

IGHSAU VOLLEYBALL SCORESHEET

V	JV	Soph.	Fr.
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Game # _____

Date: _____ Home: _____ Visitor: _____ Site: _____ Start Time: _____ End Time: _____

Team:												First Serve				Team:																			
Serve Order	Player Number	Time-Outs										1	16	1	16	Serve Order	Player Number	Time-Outs																	
		1	2	3	4	5	6	7	8	9	10							1	2	3	4	5	6	7	8	9	10								
1												1	16	1	16	1																			
2												2	17	2	17	2																			
3												3	18	3	18	3																			
4												4	19	4	19	4																			
5												5	20	5	20	5																			
6												6	21	6	21	6																			
												7	22	7	22																				
												8	23	8	23																				
												9	24	9	24																				
												10	25	10	25																				
												11	26	11	26																				
												12	27	12	27																				
												13	28	13	28																				
												14	29	14	29																				
												15	30	15	30																				
												Final Score																							

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

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Comments: _____

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Scorekeeping Key
 c = captain -- = loss of rally
 S = substitution R = Replay
 P1 = Penalty point T = Time-out
 RS = Re-Serve
 Tx = Opponent Time-out
 Sx = Opponent Substitution
 1 = point by serving team
 1 = point by receiving team
 ▲ = point by libero

Referee _____	# _____	License No. _____	Signature _____
Umpire _____	# _____	License No. _____	Signature _____
Scorekeeper _____	Tracker _____		

Summary:

INSTRUCTIONS FOR SCOREKEEPERS

1. Place the names of the teams on the side of the scoresheet which correspond to the side of the court in which they will be playing.
2. Put an "X" on the side to indicate which team will serve first, and place the starting players' name and numbers in serving order at the side of the column for players' numbers.
3. If a point is scored, put the number of that point inside the circle and draw another circle around the corresponding number in the vertical "running score" column.
4. On a substitution, write an "S" or an "SX" beside the number of the player who is to serve and follow this with a fraction made up of the numbers substituted, "1/4". Slash out number "1" in the players' number column and replace with number "4". On a time-out, put the score of the game in the box on the side of the team calling the time-out.
5. After each complete rotation of the teams, switch pen color.
6. Should a point be awarded by the referee without a serve, record that point or horizontal line midway in a square, not a circle.
7. If a point is scored by the receiving team, place a box around the number in the running score area.
8. If a scoring error is made, cross it out where it occurred and replace the point made number at the side of the score column, this will be circled if point is remade.
9. Referee's mind change. Slash the referee's first decision, enter the letter "M" after the circle and record the second decision in a square. If a point was recorded in the vertical "running score" column, slash the number and place the letter "M" next to the number. This letter "M" will be circled (or squared) when the point is remade.)

The scorer must record on the scoresheet when the libero serves during each game. The tracker must record the position where the libero serves on the tracking sheet also.

1. The libero can serve in one rotation by replacing the player who is in the service position and would serve the next ball.
2. When the libero serves, a triangle is placed around each point scored by the libero in the running score.
3. On the scoresheet the scorer shall place a triangle around the position within the serving order to identify where the libero can serve. This assists the scorer to make sure the libero is not attempting to serve in two positions.