

OFFICIAL SCORER GUIDELINES

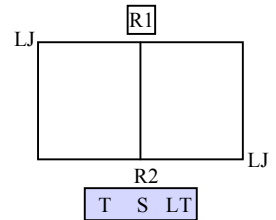
BEFORE THE MATCH

SCORER BASICS :

- Is in charge of the official scoresheet.
- Records starting lineups.
- Tracks substitutes and time-outs. Notifies R2 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 libero tracker (LT) and timer.
- R2 will review scorer duties before the match.
- Requires a scoresheet and two different color pens (preferably black and red).



RESPONSIBILITIES

RECEIVE ROSTERS AND LINE-UPS

- Scorer is responsible for receiving each team's roster and lineup. Second Referee/R2 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.
 - ✓ Lineups for game 1 are due before two minutes are left in timed warm-ups. Lineups for subsequent games are due when one minute remains in the between-games interval.

CHECK ROSTERS

- If a roster hasn't been turned in for one of the teams and the 10 minute-mark is approaching, inform one of the referees to get the coach to submit the roster.
- Do not allow a team to be penalized for not timely submitting a roster if at all possible.
- Scorer should check rosters to ensure there are no duplicate numbers.

RECORD LINE-UPS BEFORE GAMES

- Each team's starting lineup is entered on the official scoresheet in serving order. The lineup may be submitted in serving order (see below) or with player numbers shown in their court/floor positions.

I	1 st server
II	2 nd
III	3 rd
IV	4 th
V	5 th
VI	6 th

- The libero must be designated on each game's lineup or the team can't use one that game. If it is missing, inform the R2 so s/he can ensure it wasn't forgotten accidentally.
- Enter the libero number on the official scoresheet.
- Review the lineup to ensure there are no duplicates, and that a captain is marked (with a small "c").

GAME 1 L 21

I	5
II	2c
III	18
IV	7
V	12
VI	10

EXAMPLE A

- This lineup is for the team serving first. Mark the first serve box.
- The first server is indicated on the first line of the line-up.
- 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	TIME-OUTS		First Ser (check box)
Serve Order	Player No.	Team:	Central HS	L 21
1	5			<input checked="" type="checkbox"/>
2	2 ^c			<input type="checkbox"/>
3	18			<input type="checkbox"/>
4	7			<input type="checkbox"/>
5	12			<input type="checkbox"/>
6	10			<input type="checkbox"/>
Comments:				
Subs: 1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18				

RECORD ALL SUBSTITUTIONS

- Substitutions occur between the center line and the attack line and must be authorized by the R2. 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 libero tracker should work together to ensure all substitutions are recorded.

EXAMPLE B

Game No.	1	TIME-OUTS		First Ser (check box)
Serve Order	Player No.	Team:	Central HS	L 21
1	5			<input checked="" type="checkbox"/>
2	2 ^c			<input type="checkbox"/>
3	18 3			<input type="checkbox"/>
4	7			<input type="checkbox"/>
5	12			<input type="checkbox"/>
6	10			<input type="checkbox"/>
Comments:				
Subs: 2 3				

- 2 is serving. 3 reports to the sub zone for 18; the R2 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 (Sx means receiving team).
- In the serve order section, 18 is slashed out, and 3 is entered.

While the scorer does not record libero replacements on the scoresheet, the scorer should aid the libero tracker whenever possible to ensure that all libero

DETECT SUBSTITUTION DISCREPANCIES

Teams are allowed 18 substitutions per game. Immediately notify the R2 if an incoming substitute is:

- The 15th, 16th, 17th, or 18th substitution (legal).
- The 19th 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, he cannot substitute into service position 5.
- The scorer notifies R2 **immediately**.

Serve Order	Player No.
1	5
2	2 ^c
3	18 3
4	7
5	12
6	10

RECORD TIMEOUTS

- Each team is allowed two timeouts per game.
- A time-out is recorded in 2 places (see example):
 - ✓ In the individual score row of the person who is to serve next.
 - ✓ In the appropriate team's time-out box.
- During a timeout, the R2 may check the book.
- If a team attempts to call a third time-out, notify the R2 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).

5	44	9	10	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 side-out 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.

5	12	5	6	P7	-
TIME-OUTS					
7 - 11					

LIBERO SERVING

OHSBVA: Libero is NOT allowed to serve.

If libero attempts to serve, referees should intervene the first time this occurs since the libero is not permitted to serve for OHSBVA. Educate. Prevent!

WRONG SERVER & OTHER SITUATIONS

- Scorers are responsible for ensuring that the correct player is serving. If a person from a different service position is ready to serve, notify the R2 UPON CONTACT of the serve, not before.
- End of game:
 - ✓ Teams must win games by two points.
 - ✓ Notify the R2 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 R2 will initial the scoresheet
 - ✓ Between games, the scorer gives the line-ups sheets to

- 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 R2 AT THE NEXT DEAD