



USA VOLLEYBALL SCORING INSTRUCTIONS

2 | USA VOLLEYBALL • SCORING INSTRUCTIONS 2025-2027



GENERAL SCORING PROCEDURES

S1 GENERAL PROCEDURES

S1.1 RECORDING INFORMATION

- S1.1.1 The scorer clearly records all information (except the signatures) using **PRINTED CAPITAL** letters on the score sheet.
- S1.1.2 Some information must be recorded **using blue/black ink**. The instructions will indicate if blue/black ink is required.
- S1.1.3 Other information may be recorded using either pencil or blue/black ink.
- S1.1.4 National Scorers: Must record all information **using blue/black ink**.

S1.2 INCORRECT INFORMATION

- S1.2.1 Incorrect information must be corrected immediately.
- S1.2.2 Remove the incorrect information by:
 - Use of correction tape
 - Use of an eraser
 - Crossing out information using an **X**

S1.3 DATES

All dates are recorded using **MM/DD/YY** or **MM-DD-YY** with leading zeros as necessary.

Examples: 06/02/15 or 06-02-15

S1.4 TIMES

All times are recorded using International Time **HH:MM** with leading zeros as necessary.

Examples: 9:10AM=09:10 1:15PM=13:15

S1.5 SCORES

When an action requires recording both team scores (time-outs, substitutions, sanctions, remarks), record the score of the team causing the action first.

Example: Team **A** score **5** and Team **B** score 10 when Team **B** takes a time out. Record **10:5** as score.



S1.6 PENALTY POINTS

S1.6.1 Slash the point in the **POINTS** column. S1.6.2 Draw a circle around the slashed point.

S1.7 AUTOMATIC THREE (3) SET MATCHES

Some events use a best-of-three sets match format with some matches designated to play all 3 sets (**automatic three (3) set match**).

S1.7.1 If a coin toss and court change is required for set 3:

- a. A deciding set score sheet is used
- b. The scoring procedures are the same as for any deciding set.

S1.7.2 If no coin toss or court change is required for set 3:

- a. A regular score sheet is used;
- b. The scoring procedures are the same as for any non-deciding set.

S1.8 READY SIGNAL

S1.8.1 When ready for the set to continue:

- a. Make eye contact with 2nd referee;
- b. Raise both hands, palms facing forward.

S2 PRE-MATCH

S2.1 BEFORE THE START OF A MATCH

S2.1.1 Prepare all the score sheet(s) for the match by recording the match information for:

- Sets 1 and 2 for a best-of-three match
- Sets 1 through 3 for an 'automatic 3-set match'
- Sets 1 through 3 for a best-of-five match.

S2.2 HEADINGS

Use blue/black ink.

If the heading information is not pre-printed, record the following information:

S2.2.1 **Name of Competition**

S2.2.2 **City, State**

S2.2.3 **Hall NAME OF FACILITY**



S2.2.4 **Pool Phase**

For **Pools**, use number or letter

For **Phase**, use playoff bracket (e.g. GOLD, SILVER, BRONZE, etc.)

S2.2.5 **Division** X the appropriate box

S2.2.6 **Match No.** number or SEMI, FINAL, etc. S2.2.7 **Category** X the appropriate box

S2.2.8 **Level** Record the level of play (AA, A, 40s, 16O, or other description)

S2.2.9 **vs** Record the complete names of the playing teams for the match; TEAM NAME vs TEAM NAME

S2.2.10 **Date** Match Date

S2.2.11 **Court** Court Number

S2.2.12 **Time** Scheduled Match Time

Leave blank if the scheduled time is based solely on the previous match's end time.

S2.3 OFFICIALS PRINTED NAMES

Use blue/black ink.

Record all officials' names as LAST NAME, FIRST NAME.

S2.3.1 **1st** Name of First Referee

S2.3.2 **2nd** Name of Second Referee

S2.3.3 **Scorer** Name of Scorer

S2.3.4 **Work Team** WORK TEAM NAME

S2.3.5 **Region** Region code of work team (2-character code)

S2.4 SET NUMBER

Use blue/black ink.

If not pre-printed, record the set number in the Set box.

S2.5 SET WITH SCORE NOT STARTING AT 0-0

Use blue/black ink.

For any set not starting at 0-0, record the unused points with the T-Bar method as follows:



Set starts at 4-4

- S2.5.1 Draw a horizontal line below the last unused number in the **Points** column.
- S2.5.2 Draw a vertical line from the top of the **Points** column to the horizontal line.

