INSTRUCTIONS FOR THE USE OF THE USA VOLLEYBALL OFFICIAL BEACH VOLLEYBALL SCORE SHEETS

1. PRELIMINARY

The following procedures are to be used by referees or scorers assigned to the match. Referee techniques for signaling will vary slightly, based on whether the match has been assigned an R2, or a Scorer, but the method of scoring remains the same.

2. BEFORE THE MATCH

a. Use pen or pencil to record the match information in the Heading and Summary sections on the front of the score sheet. All proper names are in lowercase letters except for the first letter (e.g., Gulf Shores, AL; Baker, Adam). Do not fill in the "A" or "B" designations until after the coin toss.

Code: Leave this field blank: this space will only be used for computer generated score sheets.

Site: Location name

Dual/Flight #: If officiating a Team Competition, check (\checkmark) the box next to DUAL and enter the appropriate flight # in the blank

or

Pairs/Match #: If officiating a Pairs Competition, check (\checkmark) the box next to PAIRS and enter the appropriate match number in the blank.

Then, check (\checkmark) , the appropriate box for:

Gender: Male or Female

Age: Enter the Juniors AGE in FIVB format (U19 = "18 and under")

Date: MM/DD/YY (e.g., June 3, 2017 = 06/03/17)

Sched Time: In 24-hour format (e.g. 3:30 p.m. = 15:30)

Court #: Enter court number here.

(SEE EXAMPLE 2-1)



b. In the **Summary** section at the bottom of the front page of the score sheet. Record the School or Club name of the competing team(s) if available. Next record the players' names, Last name, First name / Last name, First name (e.g., Jones, Dave / Stone, Chip). List players (names should be in alphabetical order by last name), with the higher-seeded team listed on the left hand side. If necessary, the last name may be written above the first name.

^{*}Technique tip: Since players in USAV events often don't wear uniform

numbers, write a useful identifier (e.g., knee brace, visor, braided hair) next to each name. (SEE EXAMPLE 2-2)

c. Under the Teams section fill in the Officials' names, using the format Last Name, First Name. Do not initial the score sheet until after the match is complete and you have verified the score sheet's accuracy.

(SEE EXAMPLE 2-2)

d. The captain should 1) indicate the team's service order by checking (\$\sigma\$) the box to the left of that player's name, 2) should circle their player number or name to indicate that they are the Captain, and 3) should sign the score sheet to verify these details.

(SEE EXAMPLE 2-2)

							2-2					
S	B	7	сною	:E: 🗹 Set 1: <u>\$</u> 🗆 Set 2: 🗆 S	et 3:		MATCH RESULTS	6	(AAB	сно	ICE: 🗆 Set 1: <u>A</u> 🗹 Set 2:	_ 🗆 Set 3:
Ιũ	10	7	Schoo	or Club Name: USA Blue		Points Earned	Durations	Points Earned	4	Scho	ool or Club Name: USA Red	
N	Serv		Uni.	Player Names		Set 1	min.	Set 1	1st Server	Uni.	Player Names	
N	ď	í	(1)	Jones, Dave		Set 2	min.	Set 2		2	Baker, Adam	
A			2	Stone, Chip		Set 3	min.	Set 3	Ø	(1)	Smith, John	
F		eie's	Signatu	re: Dave Jones		Total duration:	min.	Includes 1 min per set interval	Captain'	's Signo	owe: John Smith	
1	Refer	rees	Аро	l, Dan	initiat	Winning TEAM	t:					١
	R2 / S	Score	n Mi	urlless, Keith /Apol, Bonnie	initiat	Winning PLAY	ERS:		&			2: —

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- e. The referees may mark on the score sheet, or may inform the scorer:
 - Which team won the coin toss, by checking (✓) that team's Choice box for Set 1 in the Teams Section.
 - *Technique Tip: The check (/) for Set 2 choice should be placed on the score sheet at this time.
 - 2) What each team chose for Set 1: record one of the following codes in the space beside each team's Choice Area.

