Volleyball Scoring 101
Using an Ontario Volleyball Scoresheet

Includes refinements from OVA refs at competitions, 2008-2009.

PRE-MATCH
Verify you have the correct sheet. The court and match should be written in the top right corner. Do not use the wrong sheet as there are limited spares at tournaments.

Put header info at top of sheet – name of competition, city, hall, date, etc. The time in the header is the scheduled time for the match.

Put the team names in the “X vs. Y” boxes at top of sheet. Do not identify team A/B yet, and do not fill in Set 1 - until the coin toss is done.

Rosters: Obtain the rosters and coaches certification cards, and fill in the player names (first initial + last name). Record the names of the coach, assistant coach, trainer and manager (they are not allowed on the bench unless listed on the scoresheet.) Fill in the coaches cert #’s; discuss any issues with the ref and record in the Remarks box.

After the warm-up have each captain circle their number on the scoresheet roster, check the sheet, and sign. Have each coach sign.

After they have signed cross out any blank rows on the scoresheet roster so they cannot be filled in later.

Coin Toss:
The ref will whistle for the captains to do the coin toss. Winner of the coin toss chooses to serve or receive. The loser of the coin toss chooses side of court they want to start on (a team may choose to move in a gym that has an object that interferes with play on one side, like a basketball net). The teams may change sides, then the serving team warms up first. Verify with the ref who the serving team is.

For set 1 Team A is on your left, team B on your right. Once you know which team is going to be on your left, make them Team A on the scoresheet:

- Put an X thru A or B for each team in the “X vs. Y” boxes at top of sheet (this changed for 2009, we used to circle A or B).

- Fill in an A or B beside the team name above each roster.

- Fill in the team names in the headings for set 1. Put an X thru the ‘S’ for the serving team, and an X thru the R for the receiving team.
• Fill in the team names and S/R for set 2 – knowing that the teams will change sides (B will be on the left for set 2) and that the team that served in set 1 will receive in set 2.

• For both set 1 and set 2, put an ‘X’ in Service Round box 1 for the Receiving team (since that team must rotate before they serve and player II will be the first server).

**Line-Up Cards:**
Thirty seconds before end of warm-ups the coaches are required to provide the line-up cards.

<table>
<thead>
<tr>
<th>net</th>
</tr>
</thead>
<tbody>
<tr>
<td>Position IV</td>
</tr>
<tr>
<td>Position V</td>
</tr>
</tbody>
</table>

Position I on the line-up card (server) is bottom right. The players rotate around clockwise, so position II will serve next.

Fill in the numbers Starting Lineup for each team, from position I to position VI. If there is a Libero at this age group and one is specified on the Line-up card list it above the grid for each team (e.g. “L=7”). If a libero is allowed for this age group and the libero is not identified on the line-up card, confirm with the coach that he is not using a libero.

Write an S and circle it, on the line-up card for the serving team. If this is the second set, also write a W and circle it on the line-up card for the team that won the first set.

**DURING PLAY**

Record the start time for the set.

For each new server – put a small tick mark in the Service Rounds box, to mark the current server. This is handy if there is a long injury timeout, a power failure (happens every nationals) or you are called over to talk to the ref – it marks where you are.

Each time the ref awards a point, he/she will blow the whistle and point to the end of the team that is awarded a point. Wait for the ref to be certain (as calls will occasionally change). For each point cross off the next number in the Points column. **Wait for the ref to award the point – don’t cross it off in advance.**

Each time a team loses their service, record the number of points they currently have in the Service Rounds box below that server. Start at box 1 for each player and work your
way across, then box 2 for each player, etc. Serving team starts serving at player I in the
line-up (box #1). Receiving team rotates before their first service and starts at player II.

**Serving out of order:** If you see the wrong player come up to server, do not inform the
ref or team before the service—let the team serve and let the point be played out. After
the point is awarded inform the ref.

**Substitutions:**
At each substitution record the jersey number that is subbing in, in the Substitution box
below the player subbing out. Record the score at time of substitution in the score box
below the subbing players, with the team making the sub listed first (e.g. “5:15”). The ref
will wait for you – give the ref a thumbs up when you are ready to go again.

Libero substitutions are not recorded.

