "R" in a square in the scoring section
  - The ball was never legally contacted
  - The corresponding point is slashed in the receiving team's running score column, and recorded in the scoring section of the receiving team's next server, with no other symbol
- The scorekeeper uses the same method when a server fails to serve in the allotted eight-second time period or if a team is penalized with a loss of rally because the server tosses the ball for service and does not complete the serve
- A wrong server is recorded in the SANCTIONS section
- A service delay is not recorded in either the SANCTIONS or COMMENTS sections

# Comments and Sanctions

- The COMMENTS section is used anytime a noteworthy situation occurs during the game and is pertinent to the progress of the game.
- The SANCTIONS box is considered to be part of the COMMENTS section of the scoresheet.
- When using the SANCTIONS box, the team on the left side of the scoresheet will be referred to as Team A, and the team on the right side of the scoresheet will be referred to as Team B.
- The blank area below the COMMENTS section is used when a situation is not provided for in the SANCTIONS section, such as an expulsion, disqualification, or exceptional substitution.
- When using the COMMENTS section, the information recorded includes the score at the time of the incident, the action taken by the referee, team involved, and uniform number(s) of player(s) (if individual player(s) involved).
  - The order in which the information is recorded is not important.
  - In both COMMENTS and SANCTIONS, scores will always be listed with the score of the team involved in the comment recorded first.

# Recording Sanctions and Comments

- Improper Requests
  - In the SANCTIONS section slash the IR
  - Record "A" or "B" to indicate the team
  - Record the score with the team being sanctioned first
- Yellow card indicating warning or team delay
  - In the SANCTIONS section
  - Record a "D" for a team warning or the player number for an individual warning in the YC column
  - Record "A" or "B" to indicate the team
  - Record the score with the team being sanctioned first
- Red card indicating penalty point, loss of rally
  - In the SANCTIONS section
  - Record a "D" for a team penalty or the player number for an individual misconduct penalty in the RC column
  - Record "A" or "B" to indicate the team
  - Record the score with the team being sanctioned first

# Recording Sanctions and Comments

- Red/yellow cards together indicating a player is expelled from the game
  - The opponent is awarded a penalty point due to loss of rally
  - Record in comments section
- Red/yellow cards apart indicating a player is disqualified for the remainder of a match
  - The opponent is awarded a penalty point due to loss of rally
  - Record in comments section
- Points or other actions removed due to the referee action (wrong server, wrong position entry, entry of player exceeding team substitution limit, entry of disqualified player or other illegal substitutions)
- Loss of rally awarded as the result of a wrong server
  - In the SANCTIONS section record the player numbers in the WS column
  - Record A or B to indicate the team
  - Record the score with the team being sanctioned first

# More Sanctions and Comments

- Exceptional substitution allowed because of injury.
- Protested game with score of each team, team areas, player serving, relative position of both teams on the court at time of protested play, substitutions (team and player) and timeouts.
  - The referee dictates protest claims and signs
  - Both team captains and the scorekeeper sign
  - A photocopy of the scoresheet at the time of protest can be used as a means of recording some of the pertinent facts.
- Pertinent information relating to unusual circumstances in the conduct of the game.
- Defaulted game.

# Recording Timeouts

- Timeouts are recorded in the Timeouts box located under the team's running score.
  - First list the score of the team taking the timeout followed by the score of the opponent
  - The first timeout is listed in the top box, the second timeout in the lower box.
- Timeouts are not recorded anywhere else on the scoresheet.

# Recording Substitutions

- All substitutions are recorded in three places on the scoresheet
  - 1 - the first is in the scoring section on the line of the player who is serving (or who is about to serve) at the time of the substitution
    - Substitutes for the serving team are indicated with an "S".
    - Substitutes for the receiving team are indicated with an "Sx"
    - Next to the "S" or "Sx" indicate the uniform numbers of the players involved in the substitution, separated with a slash
    - The number of the player entering the game is written above the slash, and the number of the player leaving the game is written below the slash
  - 2 - The second is to slash the number of the player leaving the game in the PLAYERS NUMBERS column, and write the number of the player entering the game to the immediate right of the slashed number
  - 3 - The third is to keep track of the total team substitutions used by slashing the next available number in the SUBSTITUTIONS section.
- Players may enter the game an unlimited amount of times but always in the same position in relation to teammates. Any number of players may enter the game in each position.
- Each team is allowed a maximum of 12 substitutions. The exceptional substitution rule applies in case of injury.

# Tracking The Libero

- The assistant scorekeeper is charged with tracking the libero replacements
- There are two important procedures that the assistant scorekeeper is responsible for enforcing
  - 1 - The first procedure that the assistant scorekeeper must enforce is that once the libero is replaced, at least one rally must take place before the libero can replace another player
    - An exception occurs when the libero stays in the game to serve the next rally
    - In one rotation, the libero can replace the player in position No. 1 and serve the next rally even if she is already on the court in replacement of another player
    - In this situation, the libero does not have to exit the court before replacing the player in position No. 1
    - At all other times, the assistant scorekeeper should observe that when the libero is replaced, she does not re-enter the game until after the next rally is completed (a 'rally' consists of a legally contacted serve or a sanction penalty assessed).

# Tracking The Libero

Enter Libero's Number

Enter Teams on Corresponding Sides of The Court

## LIBERO TRACKING SHEET

TEAM: Gold		L: 13
GAME	Serving Order	SP
1	I	8
	II	15
	III	2
	IV	3
	V	7
	VI	12

TEAM: Green		L: 10
Serving Order	SP	
I	9	
II	16	
III	1	
IV	15	
V	12	
VI	4	

Enter Players In Correct Serving Order

Captains Do Not Have To Be Identified

# More Libero Tracking

- 2 - The second procedure is to ensure that when the libero leaves the court, the player replacing the libero must be the same player that the libero replaced when she last entered the game
- This will be tracked by the assistant scorekeeper on a separate form (the Libero Tracking Sheet).
  - This form must always reflect the numbers of the six players who are currently on the court for each team.
  - Under the column labeled "SP", the starting players are listed in serving order.
  - Libero replacements are recorded by slashing the number of the player leaving the game, and writing "L" beside the slashed number, to indicate that the libero is now in the game in that player's position.
  - When the non-libero player returns to the game, the "L" is slashed, and the player's number written beside the slashed "L".

# Even More Libero Tracking

- Substitutes are also recorded by slashing the number of the player leaving the game, and writing the number of the substitute entering the game.
- If the assistant scorekeeper identifies that either of the procedures above has not been followed, the second referee should be notified immediately.
- The assistant scorekeeper does not have to wait for the serve to be contacted to report the problem.
- The first time that the libero serves in a game, the assistant scorekeeper will draw a triangle around the Roman numeral under SERVING ORDERS to mark the rotation when the libero served. This indicates the only rotation where the libero can serve for the rest of that game.

# The Tracking Process

Designate Serving Position of Libero With a Triangle

Make Sure 7 Replaces Libero

## LIBERO TRACKING SHEET

TEAM: Gold		L: 13	
GAME	Serving Order	SP	
1	I	8	<del>5</del> <del>8</del> 5
	II	<del>15</del>	<del>L</del> <del>15</del> L
	III	2	
	IV	3	
	V	7	<del>L</del> 7
	VI	<del>12</del>	3

TEAM: Green		L: 10	
Serving Order	SP		
I	<del>9</del>	<del>L</del> <del>9</del> 7	L
II	16		
III	<del>1</del>	2	
IV	<del>15</del>	<del>L</del> 15	
V	12		
VI	4		

Record All Substitutions

Use an L to Show All Libero Replacements