

Comprehensive Scoring Guide

Tips for Scorekeeping:

Scorekeepers are a part of the officiating crew, not just a spectator with a pen:

- **Speak Up:** If the referee signals the wrong score or server, the scorekeeper should wave their hand or use a whistle (if provided) to catch the ref's attention *before* the next serve.
- **The "Ready" Signal:** Never look down at the book when the ref is ready to whistle. Always look up, give a clear thumbs up, and then look back down to record.
- **Watch the Ref:** The official on the floor will signal for substitutions and timeouts. They are the scorekeeper's best friend.
- **Learn the signals:** Officials aren't usually talking and will relay everything via signals. Get to know these signals and what they mean. It will help you follow the game better.
- **Don't Erase:** If they make a mistake, just put a neat "X" through it and write the correct info next to it. Writing small is your friend.

The Pre-Match Setup:

Before the first whistle, you must fill in the "administrative" data. This ensures the record can be identified later.

- **The Header:** Fill in the **Date, Time, Court** and **Court Location**.
 - **Why it matters:** At meets, several matches happen on the same court. Without this, a misplaced sheet is nearly impossible to track.
- **Team Names:** Clearly print the full names of both teams.
- **Match Info:** Note the level of play (e.g., 7th grade, 8th grade).

DATE: 4/12/2026 TIME: 10:26 AM COURT: 3 COURT LOCATION: Osceola High School

KEY: 1 Point 2A Ace Point P3 Penalty Point - Loss of Rally P- Penalty-Loss of Rally S Substitution T Time Out X Opponent TX Time Out-Opponent R Replay RS Re-Serve

TEAM: Amery Red 7th Grade TEAM: Osceola Green 7th Grade

SET 1	LIBERO	TIME OUTS	SCORE 1	SCORE 2	FIRST SERVE		
I							
II							
III							
IV							
V							
VI							
Subs: 1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18							

SET 1	LIBERO	TIME OUTS	SCORE 1	SCORE 2	FIRST SERVE		
I							
II							
III							
IV							
V							
VI							
Subs: 1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18							

FINAL SCORE

The Lineups:

Once the coin toss is complete, the coaches will hand you their starting lineup sheets. This is your "map" for the rest of the set.

- **Timing:** Coaches are usually required to submit these within a few minutes of the coin toss. Don't be afraid to politely ask for them if the clock is ticking down.
- **The Two Sheets:** You will receive one slip from the Home team and one from the Visitors.
- **Verification:** Before you start writing, quickly check that:
 - There are **six player numbers** listed.
 - One player is designated as the **Captain** (usually with a "C" next to their number).
 - The **Libero's** number is clearly identified (if they are using one).

The image shows four examples of volleyball lineup sheets. Each sheet consists of a 'TEAM ROSTER' table and a 'Serve Order' table for a specific set.

Example 1: Anisya Red 7th grade, Set #1, Libero # 22

Player #	Player Name
3	Dana
6	Joy
7	Laine
22	Tara
28	Jodi
38	Misty
42	Heather
88	Colton
98	Jane

Serve Order	Player #
I	6
II	38 C
III	28
IV	56
V	7
VI	3

Example 2: Dazzle Green 7th grade, Set #1, Libero #

Player #	Player Name
2	Gracie
23	Bella
24	Charlie
38	Bo
40	Jess
56	Pam
83	Micky
75	Cher
83	Abby

Serve Order	Player #
I	2
II	24
III	83 C
IV	85
V	56
VI	75

Example 3: Set #2, Libero #

Serve Order	Player #
I	
II	
III	
IV	
V	
VI	

Example 4: Set #3, Libero #

Serve Order	Player #
I	
II	
III	
IV	
V	
VI	

Scorer's Tip: If a coach hands you a lineup and a number is missing or unreadable, ask them to clarify *immediately*. It is much easier to fix a mistake now than after the first serve.

Entering the Service Order:

Now it's time to transfer the numbers from the lineup slips onto the official score sheet. This determines the rotation for the entire set.

- **The Roman Numerals:** You will see six boxes labeled **I through VI**. These represent the service order, not necessarily where the players stand on the floor at the start.
- **The First Server:** The player listed in position **I** is always that team's first server.
- **Copying the Order:** Enter the player numbers exactly as they appear on the coach's lineup sheet, starting with **I** and ending with **VI**.
- **Both Sides:** You must do this for both teams. Even though only one team will serve first, both teams have a designated first server (Position I) for when they eventually gain the serve.

TEAM ROSTER

TEAM Amery Red 7th grade
 Check one: Home Visitor

Player #	Player Name
3	Dana
6	Joy
7	Laine

Libero # 22
 Set #1 - Check one: Serving Team Receiving Team

Serve Order	Player #
I	6
II	86 C
III	28
IV	98
V	7
VI	3

TEAM ROSTER

TEAM Osceola Green 7th grade
 Check one: Home Visitor

Player #	Player Name
2	Gracie
23	Bella
24	Charlie

Libero # 23
 Set #1 - Check one: Serving Team Receiving Team

Serve Order	Player #
I	2
II	24
III	83 C
IV	65
V	36
VI	75

Scorer's Tip: Double-check your work! A "wrong server" penalty early in the game is usually caused by a simple typo when copying these numbers onto the score sheet.

Indicate who starts the set serving with an X in the first serve box on the side of the team that won the serve.

DATE: 4/12/2026 TIME: 10:26 AM COURT: 3 COURT LOCATION: Osceola High School

KEY: 1 Point 2A Ace Point P3 Penalty Point - Loss of Rally P- Penalty-Loss of Rally S Substitution T Time Out X Opponent TX Time Out-Opponent R Replay R-S Re-Serve

TEAM: Amery Red 7th Grade **RUNNING SCORE** TEAM: Osceola Green 7th Grade

SET 1	TIME OUTS	SCORE 1	SCORE 2	FIRST SERVE
I 6				
II 86				
III 28				
IV 98				
V 7				
VI 3				

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

FINAL SCORE

SET 1	TIME OUTS	SCORE 1	SCORE 2	FIRST SERVE
I 2				X
II 24				
III 83				
IV 65				
V 36				
VI 75				

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

Annotations:
 - Add the player numbers according to the roster sheets that were handed into you.
 - If the team is using a libero you will add their numbers in this triangle.
 - Indicate the first server

During the Match (The Core Workflow):

Once the match starts, you become the official historian of every point. To stay accurate, you must follow a consistent rhythm.