For 2008-2009 there are a maximum of 12 substitutions per game, and a maximum of
two per position. That is, once a player has subbed out and back in, there are no more
substitutions at that position. When the player who was subbed in is subbed back out,
circle the player’s number in the Substitution box to indicate that the player may not re-
enter the game. Notify the ref if the team attempts to bring that player back into the game
in any position. Also inform the ref when a team has reached 10 substitutions, by making
the substitution sign and holding up 10 fingers.

**Time-outs:**
When a team calls a time-out the ref will signal the time-out, with his top had pointing to
the team taking the time-out. Record the score in the “T” section (below the Points) of
the team calling the time-out, with their score listed first (e.g. “15:12”). Inform the ref of
the number of time-outs that each team has taken, using left and right hands (e.g. “2 –
1”).

**Injury Time-out:**
An Injury Time-out will not be recorded as a timeout. Instead add a notation in the
Remarks box indicating the team took an injury time out, the player injured, the score and
the duration (should be 3 mins).

**AT END OF SET (GAME)**

Record the final score in the serving box. If the losing team was serving then just use the
next service box for the winning team (even though that player never served).

Circle the final score for each team, in the Points column and in the Service Rounds
boxes.

Record the end time for the set. Record the start time for the next set (add three minutes).
Draw a line below the final score for each team in the Points column, and X out the remaining Points numbers with an hourglass.

In the Final Results box enter the results for this set (set I, II or III) for each team:
- T = # of timeouts taken
- S = # of substitutions
- W = wins, enter “W” for the winner (this has changed for 2009, used to be a “1”)
- P = points (final score)
- Duration of the set (e.g. “28 mins”)

Do not write zeroes – leave the boxes blank instead.

**TIE BREAKERS**

For a tie-breaker, a coin toss decides serve/receive and sides again. Do not fill in the teams until the coin toss is done and teams have chosen sides.

The teams switch sides when one team reaches 8. So Set 3 on the scorecard has three sections: for the first 8 points sections 1 and 2 are used; after the teams switch sides sections 2 and 3 are used, so that the teams’ position on the court always matches the position on the scoresheet.

After the coin toss enter the teams in the three sections of Set 3: team on left is entered in section 1 and 3, team on right in section 2. Enter A or B for each team to match top of sheet, and X out Serve/Receive as usual. Put an X in service round box 1 for the receiving team.

Enter the starting line-up as before, except the line-up for the team on the left goes into both sections 1 and 3.

Record points, substitutions and timeouts as before. For the first part of the set, for the team on the left, only use section 1; do not fill in section 2. When the teams switch sides continue with that team in section 3. There should be no duplication in sections 1 and 3 – if you lay section 1 on top of section 3 you should have a complete record. This means in section 3 you will skip past some of the service round boxes, timeout boxes, substitution boxes, etc.

When this set is over write down the end time and complete it as usual, circling winning points, etc.
**AT END OF MATCH**

At end of match:
- Write the winner in the Winner box (e.g. “Attack 2-1”). Do this first. It must be done before the captains sign. Instruct the captains to check this – if they sign a sheet with an error then whatever the sheet says stands, regardless of the real outcome.
- Total the Final Results columns
- Review the entire sheet to make sure its complete
- Write your name in the Approvals box for Scorekeeper, and sign.
- Have the captains and ref sign in the Approvals box

Yellow sheet goes to winning team, red sheet to losing team, white sheet to convenor.

**SANCTIONS**

If a sanction is awarded then:
- Record the player number or coach abbreviation (C, AC, T, M)
- Record the sanction (warning, p, eviction, Delay of game), team A/B, set number, score at time of sanction with team receiving sanction listed first, and remarks describing the sanction

**OTHER TIPS**

Don’t mark points until signaled by the ref.

When a player begins serving put a small tick mark on the Service Round box where the score will be entered. If the ref calls you over to discuss an issue (e.g. injury), there is an extended rally, or a time-out, it is easy to lose position.

Get into a routine:
- After every point have your number flipper read out the score and the number of the player serving, so you can validate.
- After every loss of service, record the point awarded, then the Service Round score, then tick the box of the next server.

If you get behind and need to catch up just signal the ref, who will be happy to wait for you to get things right.