

# INSTRUCTIONS

## INSTRUCTIONS FOR SCORER

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 scoresheet (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 match scoresheet. 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 results in 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 the running score section.

## RECORDING COMMENTS

Penalties for illegal uniform/equipment, cards issued for unsporting conduct, unconscious/apparently unconscious player, an exceptional substitution or redesignation of libero shall be recorded in the Comments section of the scoresheet.

Exceptional substitutions shall be recorded as ES and player's number replaced by the exceptional substitute. (e.g. ES #20 means #20 was replaced by exceptional substitute.)

Cards for unsporting conduct shall be recorded following the sample procedure below:

**Warning:** (Yellow card): Y #12 (7-6) means a yellow warning card 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.

## DEFINITIONS FOR SCORER

**Serve:** Contact with the ball to initiate play.

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

**Penalty Point:** A point which is awarded when the opposing team violates a rule during play or a dead ball.

**Loss of Rally:** A loss of rally 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 loss of rally 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 STATISTICIANS

**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.

**Spike:** An attack play in which the ball is forcibly hit into the opponent's court with one-hand overhead motion.

**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 loss of rally.

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

With rally scoring, every service, except a replay or re-serve, results in a point.

If the **servicing** team wins the rally, it receives a point and continues to serve.

If the **receiving** team wins the rally, it receives a point and the ball for service. The point is recorded on the line of the NEXT server's number and a square is drawn around it and the same point on the team's running score. ( i.e., Points 1, 9, 14 etc. for Handley).

- If the serving team or player is assessed a penalty, the opponent is awarded a point and the ball for service. The Penalty Point is recorded on the line of the NEXT server's number and a square is drawn around it and the same point on the team's running score (e.g., P-2 for Handley).
- It is not necessary for the winning team to be serving at the time the winning point is scored.
- Points scored while libero is serving have a triangle drawn around them.

**Note:** All other standard scoring procedures apply.

## HOW TO RECORD POINTS IN RALLY SCORING

DATE: 10-22 HOME: Handley VISITOR: James Wood SITE: Handley START TIME: 7:30p.m. END TIME: 8:01p.m.

Game No.	1	TIME-OUTS		Team:	First Serve (check box below)	Serve Order	Player No.	TIME-OUTS		Team:
		8-5	9-12					21-22		
		L: 7		Visitor James Wood	X			L: 30		Home Handley
I	5	1	2	3	4	5	6	7	8	9
II	4	14	R	5	6	7	8	P-1	9	21
III	3, 13, 3	9	1	25						
IV	12c	10	11	12	13	14	15			
V	11	14	5	15	16	17	18			
VI	10	16	17	18	19	RS	RS			
						25	27			

Comments: R# 3(B-1), Y# 12(B-B), R# 12(9-11) Final Score: 25 27  
 Subs: 1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18

<b>1</b>	Point	<b>-</b>	Loss of Rally	<b>2</b>	Point Scored off Loss of Rally	<b>P3</b>	Penalty Point	<b>P</b>	Penalty	<b>R</b>	Replay	<b>RS</b>	Re-serve
<b>T</b>	Time-out	<b>Tx</b>	Time-Out Opponent	<b>△</b>	Libero Point	<b>Px</b>	Penalty Opponent	<b>S</b>	Substitution Serving Team	<b>Sx</b>	Substitution Opponent	<b>C</b>	Playing Captain

**Note:** The referee shall confirm the score after each game. The umpire shall initial the scoresheet after each game. The referee shall verify the match score by initialing the scoresheet at the end of the match.