- **The Golden Rule:** Update the Running Score First.

Whenever a rally ends and a point is awarded, your first move is to look at the Running Score (the long vertical list of numbers in the middle of the sheet):

RUNNING SCORE			
1	17	1	17
2	18	2	18
3	19	3	19
4	20	4	20
5	21	5	21
6	22	6	22
7	23	7	23
8	24	8	24
9	25	9	25
10	26	10	26
11	27	11	27
12	28	12	28
13	29	13	29
14	30	14	30
15	31	15	31
16	32	16	32

FINAL SCORE

- **The Slash:** Draw a diagonal slash (\) through the next available number for the team that won the rally.
- **Why it's first:** If the game gets chaotic or a coach argues a score, the Running Score is your "Source of Truth." It is much easier to track total points here than by counting marks in the service boxes.
- **Scorer's Tip:** Always keep your eyes on the referee's hand signals. Wait for the whistle and the signal before slashing the point to ensure you are awarding it to the correct team.

Tracking the Service Round:

While the Running Score tracks the total, the **Service Round** boxes track exactly *which* server was on the line when those points were earned.

- **Winning a Point:** If the server wins the rally, they keep serving.
- **Circling the Points:** Any point won while the server is actually behind the line should be **circled** in the service box. This distinguishes them from the "side-out" point.

DATE: 4/12/2026 TIME: 10:26 AM COURT: 3 COURT LOCATION: Osceola High School

KEY: 1 Point 2A Ace Point P1 Penalty Point - Loss of Rally P- Penalty-Loss of Rally S Substitution T Time Out X Opponent TX Time Out-Opponent R Replay R-S Re-Serve

TEAM: Amery Red 7th Grade TEAM: Osceola Green 7th Grade

SET 1	TIME OUTS	SCORE 1	SCORE 2	SCORE 1	SCORE 2	FIRST SERVE
I 6				I 2		X
II 86				II 24		
III 28				III 83		
IV 98				IV 65		
V 7				V 36		
VI 3				VI 75		

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

FINAL SCORE

Recording the Score: Write the team's current total score in the next available small square under that server's number and circle that point.

- **Stay in the Column:** Continue writing the updated scores horizontally and circling each point earned off the serve in that server's column for as long as they continue to win points.

The Side Out (Loss of Serve):

When the serving team (e.g., Osceola) loses a rally, the serve "sides out" to the opponent. This requires a specific sequence to close out one server's turn and open the next.

- **The Exit Score:** In the service box for the server who just finished, put a **dash (-)**.
- **The Dash:** This acts as a "period" at the end of a sentence—it signals that this server's term is officially over.
- **Switch Sides:** Immediately move your pen to the opponent's (Amery's) side of the sheet.
- **The "Earned" Point:** Because Amery won the rally, they get a point.
 - **Running Score:** First, slash the next point on Amery's running score.
 - **The Box Score:** Write the new score in the service box for Amery's next server, but **draw a square around the number**.
 - **Why the square?** This tells anyone looking at the sheet later that this point was won on a "Side Out" (loss of rally), not while that player was actually serving.

DATE: 4/12/2026 TIME: 10:26 AM COURT: 3 COURT LOCATION: Osceola High School

KEY: 1 Point 2A Ace Point P3 Penalty Point - Give Amery their first points of the set. S Substitution T Time Out X Opponent TX Time Out-Opponent R Reclay R-S Re-Serve

TEAM: Amery Red 7th Grade																		TEAM: Osceola Green 7th Grade																	
SET 1									SET 2									SET 3									SET 4								
22									23									24									25								
TIME OUTS									TIME OUTS									TIME OUTS									TIME OUTS								
SCORE 1									SCORE 1									SCORE 1									SCORE 1								
SCORE 2									SCORE 2									SCORE 2									SCORE 2								
FIRST SERVE									FIRST SERVE									FIRST SERVE									FIRST SERVE								
I	6	1							I	2	1	2	3	4	-			I	2								I	2							
II	86								II	24								II	24								II	24							
III	28								III	83								III	83								III	83							
IV	98								IV	65								IV	65								IV	65							
V	7								V	36								V	36								V	36							
VI	3								VI	75								VI	75								VI	75							
Subs: 1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18									Subs: 1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18									Subs: 1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18									Subs: 1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18								

Annotations:

- Give Amery their first points of the set.
- Write "1" in the first servers box. You will then put a square around the number to indicate that it was a point won off the loss of Osceola's rally.
- Osceola served four points, then lost the rally. Mark the end of the rally with the current score, here "4" followed by a dash.

Scorer's Tip: Think of the Exit Score as "What they ended with" and the Squared Point as "How the other team got the ball back."

Tracking a Full Service Turn:

Now that Amery has gained the serve through a "Side Out," let's track how their first server (#6) scores their points.

- **The Starting Point:** Remember, Amery's first point in this rotation was that **squared "one"** (the side-out point) you just recorded.
- **Recording the Serving Run:** As Player #six serves and wins five additional rallies:
 1. **Running Score:** Slash points two, three, four, five, and six in the Running Score column as they happen.
 2. **Service Boxes:** Write the numbers **two, three, four, five, and six** in **circles**, in the small squares behind Player six .
- **The Side Out (End Score):** Once Amery loses the rally:
 1. The total score is **six**. This is the **Exit Score**.
 2. Check that the last number written in the service box is six.
 3. Mark your **dash (-)** in the next small square to "close" Player number six's turn.

DATE: 4/12/2026 TIME: 10:26 AM COURT: 3 COURT LOCATION: Osceola High School

KEY: 1 Point 2A Ace Point P3 Penalty Point - Loss of Rally P- Penalty-Loss of Rally S Substitution T Time Out X Opponent TX Time Out Opponent R Replay R-S Re-Serve

TEAM: Amery Red 7th Grade TEAM: Osceola Green 7th Grade

SET 1	SCORE 1	SCORE 2	TIME OUTS	FINAL SCORE	SET 1	SCORE 1	SCORE 2	TIME OUTS	FINAL SCORE										
I 6	1	2	3	4	5	6	-			I 2	1	2	3	4	-				
II 86										II 24	5								X FIRST SERVE
III 28										III 83									
IV 98										IV 65									
V 7										V 36									
VI 3										VI 75									
Subs: 1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18					Subs: 1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18														

Annotations: Stay up to date on the running score. Amery's server scored five points off their serve. Circle the points earned off the serve followed by a dash to end the rally. Osceola scores point five off the loss of Amery's rally. You will put "5" in the box and draw a square around it.