S = Serve **OR** R = Receive

A = Court on left **OR** B = Court on right

The designations A or B are simply shorthand designed to allow the scorer to track the teams easily as they switch sides through the match. *Note that the "scorer" might be the R1, the R2 or a seated scorer.* No matter who is scoring, we simply assign the designation "A" to the team that starts the match to the left, *as that official views the court.* The team designated as "A" remains "Team A" for the entire match, regardless of what side of the court they may move to. The public and the teams need not hear the A/B designation. It's simply an aid to efficient scoring

3). The serving team will be entered in the top portion of Set 1's scoring section (write the appropriate "A" or "B" in the Team circle below Service Order I and III). The receiving team will be entered in the lower portion of Set 1 (write the remaining team designation ("A" or "B")

on paper.

- in the Team circle below Service Order II and IV).
- 4) Enter the School or Club name above the corresponding player names, if available.
- 5) Using the team's service order provided by the Captains at the coin toss, enter the player names to record the service order in the scoring section.
 - Enter the player number and name of the first server, of the team that will serve first, in the box to the RIGHT of the "I".
 - Enter the player number and name of the second server, of the team that will serve first, in the box to the RIGHT of the "III".
 - Enter the player number and name of the first server, of the team that will serve second, in the box to the RIGHT of the "II".
 - Enter the player number and name of the second server, of the team that will serve second, in the box to the RIGHT of the "IV".

(SEE EXAMPLE 2-3)

					4	- -3	1						
	TEAM:	US	SA BI	ue						MIS	100	IDL	JCT
	Svc. Order				YER N	AME			War	ning	Pena	lty	Penalty
	L	1	Jor	ıes,	D	ave				:	:		:
S	Ш	2	Sto	ne,	Cŀ	ıiρ				:	:		:
E	(ABB)	TIME OUT	:	1	2	3	4	5	6	7	8	9	10
יו	TEAM:	US	A R	ed						MIS	CON	IDL	JCT
	Svc. Order	#			YER N	AME			War	ning	Pena	ilty	Penalty
1	II	1	Smi	ith,	Jo	hn				:	:		:
	IV	2	Bak	er,	A	lan	1			:	:		:
	$\mathbb{A}\mathbb{A}\mathbb{B}$	TIME OUT	:	1	2	3	4	5	6	7	8	9	10

3. DURING THE MATCH

- a. Record the time of the first service whistle/beckon in ink in the Start Time section (above the Service Round boxes). Format is HH:MM and 24-hour clock (e.g., 9:15 a.m. = 09:15; 3:30 p.m. = 15:30).
- b. The scorer is responsible for ensuring the players serve in the correct order. The scorer will make every effort to prevent a wrong server by informing the 2nd referee of the error before the serve occurs. If a player serves out of rotation and it is discovered <u>immediately</u> after the ball has been put in play, the rally is stopped and the correct server is allowed to serve. If the wrong server is discovered after the rally is completed, the correct player will serve the next ball. (In this case the team would keep any points earned by the "wrong server".)
- c. EXCEPTION to (b) above: If a player insists on serving out of order after being informed of the correct service order, the team is penalized with

a loss of rally.

*Technique tip: To facilitate the flow of the match, the scorer may call out the server's name or number, and the score (serving team first) before each service.

- d. The scorer monitors and records the results of each player's term of service using the numbered Service Round boxes that extend to the right of each name (numbered 1 through 14).
 - 1.) When the first server (Service Order I) serves the ball to start the term of service, the scorer writes a small check mark (✓) over the "1" in the upper right corner of box 1. If the serving team wins the rally, the scorer slashes the earned point in the Team Points row (numbered 1 through 30) below the team's Service Round boxes. If the same player continues to serve, no additional marks are recorded in that Service Round box until the team loses the serve.
 - If the number of points scored in a set is greater than 30, the scorer will slash point 1 again in the opposite direction (creating an X) to indicate that point 31 has been scored. This process will continue until the conclusion of that set. (Shown in EXAMPLE 4-3)
 - 2.) At the loss of service, the scorer records the total cumulative score earned by the serving team (called the exit score) in the checked Service Round box. The scorer will also immediately record the rally point for the receiving team by slashing the appropriate point in the Team Points row below that team's Service Round boxes.
 - 3.) The scorer repeats this process for the remaining Service Round 1 boxes, following the Service Order II, III and IV. When the player in Service Order I serves again, the scorer will use the Service Round 2 box, and so on.