Points			Points		
1	13	25	1	13	25
2	14	26	2	14	26
3	15	27	3	15	27
4	16	28	4	16	28
5	17	29	5	17	29

S3 STARTING THE MATCH

S3.1 TEAM DESIGNATION

After the coin toss and the determination of the serving team and the playing area.

- S3.1.1 Designate the team that begins Set 1 on the **left** court as Team **A**.
- S3.1.2 Designate the team that begins Set 1 on the **right** court as Team **B**.
- S3.1.3 Each team keeps the **A/B** letter designation assigned in Set 1 for the entire match.

S3.2 TEAM INFORMATION

Use blue/black ink.

- S3.2.1 **For Set 1**, in the **TEAM INFO** section:
- Record Team A's name (shorten as needed) in the Team box on the left side.
 - If not pre-printed, record an A in the A/B circle on the left side.
 - Record Team B's name (shorten as needed) in the Team box on the right side.
 - If not pre-printed, record a B in the A/B circle on the right side.
- S3.2.2 For the remaining non-deciding Sets, in the **TEAM INFO** section:
- Teams will change courts for each non-deciding set
 - Record Team Information on the opposite sides from the previous set score sheet.
- For Set 2:
- Record Team B information on the left side.
 - Record Team A information on the right side.
- Alternate for each remaining non-deciding set score sheet.



S3.3 SERVING AND RECEIVING TEAMS

Use blue/black ink.

S3.3.1 For the team serving first:

- Record an X through the (S).

S3.3.2 For the team receiving first:

- Record an X through the (R).
- Record an X in box 1 of the SERVICE ROUNDS section for the player in SERVICE ORDER I.

S3.3.3 Repeat S3.3 on all non-deciding score sheets. Serve and receive will remain on the same court (side).

S3.4 ROSTERS (IF REQUIRED BY EVENT)

Rosters may not be used by all events.

S3.4.1 Obtain an official roster from each team.

S3.4.2 Verify player uniform numbers are correct and accurate.

S3.4.3 Once submitted, no roster changes are permitted unless approved by event management.

S3.4.4 Roster changes may result in team penalties as directed by event management.

S3.5 TEAM CAPTAINS (FROM ROSTERS)

Use blue/black ink.

S3.5.1 No Rosters, record an X in the **Captain** box.

S3.5.2 Rosters with no designated team captain, record an **X** in the **Captain** box.

EXAMPLE: No rosters or no Team Captain designated.

CAPTAIN

X									
---	--	--	--	--	--	--	--	--	--

S3.5.3 Rosters with a designated team captain, record the team captain's number in the Captain box.

EXAMPLE: 8 is the roster Team Captain

This player is always the captain when on the court.

CAPTAIN

8									
---	--	--	--	--	--	--	--	--	--



S3.6 LINE-UP SHEETS

- S3.6.1 Obtain a **LINE-UP** sheet from each team (previously distributed to each team).
- S3.6.2 Opponents may not see the other team's **LINE-UP** sheet after it has been obtained.
- S3.6.3 Verify that a coach or team captain has signed each **LINE-UP** sheet.
- S3.6.4 Verify that Libero designations have been indicated.
- S3.6.5 Verify that a game captain is indicated using a "C" next to the player number.
 - a. If the roster team captain starts the set, he/she must be the game captain.
 - b. **[Optional]** An alternate captain may be designated on the line-up sheet using an "A" next to the player number.
- S3.6.6 Verify that there are no duplicate numbers among the starting player, including the Libero(s)
- S3.6.7 Immediately return an incomplete or inaccurate line-up sheet to the 2nd referee.

S3.7 LIBERO DESIGNATION

Use blue/black ink.

- S3.7.1 A Libero may be the team, game or alternate captain.
- S3.7.2 At the start of each set, a team may designate zero, one, or two Liberos.
- S3.7.3 If zero or one Libero is designated on the LINE-UP sheet, the empty Libero box(es) must contain an **X**.
- S3.7.4 The Libero(s) may be different for each set.

S3.8 VERIFYING LINE-UP PLAYER NUMBERS

- S3.8.1 No changes to player numbers may be made after the LINE-UP sheet has been submitted, except to correct a duplicate number prior to the start of a set.
- S3.8.2 Substitutions may be made prior to the start of any set.
- S3.8.3 If rosters are used, verify the numbers on the **LINE-UP** sheet are consistent with the numbers on the roster.



S3.9 RECORDING THE GAME CAPTAIN(S)

Use blue/black ink.