Scorer's Tip: When you're finished with this turn, Amery's column for server number six should show: a squared "one," circled "two, three, four, five" and finally a "six" followed by a dash.

Timeouts:

When a coach or captain requests a timeout, the game stops, but your work continues. You need to record *when* it happened and *who* called it.

- Tracking on the Scoreline:** In the service box of the current server, you need to mark the timeout so the "history" of the set is clear:
 - "T": Use this if the **serving team** calls the timeout.
 - "TX": Use this if the **receiving (opposing) team** calls the timeout.
- The Timeout Box:** Every score sheet has a dedicated "Timeouts" or "T-Out" box for each team.
 - Record the current score, listing the **team who called the timeout's score first**.
 - Example:* If Amery calls a timeout while losing 7-12, you write **7-12** in Amery's timeout box.
- The Limit:** The WIVL allows each team **two 30-second timeouts** per set. Once a team has used both, notify both the coach and the referee that the team is out of timeouts.

DATE: 4/12/2026 TIME: 10:26 AM COURT: 3 COURT LOCATION: Osceola High School

KEY: 1 Point 2A Ace Point P3 Penalty Point - Loss of Rally P- Penalty-Loss of Rally S Substitution T Time Out X Opponent TX Time Out Opponent R Replay R-S Re-Serve

TEAM: Amery Red 7th Grade TEAM: Osceola Green 7th Grade

SET 1	SCORE 1	SCORE 2	TIME OUTS	FINAL SCORE	SET 1	SCORE 1	SCORE 2	TIME OUTS	FINAL SCORE										
I 6	1	2	3	4	5	6	-			I 2	1	2	3	4	-				
II 86	7									II 24	5	6	7						X FIRST SERVE
III 28										III 83	8	9	10	11	12	TX 7-12			
IV 98										IV 65									
V 7										V 36									
VI 3										VI 75									
Subs: 1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18					Subs: 1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18														

Annotations: Amery called a timeout. Place the score of the set when the timeout is called. List the score of the team that called the timeout first. When a timeout is called, record that in the box next to the last point scored. Amery called the timeout while Osceola was serving. Mark that with a "TX", to indicate it was a timeout called by the opposing team. Lead with the score of the team calling the timeout. When the serving team calls the timeout, mark the next square with the a "T" followed by the score, timeout calling team listed first.

Scorer's Tip: When a timeout is called, it's the perfect time to "breathe and check." Quickly compare your running score to the scoreboard and ensure your service boxes match up. If there's a discrepancy, this is your chance to fix it before play resumes.

Substitutions:

Substitutions can happen quickly, often with multiple players moving at once. Here we'll cover how to do one sub. Later in the manual you will find a tutorial on how to do multiple players. In these moments, clear communication with the referee is just as important as the paperwork.

Marking the Service Box:

Just like timeouts, you must note the substitution event in the current server's box to keep the "story" of the set accurate:

- **"S"**: Use this if the **servicing team** makes a substitution.
- **"Sx"**: Use this if the **receiving team** makes a substitution.

The Player Row (Recording the Change):

Find the rotation column (I–VI) for the player leaving the game.

- **The Switch:** Write the incoming player's number directly below or next to the outgoing player's number.
- **The Slash:** Draw a slash through the number of the player who is leaving the court.
- **The Score:** Next to the new player's number, record the current score at that moment. **Always list the subbing team's score first** (Subbing Team – Opponent).
 - *Example:* If player #28 is replaced by player #36, you write **36** under the **28**, slash the **28**, and write the score (e.g., **8-13**) in the box right next to the **28/36**.
- **The Sub Counter:** Look for the "Substitutions" or "Subs" count at the bottom of the team's section. **Slash the next number** (1, 2, 3...however many they sub) to keep track of the total used.
 - *Note:* In WIVL, each team is allowed **18 substitutions** per set.

DATE: 4/12/2026 TIME: 10:26 AM COURT: 3 COURT LOCATION: Osceola High School

KEY: Point Ace Point Penalty Point Loss of Rally Penalty Loss of Rally Substitution Time Out Opponent Time Out-Opponent Replay Re-Serve

TEAM: Osceola Green 7th Grade

SET	SCORE 1	SCORE 2	FIRST SERVE	TIME OUTS	REPLAY	RE-SERVE
I	6					
II	8/6					
III	8/36	5	36/28			
IV	9/8					
V	7					
VI	3					

Subs: 1 2 3 4 5 6 7

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

Annotations:

- Circle out the number of the player leaving the game and write in the number of the player coming into the game next to the player number leaving. Do not erase.
- When the serving team subs, indicate that with a "S" followed by the player numbers making the substitution. Start with the player coming in followed by the player leaving the game.
- In the next box write in the score of the set. Teams that called the timeout score/opponent score.
- Each team gets 18 substitutions per set. Slash through the sub count here at the bottom to keep and easy to view count of how many subs each team has.

In the example below, Osceola is subbing during Amery's serve. Starting with SX the player numbers followed by the score.

DATE: 4/12/2026 TIME: 10:26 AM COURT: 3 COURT LOCATION: Osceola High School

KEY: 1 Point 2A Ace Point P3 Penalty Point - Loss of Rally P- Penalty-Loss of Rally S Substitution T Time Out X Opponent TX Time Out-Opponent R Replay R-S Re-Serve

TEAM: Amery Red 7th Grade

SET 1	SCORE 1	SCORE 2	FIRST SERVE	ALLOTTED SCORE	TEAM: Osceola Green 7th Grade
22	7:12				23
I 6	1 (2) (3) (4) (5) (6) -				I 40
II 86	7 -				II 24
III 36/36	8 5 38/ 8 11 9 10 11 SK				III 83
IV 98					IV 65
V 7					V 36
VI 3					VI 75
Subs: V 2 3 4 5					Subs: V 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18

Annotations:

- Cross out the number of the player leaving the game and write in the number player number next to it.
- Osceola subs player 40 for player 2, during Amery's serve. Mark as SK in the next available box of the current server (S indicates sub, X indicates rotating team). List the incoming player first, followed by the player leaving the game and in the next box record the current score at the time of substitution, starting with the subbing team first.
- Remember to slash the sub counter after the substitution is complete.

