

## CALIFORNIA HOME SCHOOL SPORTS LEAGUE

### VOLLEYBALL SCOREKEEPING INSTRUCTIONS

This is an explanation of setting up the score sheet and the minimum required for score keeping during a volleyball match. There are no stats kept in this simple method – only scores, timeouts, and substitutions.

Scorekeepers should have two colors of pen with them. Black is always recommended, along with another color that will show well against the black (red, light blue, or any other color that can be easily seen). Start with the black.

Coaches should give a line-up to the score table 30 mins prior to the game so the scorekeepers have time to prepare. Scorekeepers should be at the table 30 mins ahead of game time to prepare the score sheet and be ready to start on time.

#### SETTING UP THE SCORE SHEET (Example A pdf)

Across the top of the score sheet is the match information:

Date

Home Team Name (include division/level – sometimes different levels play each other)

Visitor Team Name (include division/level – sometimes different levels play each other)

Site (location)

Start Time

End Time

On the next line, “Set No. 1” (first game) Teams are listed according to which side of the court they are on. This is for ease of the score keeper. In Set No. 2, the teams will switch sides and so should the scorekeeping. In Set No. 3, they may or may not switch sides. If there is a third game, score keepers should check to see which side the teams end up on or ask the ref or coaches if they will be switching sides so the score keepers will know which sides to put the teams on the score sheet.

In the center of that same line where team names are, there is a box on either side of the words “First Serve.” Whichever team wins the coin toss, there should be an “X” marking which team is chosen to serve first.

If there is a Libero on either team, that jersey number should be written on the line “Libero No.: \_\_\_\_\_”

Using the coaches’ lineup sheets, jersey numbers are placed into the UPPER LEFT TRIANGLE of the boxes in the “Serve Order” column, in the same order as the coach has them on the lineup sheet. Be sure the jersey numbers are on the same side of the score sheet as the team for which they play.

The first server for each team should be on the top line of the “Serve Order” column and players serve in consecutive order as listed in the “Serve Order” column. Players may not serve out of order and any out of order service should be brought to the attention of the referee and coaches immediately (preferably before service happens so that penalty points are not incurred).

You have now completed the score sheet set up.

### RUNNING SCORE (Example B pdf)

Underneath the "First Serve" boxes in between the running score for each team is a line which separates the teams (see the highlighted line). On either side of this line is the "Running Total" for the game (the right side running total coinciding with the team on the right side of the page and the left side of the running total coinciding with the team on the left side of the page). Please be sure that your running scores are on the correct side of the page.

Any points which are earned (being earned on the service of the team winning the point) are circled. Any points which are received (being earned on the service of the other team) get a slash. At the end of each game, the final score for that game is listed at the bottom of the running total in the "Final Score" box.

### SCOREKEEPING

Since CHS VG won the coin toss for the first serve, CHS #18 will serve first. Because she is serving, the first thing we do is to put a box in the upper left corner of the first scoring box next to her number. We keep this in the upper left and do not fill the entire box, because there are only 16 boxes to the right of her number, and if she were to make more than 16 points, we would need to go back to the beginning of her scoring line, to put scores of 17 or more.

In this case, CHS #18 served and her team won the point. This means that a 1 is placed inside the box AND we **circle** the number 1 on the CHS side of the running total in the center of the score sheet. We circle, because the point was "earned," not received.

Next, CHS #18 serves again, so a box is placed into the second box on her line (again, upper left corner). The team again wins the point, so a 2 is given in the box and the number 2 is circled on the CHS side of the running total.

CHS #18 serves again, so a box is placed into the third box on her line. This time, CHS loses the point, so an 'x' is placed into the box. The point is received by CLA #14, who is the first server on CLA's team. Because she "received" the point and did not "earn" the point by serving, the first point does not get a box in the upper left. The box next to that point needs a box drawn in, because CLA #14 is going to serve now. Remember, to put CLA's **received** point in the running total in the center of the score sheet. Received points are **slashed**, not circled. (See Example)

CLA #14 serves, and the team wins the point, so a 2 is given in the box and the number 2 is circled on the CLA side of the running score. CLA then loses the serve, so an 'x' is placed into the box where service is lost.

The received point 3 for CHS is given to CHS Player #2 with no box, and the running score is slashed on the number 3, since the third point is a received point.

CHS #2 serves and CHS earns points 4-6, and then loses the serve to CLA #3. Running total for CHS has circles around 4, 5, and 6. CLA running total gets a slash on 3 for the received point.

CLA #3 serves and wins points 4 through 7.

At this point, the CHS coach calls a timeout.

## SCORING TIMEOUTS

Each team is given two timeouts per game.

Timeouts are recorded on the line of the server, even if it is the other team calling it. "TX" is placed into the box on the server's scoring line to show that a timeout was called by the opposing team. (If the serving team calls the timeout, it is simply a "T" – See notes at the bottom of the scoring page.)