- S3.9.1 Record the game captain's number in the CAPTAIN circle. The game captain is designated on the **LINE-UP** sheet by a "C."
- If the game captain leaves an alternate captain must be designated.
 - If the game captain returns, he/she will resume the duties of captain.
- S3.9.2 If an alternate captain has been designated on the LINE-UP sheet using an a, record the alternate captain in the first available slot in the CAPTAIN section.

COBRAS Team A; Receiving; No Rosters; Libero 8 captain; 10 alternate captain; Libero 8 is game captain when on the court; 10 is game captain when 8 is off the court.

CAPTAIN **X** **8** **10** | | | | |

S3.10 RECORDING THE LINE-UPS

Use blue/black ink.

- S3.10.1 Record the starting players' uniform numbers in position order in the SERVICE ORDER section.
- Record the numbers in the middle of the top line of each box.
 - Match the Roman numeral box on the **LINE-UP** sheet to the corresponding Roman numeral on the score sheet. Do this for both teams regardless of which team is serving first.

		CAPTAIN X 8 10					
Start :		Team COBRAS		8 Libero X		<div> <div>A</div> <div>B</div> <div> <div> <div> <div></div> <div></div> <div></div> </div> </div> </div> </div>	
Order	I	II	III	IV	V	VI	
	15	11	10	47	23	2	



S3.11 CHECKING PLAYERS ON THE COURT

Verify the players on the court, using the **SERVICE ORDER** section of the score sheet, as the 2nd referee checks the player's starting position on the court using the **LINE-UP** sheet.

- S3.11.1 Confirm the correct player numbers are on the court.
- S3.11.2 Confirm the player numbers are in the correct starting positions according to the service order.
- S3.11.3 Notify the 2nd referee of any discrepancies in either player numbers or starting positions.

SET 1			LIBERO
LINE-UP SHEET			Nº
TEAM COBRAS 8dX			
IV	III	II	
47	10a	11	
V	VI		
23	2	15	
SERVICE			
 COACH SIGNATURE <i>Cobra Leader</i>			

S3.12 LEGAL SUBSTITUTES SECTION

Use blue/black ink.

- S3.12.1 National Scorers: Must record information about available substitutes in the **Legal Substitutes** section.
- S3.12.2 The Liberos are not **Legal Substitutes**.
- S3.12.3 **[Optional]** If rosters are provided, record the non-starting players on the roster in the **Legal Substitutes** section.
- S3.12.4 **[Optional]** If there are no available substitutes, record "NO SUBS" in the **Legal Substitutes** section.

S3.13 START TIME

Use blue/black ink.

Record the start time (using international format) in the **START TIME** box when the 1st referee whistles for the first serve. (Samples are provided in upper right section of the score sheet.)

			CAPTAIN	X 8 10
Start 09:00		Team COBRAS		
Order	I	II	III	
	15	11	10	



S4 RECORDING INFORMATION

S4.1 INFORMATION DURING THE SET

S4.1.1 Record using either pencil or **blue/black ink**.

S5 CONTROLLING SERVICE

S5.1 VERIFYING CORRECT SERVER

Verify the correct server has the ball and is preparing to serve each time a player enters the service zone.

S6 RECORDING SERVICE AND RESULT

S6.1 SERVICE ROUNDS BOX

- S6.1.1 Use one box for the entire term of service for each position, whether the player serves once or multiple times.
- S6.1.2 The first time the correct server serves in a particular service round, record a small checkmark (✓) through the number in the corner of the appropriate **SERVICE ROUNDS** box beneath the serving player's number.
- S6.1.3 When the serving team wins the rally, record by slashing the appropriate point in the **POINTS COLUMN** for the serving team.
- S6.1.4 When the receiving team wins the rally:

- a. Record the exit score in the checked **SERVICE ROUNDS** box.
- The exit score is the serving team's total cumulative points.



Points		
✓ 13	25	
✓ 14	26	
3 15	27	



- b. Immediately record the rally point for the receiving team by slashing the appropriate point in that team's **POINTS COLUMN**.
- The slashed rally point is 1 point more than that team's previous exit score, unless points have been removed due to a fault.



S6.2 LIBERO SERVING

A Libero is permitted to serve in only one rotational position during each set. When two Liberos are used by a team, either/both Liberos may serve but both must serve in the same rotational position.

S6.2.1 Record this position by drawing a triangle around the **Service Order** Roman numeral the first time a Libero serves in the set.