Signal the Referee: Once you have finished writing, make eye contact with the referee and give them a **thumbs up**. This signals that the table is ready and play can resume.

The Libero (The Different Jersey):

The Libero is a defensive specialist and follows different rules:

- They do not "substitute" in the formal sense; they "replace" but only for backrow players.
- The WIVL does not have a true libero tracker but may come and go freely from the game as long as both the libero and the player coming into the set pass BEHIND the ten foot line. Inside the ten foot line is reserved for true substitutions.
- **The Triangle Rule:** If the Libero serves, you record those points using **triangles** instead of circles or squares. This marks the *only* rotation position where that team's Libero is allowed to serve for the rest of the set. However, remember they can play backrow for multiple people throughout the set.

DATE: 4/12/2026 TIME: 10:26 AM COURT: 3 COURT LOCATION: Osceola High School

KEY: 1 Point 2A Ace Point P3 Penalty Point - Loss of Rally P- Penalty-Loss of Rally S Substitution T Time Out X Opponent TX Time Out-Opponent R Replay R-S Re-Serve

TEAM: Amery Red 7th Grade

SET 1	SCORE 1	SCORE 2	FIRST SERVE	ALLOTTED SCORE	TEAM: Osceola Green 7th Grade
22	7:12				23
I 6	1 (2) (3) (4) (5) (6) -				I 40
II 86	7 -				II 24
III 36/36	8 5 38/ 8 11 9 10 11 SK				III 83
IV 98	12 13 14 15 16 17				IV 65
V 7					V 36
VI 3					VI 75
Subs: V 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18					Subs: V 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18

Annotations:

- When a libero serves, you will use a triangle to indicate that those points were awarded off the liberos serve. This is now the only place the libero for Amery can serve for the rest of the set.

Penalty Points:

In the next frame you will see that Osceola was out of rotation causing a penalty point. You will record that with a P- in the servers next box on the scoresheet and in the next box on the opposing teams service box write in P with the point awarded. Don't forget to give Amery the penalty point in the running score.

DATE: 4/12/2026 TIME: 10:26 AM COURT: 3 COURT LOCATION: Osceola High School

KEY: 1 Point 2A Ace Point P Penalty Point - Loss of Rally P- Penalty-Loss of Rally S Substitution T Time Out O Opponent TX Time Out Opponent R Replay R-S Re-Serve

TEAM: Amery Red 7th Grade TEAM: Osceola Green 7th Grade

SET	SCORE	TIME OUTS	SCORE 1	SCORE 2	FIRST SERVE	SERVERS	SCORE	SCORE 1	SCORE 2	FIRST SERVE	SERVERS
SET 1	22		7:12				SET 1	23		X	
I 6	1	2 3 4 5 6					I 40	1 2 3 4			
II 86	7	7					II 24	5 6 7			
III 36	8	5 6 7 8 9 10 11 12					III 83	8 9 10 11 12			
IV 98	13	13 14 15 16 17					IV 65	14 15 16 17			
V 7	P-						V 36	18 19 20		P-	
VI 3							VI 75				
Subs: 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18							Subs: 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18				

On Amery's side you will mark a P- to denote that the point was won off a penalty and draw a square around it. Don't forget to update the running score.

Osceola was out of rotation. It's a penalty that results in a loss of rally. Indicate that with a P-

A **standard dash (-)** represents a "Loss of Rally" from a normal play, such as hitting the ball out of bounds or into the net.

The **P- notation** specifically flags that the rally ended because of a **penalty** (like out of rotation or a red card), which helps officials track administrative errors or misconduct separately from gameplay.

Clarification:

While a **Wrong Server** is technically an **Out of Rotation** error, the scoring procedure is different. For a Wrong Server, you must use the **Circle/X method** to correct the running score. The letter "**P**" is reserved only for specific points awarded by the official for Red Cards or positional faults where the "Circle/X" correction is not required.

Replays:

Sometimes during a set, a ball from another court may roll into the playing area. When this happens, the referee will immediately whistle the play dead and signal a replay by showing **two thumbs up**.

How to Record a Replay:

- **Mark the Box:** Place a capital "**R**" in the next available service square for the current server.
- **No Score Change:** Since the point is re-played, do not add any points to the running score or the service box.
- **Next Serve:** Simply wait for the referee to signal for the re-serve and continue as normal.

DATE: 4/12/2026 TIME: 10:26 AM COURT: 3 COURT LOCATION: Osceola High School

KEY: 1 Point 2A Ace Point P3 Penalty Point - Loss of Rally P- Penalty-Loss of Rally S Substitution T Time Out X Opponent TX Time Out Opponent R Replay R-S Re-Serve

TEAM: Amery Red 7th Grade

SET 1	22	TIME OUTS	SCORE 1	SCORE 2	FIRST SERVE
I 6	1 2 3 4 5 6		7:12		
II 86	7				
III 36	8 5 9 10 11 12				
IV 98	13 14 15 16 17 18				
V 7	P18 R				
VI 3					
Subs: 2 3 4 5 6 7					

When a ref calls a replay you will mark that with an R in the next square and wait for the set to continue.

TEAM: Osceola Green 7th Grade

SET 1	23	TIME OUTS	SCORE 1	SCORE 2	FIRST SERVE
I 40	1 2 3 4				X
II 24	5 6 7				
III 83	8 9 10 11 12 13				
IV 65	14 15 16 17				
V 36	18 19 20 P				
VI 75					
Subs: 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18					

Re-serve:

In volleyball, a **re-serve** is essentially a "do-over" for the server. It occurs when a server initiates their service action but realizes the toss was bad and chooses not to complete the swing.

1. When is a Re-serve Called?

A re-serve is granted if the server tosses or releases the ball and then:

- **Catches it** before it hits the ground.
- **Allows it to drop** to the floor without touching it.
- **The ball touches the server** as it falls (e.g., hits their leg) as long as they don't attempt to swing.

2. The Key Rules

- **The "One-and-Done" Limit:** Under standard NFHS (high school) rules, each server is allowed only **one re-serve per term of service**. If they mess up a second toss in the same turn, it's a loss of rally (point for the other team).
- **No Swing Allowed:** If the server swings and misses, it is usually a service fault, not a re-serve. They must let the ball drop or catch it without making an attacking motion.
- **Time Limit:** After a re-serve is called, the referee will whistle again, and the server usually gets a fresh **five seconds** to complete the next attempt.