Because CHS called the timeout, we need to record that they have used one of their two timeouts on their side of the scoresheet. This is done to the left of the team's name at the top where it shows two boxes under the words "Time-Outs." Because this is the first timeout taken, we use the left box. What is put into the box is the score at the time of the timeout. We always put the score of the team calling the timeout first. So in this case, the box should say, "6-7" because CHS score is 6 and CLA score is 7 and CHS called the timeout so their score is placed first.

## SCOREKEEPING CONTINUED

CLA #3 resumes her serve once the timeout is over, so a box is drawn into the box following the "TX." CLA loses this point, so point and service go to CHS #10 with a slash in the running total on CHS side.

CHS #10 serves and loses the point, so point 8 and service go to CLA #28 with a slash in the running total on CLA side. CLA #28 serves and loses the point, so point 8 and service go to CHS #33 with a slash in the running total on CHS side.

CHS #33 serves and loses the point, so point 9 and service go to CLA #9 with a slash in the running total on CLA side. CLA #9 serves and loses the point, so point 9 and service go to CHS #16 with a slash in the running total on CHS side.

CHS #16 serves and loses the point, so point 10 and service go to CLA #52 with a slash in the running total on CLA side. CLA #52 serves and loses the point, so point 10 and service go to CHS #24 with a slash in the running total on CHS side.

CHS #24 serves and loses the point, so point 11 and service go to CLA #10 with a slash in the running total on CLA side. CLA #10 serves and loses the point and it is here that we go back to the top of the serving order to change pens.

## CHANGING PEN COLORS

Once you return to the top of the serve order, the pen color should change. This way the order of service is easily seen, and the server's points are in a different color each time they serve. If the serve order starts again a third time, you would again change pen color, back to the first black if you wish, or to a third color – just as long as it is clearly defined how many times a player has held the service.

See in our example page – the color has changed to blue, once we get back to the top of the page and started with CHS #18 receiving point 11 (slash in the running total), and then earning points 12 through 16 (circles in the running total). CHS #18 then loses the serve and CLA #14 receives point 12 (with a slash in the running total).

**BUT BEFORE SHE SERVES – THERE IS A SUBSTITUTION**

## SUBSTITUTIONS

CLA's coach substitutes Player 5 for Player 14 right as #14 is coming up to serve. The #5 is placed in the lower triangle next to #14 in the serving order. At the bottom of the lineup, next to the word "Subs:" there is a circle around the 1. This shows 1 substitution has happened.

Please note that #14 and #5 can now only substitute for each other, and never anyone else, for the remainder of this game. These two players can switch back and forth throughout the game, as long as it is only with each other and each time they switch, we should circle another substitution at the bottom. The maximum number of substitutions in any game are limited to 18 (not including Libero substitutions because they are not recorded).

From here, CLA #5 earns points 13, 14, and 15, then loses the serve. CHS Player 2 receives point 17, but before she serves, her coach calls her last timeout. The "T" is noted on the service scoring line and the score is noted at the top in the second timeout box. Once the timeout is over, CHS Player 2 earns points 18 through 21 and loses the serve. CLA #3 receives point 16, but the Libero is now coming in to serve for her...

## LIBERO

While a Libero is allowed to substitute for anyone in the back row, **we do not need to keep track of Libero substitutions** for this simple score keeping method. We only want to note any points a Libero earns as a server.

This is done by putting a triangle, instead of a square around points earned by the Libero. **It is not necessary to show the Libero's player # in the serving order.** The Libero's number (#44) on CLA's team in our example is written at the top of the page before the game starts. Be sure to ask the other team if they have a Libero, and if they do, write that jersey number where it says "Libero No."

To finish our example, the Libero 44 earns points 17 through 25. Note they are all circled as earned points on the running total and are also all surrounded by a triangle – indicating the Libero – on the service line of Position 2.

Since the points have reached 25, with more than two points ahead, the game is over and the Final Score is written at the bottom of the running total.

This entire method will be repeated for the second game with the teams switching sides on the court, so the scorekeeper should also switch the sides on the score sheet.

First and second games are played until one team achieves 25 points, winning by a minimum of 2 points. If they are not 2 points ahead, play continues until one team wins by 2 points or hits the scoring cap.

## WINNING THE MATCH

If one team wins both of the first two games, the match is over. A third game is played if both teams each win one game of the previous two. The third game is played to 15 points, again, winning by 2 points or reaching the scoring cap. It is also possible for a match to end due to time limitation. This would be determined by the referee.

Once a match winner is determined by winning two out of three games, the winning team's name is put into the box at the bottom of the page in the "Match Winner" box. Scorekeepers should have the referee sign to the right of the match winner on the referee signature line.

## TOURNAMENT SCORE KEEPING VARIATIONS DURING POOL PLAY

During the volleyball tournament, there are a few scorekeeping variations.

During morning pool play, there is only one set which is won by the team who reaches 21 points, winning by 2 points, or with a scoring cap of 24, winning by 1 point.

Teams may take only 1 timeout in each pool play game in the morning.