e. Court Switch

- 1.) For the first two sets, the teams switch sides of the court when the combined team scores equal multiples of seven (e.g., 2-5, 6-8, 10-11).
- 2.) For the deciding set, the teams switch sides of the court when the combined team scores equal multiples of five (e.g., 3-2, 6-4, 9-6).
- The scorer should inform the 2nd referee (during the dead ball period) when the next rally will result in a court switch and, if needed, repeat the reminder at the time of the court switch.
 *Technique Tip: Say "Point to switch" as the warning, and then "Switch" when the point has been scored.
- 4.) When the teams switch sides of the court, the scorer records each team's score in the COURT SWITCH SCORE box on the far right, making sure to enter team A's score in the left column each time. If the teams switch courts and the combined team scores do not equal the correct multiple value, record the actual scores and note

- the discrepancy in the **Remarks** section (e.g., "Set 1, late second court switch at, 8-7"). Place a check (✓) in the appropriate **SEE REVERSE/BELOW FOR REMARKS** box.
- 5.) A Technical Time-Out (TTO), if used, will occur at the third court switch of the first two sets. The third COURT SWITCH SCORE box is specially marked for this purpose. There will be no TTO in the deciding set. *Technique Tip: If a TTO is not used, draw a line through the "TTO" in the third COURT SWITCH SCORE box.
- f. Time-outs are recorded in the space below each team's Service Order, Numbers and Team designation. The score at the time of a team's time-out is recorded with the requesting team's score listed first. At the beginning of the time-out period, discreetly signal to the referees the number of time-outs used by each team, matching the team information with the team bench location. If necessary, repeat the time-out information before play resumes, this time matching the team information with the team location on the court.

g. Correcting Mistakes

- 1.) If the scorer makes an inadvertent error or the referee makes a mind change and the information is written in ink, the scorer must place an "X" through the error and neatly record the correct information immediately following the "X". The scorer must not miss any action while making the correction.
- 2.) If the scorer makes an inadvertent error or if the referee makes a mind change and the information is recorded in pencil, the scorer may erase the error and record the correction. The scorer must not miss any action while making the correction.
- h. Set Point and Match Point: During the dead ball period, discreetly inform the referees when a team is one point away from winning the set or match. Repeat this information each time there is a new set point or match point situation.

(SEE EXAMPLE 3-1)

3-1 DELAY Warning Penalty Penalty Penalty TEAM: USA Blue 3 5 Jones, Dave 21 4 7 10* 15 Stone, Chip 11:10 B) TIME 12:14 1 2 2 4 5 5 7 5 9 10 11 12 14 15 16 17 18 19 20 21 22 23 24 25 26 27 28 14:14 т TEAM: USA Red DELAY ESEE REVERSE FOR REMARKS Smith, John 3 2 Baker, Adam 14:14 : 7 2 * 5 11

- i. Recording Delays
 - 1.) Improper requests are not recorded on the score sheet.
 - 2.) Delay Warning (yellow card on opposite wrist) is recorded in the box to the right of the MISCONDUCT box. Record the score at the time of the warning, with the score of the warned team recorded first. No other action is taken against the team. A Delay Warning remains in effect for the match.
 - 3.) Delay Penalty (red card on opposite wrist) is also recorded to the right of the Delay Warning box. Record the score at the time of the penalty (before the resultant loss of rally), with the sanctioned team's score recorded first. Slash the next point of the opposing team and circle this point to indicate it was earned through a penalty. In addition, the opposing team will serve the next ball. If the team receiving the penalty was serving, record the exit score in the appropriate Service Round box. If the penalty results in a loss of rally before the penalized team has served, there will be no check mark in that Service Round box. A Delay Penalty remains in effect for the match.

j. Misconduct (SEE EXAMPLE 3-2)

- 1.) Misconduct Warning (individual **yellow card**) is recorded in the space to the right of the individual Player's name. Record the score at the time of the warning, with that team's score recorded first. No other action is taken against the team or player.
 - After recording the Misconduct Warning, place an X in the Misconduct Warning box for each member of that team (including Coaches). This action is to be repeated in all sets played, as only one Misconduct Warning is allowed per <u>team</u>, per <u>match</u>.
- 2.) Misconduct Penalty (individual **red card**) is recorded in the space to the right of the individual's Misconduct Warning box. A player may receive a penalty without previously receiving a warning and may receive a maximum of two penalties in the same **set**. Record the score at the time of the penalty (before the resultant loss of rally), with that team's score recorded first. Slash the next point of the opposing team, and circle that point to indicate it was earned through a penalty. In addition, the opposing team will serve the next ball. If the player receiving the penalty was on the serving team, record the exit score in the appropriate Service Round box. If the penalty results in a loss of rally before the penalized team has served, there will be no check mark in that Service Round box. NOTE: At the request of the tournament coordinator, individual red cards may be recorded in the **Remarks** section (e.g., "IRC, set 1, team A Baker, Adam 14-14"). Place a check (
 - a. If a Misconduct Penalty is given before a Misconduct Warning,