DATE: 4/12/2026 TIME: 10:26 AM COURT: 3 COURT LOCATION: Osceola High School

KEY: 1 Point 2A Ace Point P3 Penalty Point - Loss of Rally P- Penalty-Loss of Rally S Substitution T Time Out X Opponent TX Time Out Opponent R Replay R-S Re-Serve

TEAM: Amery Red 7th Grade

SET 1	22	TIME OUTS	SCORE 1	SCORE 2	FIRST SERVE
I 6	1 2 3 4 5 6		7:12		
II 86	7 7				
III 36	8 5 9 10 11 12				
IV 98	13 14 15 16 17 18				
V 7	P18 R 19 R-S				
VI 3					
Subs: 2 3 4 5 6 7					

When a re-serve happens indicate that with an R-S, then wait for the player to re serve

TEAM: Osceola Green 7th Grade

SET 1	23	TIME OUTS	SCORE 1	SCORE 2	FIRST SERVE
I 40	1 2 3 4				X
II 24	5 6 7				
III 83	8 9 10 11 12 13				
IV 65	14 15 16 17				
V 36	18 19 20 P				
VI 75					
Subs: 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18					

Re-entry (Second Sub for the Same Position):

When the original player returns to the game or a different player enters the same rotation slot, you continue the record horizontally.

- **Marking the Service Box:** Just like the first time, you must add an "S" (serving team) or "Sx" (receiving team) in the next available square of the current server to track when the change happened.
- **The Player Row:** Find the column for that position. You will see the previous substitution recorded there. Write the new incoming player's number on the line.
- **Incoming First:** In the sub history (the **2/40** area), always list the **incoming player first**, followed by a slash and the player leaving the court.
- **Example:** If player # two returns to the game to replace player #forty, you would write **2/40**.

DATE: 4/12/2026 TIME: 10:26 AM COURT: 3 COURT LOCATION: Osceola High School

KEY: 1 Point 2A Ace Point PS Penalty Point - Loss of Rally P- Penalty-Loss of Rally S Substitution T Time Out X Opponent TX Time Out-Opponent R Replay RS Re-Serve

TEAM: Amery Red 7th Grade

SET 1	22	TIME OUTS	7:12	FIRST SERVE	Subst/Score	TEAM: Osceola	2:3	FIRST SERVE
I 6	1 (2) 3 4 5 6 -					I 22	1 2 3 4 -	
II 86	7 -					II 24	5 6 7 -	
III 36	8 5 6 7 8 9 10 11 12 13					III 83	8 9 10 11 12 TX 13 -	
IV 98	12 13 14 15 16 17 18 19 20 21					IV 65	14 15 16 17 -	
V 7	P18 R 19 20 R:5 -					V 36	18 19 20 P-	
VI 3						VI 75	21 22 5 23 24 25	
Subst: V 2 3 4 5 6 7 8 9 10 11 12 13						Subst: V 3 4 5 6		

Slash a number on the sub counter.

You will then cross off the player leaving the game and re-write the number coming in the game. This is where writing small helps.

Note on the sheet where in the play the substitution happened. As you can see here it was on Osceola's serve, when the score was 22-20, while Osceola was serving.

Scorers tip: Remember the dash is like a period at the end of the sentence. When the player reaches the serving rotation again, just start in the next available box, as seen in the next slide at the end of the set.

Ending the Set:

A set only ends when one team reaches the required points (usually 25 or 15, sometimes 11) with at least a **two-point lead**. In high-stakes games, scores can go well past the standard limit.

- **Final Score Entry:** Once the final point is scored, record the final set score at the bottom of the **Running Score** column.
- **Identify the Winner:** Draw a **circle** around the winning team's final score so the victor is obvious at a glance. In this example, you would circle **29** for Osceola and leave **27** for Amery.
- **The T-Bar (The "Closure"):** To prevent any points from being added after the set is over, you must "close out" the running score columns.
 - Draw a vertical line down the center of the remaining unused numbers.
 - Draw a horizontal bar across the bottom of that line, creating an upside down **T-shape**.
 - Do this for both the winning and losing teams columns.

DATE: 4/12/2026 TIME: 10:26 AM COURT: 3 COURT LOCATION: Osceola High School

KEY: 1 Point 2A Ace Point P3 Penalty Point - Loss of Rally P- Penalty-Loss of Rally S Substitution T Time Out X Opponent TX Time Out-Opponent R Replay R-S Re-Serve

TEAM: Amery Red 7th Grade

TEAM: Osceola Green 7th Grade

SET 1	22	TIME OUTS	7:12	SCORE 1	SCORE 2	FIRST SERVE
I	16	1 2 3 4 5 6	24 29			
II	86	7	26 27			
III	28/36	8 5	30/31 32 33 34 35	40/11	50/11	
IV	98	12	37 38 39 40 41 42			
V	7	P18 R 19 20 R-5				
VI	3	21 22 23 TX 24				
Subs:	2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18					

SET 1	23	TIME OUTS	23:23	SCORE 1	SCORE 2	FIRST SERVE
I	13	1 2 3 4	24 TX 25 26			
II	24	5 6 7	25 26			
III	83	8 9 10 11 12 TX 13	27 28 29			
IV	65	14 15 16 17				
V	36	18 19 20 P-				
VI	75	21 22 23 24 25				
Subs:	2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18					

First you will box the winning point. Then clearly label the score of the first set at the bottom of the running score. Circle only the winning team. You will then put a T bar through the unused points as seen here.

The Three-Minute Interval:

Between sets, you have a short window to reset and prepare for the next round of play.

- **Rotation Management:** You have a three-minute interval to prepare for the next set.
- **Lineup Sheets:** If the coaches do not come to you first, you must return the lineup sheets to them so they can set their new rotations.
- **New Lineups:** Once the coaches finish, they will return the Second Set lineups to you.
- **Consistency:** It is perfectly acceptable if a coach chooses to use the exact same lineup as the previous set.
- **Court Switches:** Teams may switch sides between sets depending on the venue.
- **The Serving Space Rule:** Teams **must** switch sides if one side of the court has less than six feet of serving space, ensuring both teams have equal access to a full service area.