S6.2.2 When the serving team wins the rally on a Libero's serve:

- Draw a triangle around the appropriate point(s) in the **POINTS COLUMN**.

Start	:	Team	BLUE				8	Libero	X	A	B	S
I		II	III	IV	V	VI						
2		16	5	10	7	4						

S6.2.3 When the receiving team wins the rally,

- Record the exit score in the checked **SERVICE ROUNDS** box.
- Immediately record the rally point for the receiving team by slashing the appropriate point in that team's **POINTS COLUMN**.

Points		
1	13	25
2	14	26
3	15	27
4	16	28
5	17	29

S6.3 RALLY BEING REPLAYED

When play is stopped and the rally is replayed due to external interference of the rally:

- Record nothing on the score sheet.
- Verify the visible scoreboard reflects the correct score and no points were inadvertently added or removed.

S7 RECORDING SERVICE FAULTS

S7.1 RECORDING THE SERVICE ROUND

If a wrong server, time violation, or serving team penalty occurs:

S7.1.1 On the first service of that round, do not record a checkmark (✓) through the **SERVICE ROUNDS** number.

2

S7.1.2 After the first service of that round, do not remove the checkmark (✓).

✓



S7.2 ROTATIONAL FAULT (WRONG SERVER)

When an incorrect player is in the service area preparing to serve:

S7.2.1 Wait until the incorrect player contacts the ball for service.

- a. Immediately notify the 2nd referee after the incorrect player contacts the ball.

S7.2.2 Record the exit score in the **SERVICE ROUNDS** box of the player who should have served.

- a. No checkmark (✓) is recorded or removed.

S7.2.3 No **REMARK** or **SANCTION** is recorded.

S7.2.4 Any points earned during the rotational fault must be removed from the score sheet.

- a. Record an appropriate statement in the **REMARKS** section.

REMARKS
ROTATIONAL FAULT, CANCELLED PTS 10-11 B, SET 2, 11-7

S7.3 SERVICE FAULT (TIME VIOLATION)

When a server fails to contact the ball within 8 seconds or for any other reason does not contact the ball for service after the 1st referee beckons for service:

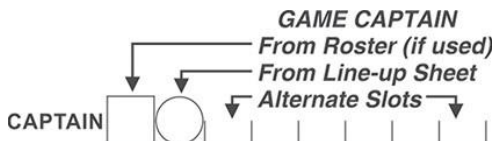
S7.3.1 Record the exit score in the **SERVICE ROUNDS** box of that server.

S7.3.2 No **REMARK** or **SANCTION** is recorded.

S8 RECORDING GAME CAPTAIN CHANGES

During play, there must always be a game captain on the court.

S8.1 TEAM CAPTAIN FROM ROSTER (IF ROSTERS ARE USED)



S8.1.1 When the team captain indicated on the roster (in the **Captain** box) is on the court, he/she is the game captain.

CAPTAIN **8** **8**



S8.2 TEAM CAPTAIN FROM LINE-UP SHEET

- S8.2.1 When the team captain indicated on the line-up sheet (in the **Captain** circle) is on the court, he/she is the game captain.

S8.3 TEAM CAPTAIN LEAVES THE COURT

- S8.3.1 An alternate player on the court must be assigned the role of game captain and is recorded in the alternate slots.
- S8.3.2 When no alternate game captain is recorded:
- Inform the 2nd referee that an alternate game captain needs to be assigned.
 - Record the alternate game captain's number in the first available alternate slot.
- S8.3.3 When an alternate game captain is recorded:
- Report the alternate game captain's number to the 2nd referee (**10** in the diagram below).



S8.4 ALTERNATE GAME CAPTAIN LEAVES THE COURT

- S8.4.1 Inform the 2nd referee that a new alternate game captain needs to be assigned.
- S8.4.2 Slash the exiting number in the alternate slots.
- S8.4.3 Record the new alternate game captain's number in the next available alternate slot.

Example: **10** leaves the court and **9** is the alternate captain

NOTE: When **10** re-enters the court, **9** remains the alternate game captain.



S9 SUBSTITUTIONS

S9.1 GENERAL INFORMATION

- S9.1.1 Each team is limited to 12 team substitutions per set.
- S9.1.2 Players may enter a set an unlimited number of times within the team substitution limit, but always in the same rotational position relative to teammates.
- S9.1.3 An unlimited number of players are allowed to substitute into a rotational position.