place an X in the Misconduct Warning boxes for each member of that team (including Coaches). This is action is to be repeated in all sets played, as only one Misconduct Warning is allowed per team, per match.

- 3.) A player may be expelled (yellow and red cards in one hand) from a set, and the team is declared incomplete and must default the set. If a player is expelled, check (✓) the "Expulsion" box next to the Misconduct Section. The expulsion and default MUST also be recorded in the Remarks section. Place a check (✓) in the appropriate SEE REVERSE/BELOW FOR REMARKS box.
 - Give the opposing team the points needed to win the set by slashing the necessary points but do not circle these points.
- 4.) A player may be disqualified (yellow and red cards held separately) for the match, and the team is declared incomplete and must default the remainder of the match. If a player is disqualified, check (✓) the "Disqualification" box next to the Misconduct Section. The

disqualification and default must also be recorded in the **Remarks** section. Place a check (✓) in the appropriate **SEE REVERSE/BELOW FOR REMARKS** box.

Give the opposing team the points needed to win the match by slashing the necessary points but do not circle these points.

RC, Set 1, Team A, Baker, Adam, 14-14, Profanity.

IRC, Set 3, Team A, Baker, Adam, O-O, Abuse of equipment. (After conclusion of Set 2).

**I 16:38:30 Set 3, 8-10, Team A serving, Team B Player #2 (Stone, Chip) requests medical assistance.

**I 16:39:30 Medical arrives. (Start of MTO).

**Conception of Set 2).

**Incomparison of Set 2).

**In

k) Misconduct by a Coach (SEE EXAMPLE 3-3)

The area provided on the back of the score sheet above the **Remarks** section will be used to record Misconduct warnings and penalties for Coaches using the following procedures:

- Misconduct warning (individual yellow card) is recorded in the space to the right of the appropriate Coach in the Coaches Sanctions box. Record the set number and score at the time of the warning, with that Coach's team score recorded first. No other action is taken against the team or Coach. (e.g., "Head Coach Team A, Smith, Matt receives a Warning at 13:14 in Set 1"). Note: this is not recorded in the Remarks box.
 - After recording the Misconduct Warning in the Coaches

Sanctions section, place an X in the Misconduct Warning box for all team members, as only one Misconduct Warning is allowed per **team**, per **match**.

- 2). Misconduct penalty (individual red card) is recorded in the space to the right of the appropriate Coach in the Coaches Sanctions box. Record the set number and score at the time of the penalty, with that Coach's team score recorded first. A Coach may receive a penalty without previously receiving a warning. A Coach may receive a maximum of one (1) penalty in the same MATCH. A second offense of the same nature or greater results in a Coach Expulsion. Record the score at the time of the penalty (before the resultant loss of rally), with that Coach's team score recorded first. Slash the next point of the opposing team, and circle that point to indicate it was earned through a penalty. In addition, the opposing team will serve the next ball. If the Coach receiving the penalty was on the serving team, record the exit score in the appropriate Service Round box. If the penalty results in a loss of rally before the penalized team has served, there will be no check mark in that Service Round box.
 - If a Coach receives a Misconduct Penalty before a Misconduct Warning, place an "X" in the Misconduct Warning boxes for each member of that team.
- 3.) A Coach may be expelled (yellow and red cards in one hand) from a set, and must leave the court and immediate vicinity for that set. The expulsion MUST be recorded in the Remarks section (e.g., "Exp, Set 3, Team B, Asst. Coach, Reese, Mo, 9-11"). Place a check (✓) in the appropriate SEE REVERSE/BELOW FOR REMARKS box. No further action is taken against the team.
- 4.) A Coach may be disqualified (yellow and red cards held separately) for the match, and must leave the competition site until the conclusion of the match. The disqualification MUST be recorded in the Remarks section (e.g. "DQ, Set 3, Team B, Asst. Coach, Reese, Mo, 9-11" physical aggression). Place a check (✓) in the appropriate SEE

REVERSE/BELOW FOR REMARKS box.