TEAM ROSTER		Osceola Green 7th grade	
Player #	Player Name	Serve Order	Player #
2	Gracie	I	2
23	Bella	II	24
24	Charlie	III	33
36	Ben	IV	35
40	Joss	V	36
56	Pam	VI	75
65	Micky		
75	Cher		
83	Abby		

TEAM ROSTER		Amery Red 7th grade	
Player #	Player Name	Serve Order	Player #
3	Dana	I	5
6	Jay	II	66
7	Lane	III	28
11	Tara	IV	36
28	Just	V	7
30	Misty	VI	3
40	Heather		
86	Colina		
88	Jana		

Write in the player numbers under the respective team on the score sheet.

DATE: 4/12/2026 TIME: 10:26 AM COURT: 3 COURT LOCATION: Osceola High School

KEY: 1 Point 2A Ace Point PS Penalty Point - Loss of Rally P Penalty-Loss of Rally S Substitution T Time Out X Opponent TX Time Out-Opponent R Replay R-S Re-Serve

TEAM: Amery Red 7th Grade										TEAM: Osceola Green 7th Grade																		
SET 1		22		TIME OUTS		7:12		SCORE 1		SCORE 2		FIRST SERVE		SET 1		23		TIME OUTS		23:23		SCORE 1		SCORE 2		FIRST SERVE		
I	6	1	2	3	4	5	6	-	24	25	-																	
II	86	7	-	26	27																							
III	26/36	8	5	36	37	38	39	40	41	42	43	44	45	46	47	48	49	50	51	52	53	54	55	56	57	58	59	60
IV	98	12	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26
V	7	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31	32	33	34	35	36	37
VI	3	21	22	23	24	25	26	27	28	29	30	31	32	33	34	35	36	37	38	39	40	41	42	43	44	45	46	47
Subs: 1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18										Subs: 1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18																		
TEAM: Osceola Green 7th Grade										TEAM: Amery Red 7th Grade																		
SET 2		2 <th colspan="2">LIBERO</th> <th colspan="2">TIME OUTS</th> <th colspan="2">SCORE 1</th> <th colspan="2">SCORE 2</th> <th colspan="2">FIRST SERVE</th> <th colspan="2">SET 2</th> <th colspan="2">98 <th colspan="2">LIBERO</th> <th colspan="2">TIME OUTS</th> <th colspan="2">SCORE 1</th> <th colspan="2">SCORE 2</th> <th colspan="2">FIRST SERVE</th> </th>		LIBERO		TIME OUTS		SCORE 1		SCORE 2		FIRST SERVE		SET 2		98 <th colspan="2">LIBERO</th> <th colspan="2">TIME OUTS</th> <th colspan="2">SCORE 1</th> <th colspan="2">SCORE 2</th> <th colspan="2">FIRST SERVE</th>		LIBERO		TIME OUTS		SCORE 1		SCORE 2		FIRST SERVE		
I	56																											
II	23																											
III	83																											
IV	65																											
V	36																											
VI	75																											
Subs: 1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18										Subs: 1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18																		

Osceola won first serve in the first set, therefore Amery will get first serve in the second set.

Starting Set Two:

Once the three-minute interval ends, the teams will return to the court, and the referee will begin the final preparations for play.

- **The Lineup Check:** Before the set begins, the referee will perform a formal lineup check to ensure players are in their correct starting positions based on the sheets you were given.
- **Mutual Readiness:** Before blowing the first whistle, the referee should give you a **thumbs up** to indicate they are ready to proceed.
- **Confirmation:** You must return the **thumbs up** to the referee to confirm that your scoresheet is ready and you are set to record the first serve.
- **Consistent Workflow:** Scoring for Set Two follows the exact same procedures as the first set—recording the serve, slashing the running score, and tracking service rounds.

The Missed First Serve (Error on the First Play):

If the very first serve of the set is an error (out of bounds, into the net, etc.), you must record the loss of serve immediately without awarding the serving team any points.

- **The Serving Team (Amery):** Locate the first service box for Amery's first server. Because no point was won, you will not write a number. Instead, simply place a **dash (-)** in the first square.
- **The Receiving Team (Osceola):** Move to the Osceola side of the sheet.
 - **Running Score:** Slash the first point (one) on Osceola's running score list.
 - **The Box Score:** Locate the service box for Osceola's first server (e.g., #56). Record the number **one** in the first square and **draw a square around it**.

TEAM: Osceola Green 7th Grade										TEAM: Amery Red 7th Grade													
SET 2		LIBERO		TIME OUTS		SCORE 1	SCORE 2	FIRST SERVE		SUBS		SET 2		LIBERO		TIME OUTS		SCORE 1	SCORE 2	FIRST SERVE		SUBS	
I	56	1										I	3										
II	23											II	22										
III	83											III	40										
IV	65											IV	6										
V	36											V	7										
VI	75											VI	28										
Subs: 1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18										Subs: 1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18													

Multiple Substitutions at Once:

Sometimes a coach will send two or more players to the substitution zone at the same time. This can feel overwhelming, but the process remains the same—just take it one player at a time.

- **Be Systematic:** Process the substitutions one by one, usually starting with the player closest to the sideline or following the referee's lead.
- **Marking the Service Box:** * If the **serving team** makes multiple subs, you only need to write "S" once in the current server's box to show that a substitution event occurred during this turn.
 - If the **receiving team** makes multiple subs, write "Sx" once.
- **The Player Rows:**
 - For each substitution, find the corresponding rotation column (I–VI) for the player leaving the court. Slash out the player leaving the game and write in the player coming in.
 - In the current servers boxes, write the new player's number under or next to the outgoing player's number.
 - Record the current score next to the new number (Team score - Opponent score).
- **Updating the Counter:** Be sure to slash a number in the "Substitutions" counter for *each* player that enters the game. If two players sub in, you slash two numbers (e.g., if you were at two, you now slash three and four).
- **The Final Signal:** Do not give the referee the **thumbs up** until you have recorded every player change and updated the sub count for both teams.

TEAM: Osceola Green 7th Grade										TEAM: Amery Red 7th Grade													
SET 2		LIBERO		TIME OUTS		SCORE 1	SCORE 2	FIRST SERVE		SUBS		SET 2		LIBERO		TIME OUTS		SCORE 1	SCORE 2	FIRST SERVE		SUBS	
I	56	1	3									I	3										
II	3/24	4	5	34	4	40	4	SX	6	4		II	22	1	2	3	4	5					
III	83											III	40										
IV	65											IV	86										
V	36/40											V	7										
VI	75											VI	28										
Subs: 1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18										Subs: 1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18													

Scorer's Tip: If it's moving too fast, don't be afraid to hold your hand up toward the referee. They would much rather wait five seconds for you to be accurate than have to fix a mistake in the middle of a rally.

Wrong Server Procedure:

If a coach or the floor captain politely asks you, "**Is #12 our next server?**" or "**Are we in the right rotation?**", you are allowed to answer them. You are there to provide information when requested, but you shouldn't volunteer it to "save" them from a mistake.

When a wrong server is called, it is treated as a **loss of rally** for the team that made the mistake. You record it as a standard side-out for the opponent.

Recording a Wrong Server:

A "Wrong Server" is a positional fault, not a misconduct penalty. If the referee blows the whistle for a wrong server, follow these steps to get the game back on track:

- **The Fault Team (Osceola in this image):** You do not award any points for this turn. Find the player who **should** have been serving and put a **dash (-)** in their first service square. This ends their turn immediately.
- **The Opposing Team (Right Side):** They receive a point and the serve.
 1. Slash the next point in their **Running Score**.
 2. In the service box for their next server, write that point number and **draw a square around it**.
- **Correction:** The referee will then ensure the players on the court move into their correct rotation positions based on your scoresheet.

In the example below, you will see how to handle a situation where a wrong server was caught late, specifically after earning three points. Follow these steps to make a professional, permanent correction without using an eraser:

Correcting the Running Score:

- **Circle the Illegal Points:** On the Running Score, draw a circle around the points that were earned illegally (in this case, points 14, 15, and 16).
- **The "X" Mark:** As the set continues and those points are earned back legally, draw a slash in the opposite direction through the circle. This creates an **X inside a circle**, indicating the point was previously cancelled but has now been officially reached again.

Important Note: Do **not** use the letter "**P**" for a wrong server. On a scoresheet, "**P**" is strictly reserved for **Penalty Points** caused by Red Cards, Sanctions and out of rotations.

TEAM: Osceola Green 7th Grade												TEAM: Amery Red 7th Grade											
SET 2		2 LIBERO		TIME OUTS		SCORE 1		SCORE 2		FIRST SERVE		SET 2		98 LIBERO		TIME OUTS		SCORE 1		SCORE 2		X FIRST SERVE	
I	56	1	2	3	-							I	3	-									
II	13/24	4	5	6	7	8	9	10	11	12	13	II	22	1	2	3	4	5					
III	83	8	9	10	11	12	13	14	15	16	17	III	40	6	7								
IV	65	13	14	15	16	17	18	19	20	21	22	IV	7/86	8	9	10	11	12	13	14	15	16	
V	6/40											V	7	14									
VI	75											VI	28										
Subs: √ 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18												Subs: √ 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18											

Note: In the original image, points 14, 15, and 16 on the Osceola Green scoresheet are circled, and points 14, 15, and 16 on the Amery Red scoresheet have an 'X' through them. A green box on the Osceola Green scoresheet says "Taking back the points from an illegal server" with arrows pointing to the circled points. A green box on the Amery Red scoresheet says "Give end of rally point the opposing team" with an arrow pointing to point 14.

Scorer's Tip: Never erase on an official scoresheet. Circling the points and "X-ing" them out later preserves the history of the match and allows the referee to see exactly what was corrected.

The Pre-Set Coin Toss:

Immediately after Set Two ends, the three-minute interval begins. During this time:

- **The Meeting:** The lead referee will whistle for the floor captains to meet at the referee stand for a new coin toss.
- **The Choice:** The home team captain usually calls the toss. The winner chooses either Serve/Receive or Side of Court.
- **Your Job:** WIVL uses a regular set, set up for the third set. This makes things much simpler for the scorekeeper! If the teams switch sides during set three at point six or eight, you will just leave the teams in place and continue score keeping like normal.

For your scoresheet, the layout for Set Three is identical to the first two sets. You will fill out the team names, lineups, and scoring boxes exactly as you did before.

Key Differences to Remember:

- **The Goal:** This set is shorter—played to **11 or 15 points** at the ref/directors time discretion.(must win by two).
- **The Switch at six or eight (if applicable):** When the first team reaches six or eight points, the teams will switch sides of the court.
- **Stay Focused:** Should the teams physically move to the opposite side of the net, **do not switch columns on your paper.** You will continue recording for "Team A" in the left column and "Team B" in the right column, regardless of where they are standing on the court.
- **Visual Cue:** Because it can be confusing when teams switch, double-check the **team name** at the top of your column before every mark to ensure you are awarding points to the correct jersey color. Can you follow set three?

TEAM: Osceola Green 7th Grade										TEAM: Amery Red 7th Grade										
SET 3	2 LIBERO				TIME OUTS	SCORE 1	SCORE 2	X	FIRST SERVE		SET 3	40 LIBERO				TIME OUTS	SCORE 1	SCORE 2	FIRST SERVE	
I 40	1	2	3	4	-						I 28	1	2	3	4	5				
II 65	5	-								II 6	7	-								
III 75	6	7	8	TX	9					III 06	8	9	10	11	12					
IV 56	9	10	11	TX	12					IV 7	10	11	-							
V 24	13	14	15							V 98										
VI 23										VI 3										
Subs: V 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18										Subs: 1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18										
										FINAL SCORE										

The Match Summary and Final Sign-off:

Once the final T-bar is drawn and the last set is closed out, you need to wrap up the entire match. This ensures the results are official and documented for the league or tournament.

To complete the match results you will clearly write on the winners side (team that went best, two out of three matches), in this example it's Osceola..

- **Who Won:** Write the winning team's name in large, clear letters (e.g., **WINNER: OSCEOLA**).
- **The Match Score:** Right next to the winner, write the set count (e.g., **2-1**).
- **The Set Breakdown:** List the scores for each individual set so there is no confusion.
 - *Example:* Set 1: 29-27, Set 2: 20-25, Set 3: 15-11.
- **Final Verification:** Make sure your manual summary matches the "Final Score" you recorded at the bottom of your running score columns.