No further action is taken against the team.

3-3 Penalty COACH SANCTIONS Team Warning SET Expulsio In Coach Sanction Area, enter as appropriate: 13:14 Head Coach: Smith, Matt А : Enter the Name of the Offending Coach, Team A or B Head Coach: Stone, Skip В 3 9:11 : NOTE: A WARNING to any Coach remains in effect for the TEAM for the MATCH Ass't Coach: Reese, Mo A/B 9:11 NOTE: Coaches may receive one penalty maxin which DOES include a point to the opponent A/B : NOTE: NO Penalty Point is granted to the Oppo the cases of EXPULSION or DISQUALIFICATION Ass't Coach: A/B

4. POST-SET PROCEDURES

a. When the referee blows the whistle to end the last rally of the set, slash the

winning point in the Team Points row. Record this final point as the exit score for the winning team. If the receiving team earned the winning point from the opponent's loss of service, record the winning point in the Service Round box of the player who would have been the next server and do not make a check mark in the upper right corner of the box. Additionally, record the appropriate exit score in the Service Round box of the losing team's last server.

- b. The "end of set" signal by the 1st referee marks the time the set ended. Record the time (using the 24-hour clock format, HH:MM) in the End Time space, located to the right of the Start Time space.
 - 1.) Calculate the duration of the set by determining the elapsed time between the Start Time and End Time. Record this data in minutes in the Set Duration space to the right of End Time.
- c. Circle the final exit score (in the Service Round box) for each team
- d. Cancel the unused COURT SWITCH SCORE boxes by drawing a single large X through the empty boxes. Also, cancel each team's unearned points by drawing a vertical line immediately to the right of the last slashed point, then drawing a horizontal line through unearned points (similar to a sideways "T".)

(SEE EXAMPLE 4-1)

													4-1												
	TEAM:	US	SA BI	ue				SCOND		☐ Expuls		DELAY	Warning	Penalty	Penalty	Penalty	START	15:20	END	15:40	SET DURATION	19	╗	SWITCHES	PES
	Sec. Order				ER NAME		Warning	Penalty	Penalty	☐ Disqua	lification	DECA					TIME	15.50	TIME	10.49	DURATION	19	min,	A : B	
	1	1	Jor	es,	Dave		13:14	:	:	1 1	3 1	5	9 1	12	16	18		,	,		15	13	14	3:4	7
s	III	2	Q+o	ne.	Chip		\searrow	1		2	4	7	10~	15	17	(19)		9	,	0 11	12	13	14	7:7	14
E	~	_	_	110,	Omp		\sim	L.			-	<u> </u>			- 1		_					_	\dashv	11:10	21 110
15	(B)	001	12:14	1	23	# #	\$ 1	\$ 9	1,6	y1 y2	1/3	1,4 (3.) 1¢	yt 1,6	<i>1</i> 9	20 2	1 22	23	24 2	5 26	27 28	29 3	0-	14:14	28
1.	TEAM:	US	SA R	ed				SCOND		☐ Expuls		DELAY	Warning	Penalty	Penalty	Penalty			Mare B	EVERSE FO	REMARKS			18:17	35
	Sec. Order	2		PLAY	ER NAME		Warning	Penalty	Penalty	☐ Disqua	lification		:	:	:	:	_						_	10.11	н
1	П	1	Smi	th, i	John		\times	:	:	11	3	6	9 *	14	18	20		,	,	"	22	13	14	\ : /	42
	IV	2	Bal	er.	Adam	1	∇	14:14	:	2	5	7 4	11	17	19 *	(21)		9	1	0 11	22	13	14	-X-	49
	Z.	TIME					\sim				_	-			-	\sim						_	\dashv	<u> </u>	56
	(A)	OUT	:	1	7 3	4 \$	\$ 1	\$ 9	1,6	y1 y2	1/3	1,4 35	1,6	y) 1,6	19	3 6 3	yf 22	23	24 2	5 26	27 28	29 3	θ-	/ : \	63

e. Transfer each team's set information: points earned and set duration to the appropriate columns in the Match Results section.

(SEE EXAMPLE 4-2)

ı	MATCH RESU	LTS	5
Points Earned	Durations		Points Earned
Set 1 19	19 1	min.	Set 1 21
Set 2	1	min.	Set 2
Set 3	1	min.	Set 3
Total duration:	1	min.	Includes 1 min per set interval

f. The interval between set 1 and set 2 is one minute. The scorer should add one minute to the previous End Time and record this time as the Start Time for Set 2.

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- g. The team that lost the coin toss for Set 1 chooses one of the following: (1) to serve or receive, or (2) the side of the court on which to start the set. The other team will select the remaining choice. Therefore, the scorer must wait for these decisions before preparing Set 2. Record the appropriate code (see paragraph 2.d.2) in the space behind each team's Choice for Set 2. Each captain will also indicate the service order, which may be different from the previous set. Once the scorer has the necessary data, fill in the scoring section for set 2, remembering that the teams retain their original "A" and "B" designations.
 - If a team has received a Delay Warning or Penalty in the first set, cross out the second set Delay Warning box for that team.
 - If any team members received a Misconduct Warning or Penalty in the first set, cross out the second set Misconduct Warning boxes for both players on that team.
 - Record the action from Set 2, using the same match and post-set procedures described above.

(SEE EXAMPLE 4-3)

4-3

Г	TEAM: Svc. Order		A Blue		SCOND! Penalty		□ Expuls		DELAY	Warning :	Penalty :	Penalty :	Penalty :	START	5:50	END	16:	20	SET DURATE	on 3	O min.	SWITCHES A : B	PTS
	I	2	Stone, Chip	X	:	:	4	9 4	13	19 *	21	25	29	(33)	5		10	- 1	12	1	14	2:5	2
s	III	1	Jones, Dave	\boxtimes	:	:	7 1	11 4	17	20	23	27	31	-	5		10	- 11	12		14	5:9	14
Ε	(B)	TIME	20:20 X X X A \$	b 1	8 8	16	fi fz	1/3	14 16	16	1/ 18	16	26 Z	ń zé	26	24	2/5	2.f	zt :	26 2	36	11:10	110
T	TEAM:	***	A Red	MI	SCOND	ICT	D Equit	inn	, ,	Warning	Penalty	Penalty	Penalty			_	_	_	_	, ,		16:12	24
	Sirc. Geden	0.5	PLAYER HAME				□ Disqui		DELAY	:	:	:	:			□ SEE	REVER	SE FOR	REMAR	KS		20: 15	35
2	Ш	2	Baker, Adam	\times			2	6	12	15	22	26	30	1	5		10		- 12	1	14	21:21	42
1	ıv		Smith, John	\triangleright	1		a'	102	13	21	24	28	(31)	-	1	1	10	- 11	12	1	14	24:25	49
			Smith, John	\sim			4	10	15	21	24	28	(3)							1	1	28:28	56
		··	31:32 X 2 3 4 5	\sim		_	_																

- h. Deciding Set: If the teams are tied 1-1 after set 2, the 1st referee will conduct a coin toss for the deciding set.
 - 1.) The interval between Set 2 and Set 3 is one minute. The FIRST Referee will conduct the toss. To indicate which team won the coin toss, check (✓) that team's Set 3 Choice box in the Teams Section. Using the coin toss results, prepare the scoring section for Set 3 accordingly.
 - If a team has received a Delay Warning or Penalty in the first or second sets, cross out the third set Delay Warning box for that team.
 - 3.) If any team members received a Misconduct Warning or Penalties in the first or second sets, cross out the third set Misconduct Warning boxes for both players on that team.
- Record the action from Set 3, using the same match and post-set procedures described above, except the teams will switch courts when the combined scores equal multiples of five. Remember that there is not a Technical Time-Out in the 3rd set.