DATE: 4/12/2026 TIME: 10:26 AM COURT: 3 COURT LOCATION: Osceola High School

KEY: 1 Point 2A Ace Point P3 Penalty Point - Loss of Rally P Penalty-Loss of Rally S Substitution T Time Out X Opponent TX Time Out-Opponent R Replay R-S Re-Serve

TEAM: Amery Red 7th Grade										TEAM: Osceola Green 7th Grade																																																																																																								
SET 1					22	TIME OUTS					7:12	SCORE 1	SCORE 2	FIRST SERVE	SET 1					23	TIME OUTS					23:23	SCORE 1	SCORE 2	X	FIRST SERVE																																																																																				
I	6	1	2	3	4	5	6	-	24	25	-	I	6	1	2	3	4	5	6	-	24	25	-	II	86	7	-	26	27	-	II	24	5	6	7	-	25	26	-	III	20/36	8	5	28	29	9	10	11	SK	40	11	-	III	83	8	9	10	11	12	TX	7-10	13	-	27	28	29	IV	98	12	13	14	15	16	17	-	IV	65	14	15	16	17	-	V	7	P18	R	19	20	R-S	-	V	36	18	19	20	P-	-	VI	3	21	22	23	24	25	26	-	VI	75	21	22	23	24	25	-
Subs: V 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18										Subs: V 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18																																																																																																								
SET 2					2	LIBERO					13:18	SCORE 1	SCORE 2	FIRST SERVE	SET 2					98	LIBERO					TIME OUTS	SCORE 1	SCORE 2	X	FIRST SERVE																																																																																				
I	56	1	2	3	-	18	19	20	-	I	3	-	22	SK	23	24	-	II	1/24	4	5	21	22	23	24	5	SK	6	7	-	III	83	8	9	10	11	12	-	III	22	1	2	3	4	5	-	25	IV	65	13	14	15	16	-	IV	40	6	7	-	V	6/40	14	15	16	-	V	7	14	15	16	17	18	TX	19	20	-	VI	75	17	18	19	20	21	22	23	24	25	-	VI	28	20	21	-																					
Subs: V 5 6 7 8 9 10 11 12 13 14 15 16 17 18										Subs: V 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18																																																																																																								
SET 3					2	LIBERO					TIME OUTS	SCORE 1	SCORE 2	X	FIRST SERVE	SET 3					40	LIBERO					TIME OUTS	7-8	9-11	FIRST SERVE																																																																																				
I	40	1	2	3	4	-	I	28	1	2	3	4	5	-	II	65	5	-	II	6	7	-	III	75	6	7	8	TX	7-8	-	III	86	8	9	10	11	SK	36	7	-	IV	20/36	9	10	11	TX	11	12	-	IV	7	10	11	-	V	24	13	14	15	-	V	98	-	-	-	-	-	-	-	-	-	-	VI	23	-	-	-	-	-	-	-	-	-	-																														
Subs: V 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18										Subs: 1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18																																																																																																								

WINNER OSCEOLA
2-1
29-27, 20-25, 15-11

Depending on the venue, either leave the score sheet with the ref or at the scorers table.



OFFICIAL VOLLEYBALL SIGNALS

PlayPic®

1. Illegal Alignment/
Improper Server



2. Line Fault



3. Illegal Hit



4. Delay of Service



5. Over-the-net



6. Net Fault or Net Serve



7. Illegal Attack



8. Illegal Block/Screening



9. Ball Touched



10. Four Hits



11. Double Hit



12. Ball Lands Inbounds





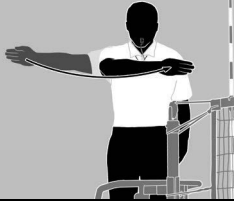
OFFICIAL VOLLEYBALL SIGNALS

PlayPic®

13. Out-of-bounds/
Antenna Fault



14. Begin Serve



15. Substitution



16. Authorization to Enter



17. Point



18. Replay/Re-serve



19. Time-out



19a. Team



19b. Official



20. Unnecessary Delay






21. End-of-Set



22. Change of Courts



Meaning	Abbreviation	How to record	Why Use
Running Score	/	Mark this slash first after a point is earned or awarded.	Mark this column first after every point.
The Circle		Circle each point earned off the serve.	Identify points earned off the serve.
The Square		Square each point awarded to a loss of rally.	Identify points awarded on a loss of rally.
Substitution (Serving Team)	S	Write an "S" in the next box of the current server, followed by the score in the box next to the S just recorded, serving team listed first.	When the team currently serving makes a sub.
Substitution (Receiving Team)	SX	Write an "SX" in the next box of the current server, followed by the score in the box next to the SX just recorded, non-serving team listed first.	When the team currently receiving makes a sub.
Timeout (Serving Team)	T	Write a "T" in the next box of the current server, followed by the score in the box next to the T just recorded, serving team listed first. Don't forget to record the scores in the timeout box.	Enter on the scoreline.
Timeout (Receiving Team)	TX	Write an "TX" in the next box of the current server, followed by the score in the box next to the TX just recorded, non-serving team listed first. Don't forget to record the score in the timeout box.	Enter on the scoreline.
Captain	C		Placed next to the player's number in the lineup (e.g., 12C).
Libero		Place a triangle around every point the Libero serves.	To designate the Libero on the lineup or tracking sheet.
Replay	R	Write an "R" in the box of the current server,	When the ref calls for a replay.
Re-Serve	R-S	Write an "R-S" in the box of the current server,	When the ref calls for a re-serve.
Exit Score	-	Use a "-" in the box after a rally is lost.	After a serve is lost, think of it like a period at the end of the sentence.

Meaning	Abbreviation	How to record	Use Case
Substitution Counter	/	Use a "/" to record the substitutions at the bottom of the set.	Easy tracking of substitutions.
Penalty	P	Write a "P" in the box of the current server should the ref call a penalty.	Place in the next box of the current server followed by a "-", Move to opponent side and place a P with the point awarded in the same square and square the whole box.

Notes

The "Once per Set" Rule

The Libero is only allowed to serve in one specific rotation position for the entire set.

The Restriction: This marks the *only* spot in the lineup where the Libero can serve. If they try to serve in a different rotation later, it is an illegal service.

Penalty points

The **P** (Penalty) notation is reserved for administrative or conduct-related mistakes. You would use the **P** if:

- 1. Sanctions:** A player or coach receives a **Red Card**
- 2. Administrative Errors:** An **"out of rotation"** error is discovered or an illegal substitution.
- 3. Delays:** Excessive team delays after a warning.