5. POST-MATCH PROCEDURES

- In the MATCH RESULTS box, calculate and record the Total Duration in minutes, including the intervals between sets.
- b. In the Winning Team box, write the name of the Winning School or Club if applicable.
- c. In the Winning Players box, write the names of the winning team listing the names in the same order as in the Player Name box (last names only is acceptable).
- d. Review the score sheets to ensure accuracy and completeness, then initial beside your printed name in the appropriate initial box.
- e. The 2nd referee and then the 1st referee will check and then initial the score sheet appropriate initial box.
- f. Deliver the completed score sheet to the Tournament Director.
- g. If there has been a match interruption, which increased the overall match time, the set in which it occurred will be marked with an asterisk (*) in the appropriate set duration box and an asterisk (*) will be placed in the Total Duration Box. An explanation may be placed in the Remarks section: (e.g.,* Total Match Duration adjustment for MTO 00:05:30) or (e.g., *Total Match Duration adjustment for play stoppage due to lightning 00:17:00)

(SEE EXAMPLE 5-1)



6. Recording Medical Time Out

After authorization from the Referee, an injured player is allowed one Medical Time out (MTO) for injury recovery per match. The duration of this MTO will not exceed five minutes. The details regarding this interruption must be recorded accurately.

- a. The following game facts must be recorded in the Remarks Section: Time of Day, Set Number, Set Score, Serving Team, Requesting Team A or B and Which Player Needed Medical Assistance.
- The time the Accredited Medical Staff arrives must be recorded (the injury recovery period begins at this time).
- c. The time that the Accredited Medical Staff finishes treating the player and the match resumes must be recorded as well. (The treatment time will not exceed five minutes). The total duration of the match interruption is recorded. (SEE EXAMPLE 6-1 on next page)

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	*I 16:38:30 Set 3, 8-10, Team A serving, Team B Player #2 (Stone, Chip) requests medical assistance.
R	·16:39:30 Medical arrives. (Start of MTO).
E	·16:44:00 Match resumed. Total Duration 00:05:30.
Α	- transfer and an angle and an
R	
s	

- d. If the player elects to treat the injury without Medical Assistance, the five-minute injury recovery period begins upon Referee authorization. This time will be noted, in the same manner as 6.a.
- e. If the player changes his/her mind and requests Medical Assistance, the recovery period will be suspended and the Accredited Medical Staff will be called. The time of this new request will be recorded and the elapsed time noted.
- f. The recovery period will resume when the Accredited Medical Staff arrives. The Accredited Medical Staff will be allowed to treat the injured player using the remainder of the recovery period. The arrival time of the Accredited Medical Staff must be recorded.
- g. The time that the Accredited Medical Staff finishes treating the player and the match resumes must be recorded as well. (This treatment time will not exceed five minutes.) The total duration of the match interruption is recorded. (SEE EXAMPLE 6-2)

6-2

	*1 (6:38:30 Set 3, 8-10, Team A serving, Team B Player #2 (Stone, Chip) requests MTO.
R	·16:40:30 Team B Player #2 (Stone, Chip) requests medical assistance. (Elapsed time OO:02:00).
E	·16:43:30 Medical arrives. (Resume MTO).
Α	·16:46:30 Match resumed.
R	· Total Duration 00:08:00.
s	*2 Total Match Duration adjustment for MTO OO:08:00.

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SITE: Gulf Shores, AL	: USA Blue	I Jones, Dave	2 Stone, Chip	TIME 12:14 1 7 7 4 4	USA Red	1 Smith, John	2 Baker, Adam	TIME : 17 7 4 4	TEAM: USA Blue	2 Stone, Chip	1 Jones, Dave	TIME20:20 X X X X	USA Red	2 Baker, Adam	I Smith, John	TIME 31:32 X 4 4 4	CHOICE: ☑ Set 1: S □ Set 2:	School or Club Name: USA Blue	Uni. Player	Jones, Dave	2 Stone, Chip	Captain's Signature: Dave Jones	Apol, Dan	dejahi
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*2 Total Match Duration adjustment for MTO 00:05:30.	EXP, Set 3, Team B, Asst	·16:44:00 Match resumed.	·16:39:30 Medical arrives.	*1 16:38:30 Set 3, 8-10, Team A serving, Team B Player #2 (Stone, Chip) requests medical assistance	IRC, Set 3, Team A, Baker, Adam, O-O, Abuse of equipment. (After conclusion of Set 2).	IRC, Set I, Team A, Baker, Adam, 14-14, Profanity	Ass't Coach:	Ass't Coach:	Ass't Coach: Reese, Mo	Head Coach: Stone, Skip	Head Coach: Smith, Matt	COACH SANCTIONS	TEAM: USA Blue 1
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