S9.2 LEGAL SUBSTITUTIONS

A legal substitution must meet all the following:

- S9.2.1 The request must be within the team substitution limit.
- S9.2.2 When using rosters:
 - a. The substitute must be on the roster.
 - b. National Scorers: Available substitutes must have been recorded in the Legal Substitutes section.
- S9.2.3 The substitute must enter in the correct rotational position.
- S9.2.4 The substitute cannot have been:
 - a. Replaced by an exceptional substitution during the match;
 - b. Declared unable to play during the match;
 - c. Expelled during the set;
 - d. Disqualified during the match.

S9.3 ADMINISTERING SUBSTITUTIONS

When the 2nd referee authorizes a substitution.

- S9.3.1 Confirm the legality of the substitution.
 - a. Immediately notify the 2nd referee if the substitution is not legal.
 - b. Remove any incorrectly recorded substitution information (if any).
- S9.3.2 Record the substitution.
- S9.3.3 Notify the 2nd referee when a team has used its 9th, 10th, 11th, and 12th substitutions.
- S9.3.4 Display the READY signal to the 2nd referee.

S9.4 MULTIPLE SUBSTITUTIONS (SAME TEAM)

The 2nd referee will authorize a pair to exchange followed by another pair until all substitutions have been completed.

- S9.4.1 Administer each substitution separately using the procedures above.
 - a. Confirm legality.
 - b. Record substitution.
 - c. Notify 2nd referee of the 12th, 13th, 14th, and 15th substitutions.
 - d. Display the **READY** signal to confirm all substitutions for that team have been recorded.



S9.5 SIMULTANEOUS SUBSTITUTION BY BOTH TEAMS

When both teams request substitutions during the same dead ball.

S9.5.1 Administer each substitution in the same order as authorized by the 2nd referee.

S9.5.2 Display the **READY** signal one time for each side.

S9.6 RECORDING SUBSTITUTIONS

S9.6.1 Record the substitution in the first available row in the **Score at Substitution** section beneath the player number leaving the set.

- Record the entering player number in the left box.
- Record the score at time of substitution in the right box.

IV	
2	
9	3:2
	:

S9.6.2 Record the total number of team substitutions used by slashing the next un-slashed number in the **Substitutions** row beneath the **SERVICE ROUNDS** section.

3	6	3	6
Substitutions / 2 3			

S9.6.3 When rosters are used and this is the first time the player has entered the game:

- Slash the player number in the **Legal Substitutes** section.
- National Scorers: Must slash the player number in the Legal Substitutes section.

S9.7 RECORDING MORE THAN EIGHT (8) SUBSTITUTIONS IN ONE ROTATIONAL POSITION

S9.7.1 Record the substitution in the available SCORE at SUBSTITUTION boxes in an adjoining column.



S9.7.2 Draw a dark line around the adjoining **SCORE at SUBSTITUTION** column area to indicate this information belongs with the original substitution position (see diagram below).

I	II	III	IV	V	VI
2	16	5	10	7	4
:	:	3 1:2	:	:	:
:	:	5 2:4	:	:	:
:	:	3 8:7	:	:	:
:	:	5 9:8	:	:	:
:	:	3 12:12	3 21:17	:	:
:	:	5 13:12	5 22:18	:	:
:	:	3 18:14	3 24:24	:	:
:	:	5 19:15	5 25:24	:	:

S10 EXCEPTIONAL SUBSTITUTIONS

S10.1 WHEN PERMITTED

S10.1.1 A player (except a Libero) who cannot continue playing due to injury/illness or expulsion/disqualification should be substituted legally or, if in the back row, legally replaced by the Libero.

S10.1.2 If this is not possible, the team is entitled to make an exceptional substitution.

S10.2 PRIORITY FOR EXCEPTIONAL SUBSTITUTION

S10.2.1 By the starter or a substitute who has played in the position of the injured/ill/expelled/disqualified player, or by any substitute who has not already participated in the set;

S10.2.2 By any substitute on the bench, regardless of position previously played;

S10.2.3 By the Libero.

S10.3 RECORDING EXCEPTIONAL SUBSTITUTIONS

S10.3.1 Circle the injured player's number in the **SERVICE ORDER** or **SCORE at SUBSTITUTION** section to indicate that the player is prohibited from returning to the match.

III	IV
2	6
:	14 :



S10.3.2 Record the incoming player’s number in the next available substitution box.

S10.3.3 Do not record the score in the **SCORE at SUBSTITUTION** section.

S10.3.4 Do not slash any substitution number in the Substitutions row beneath the **SERVICE ROUNDS** section. An exceptional substitution is not counted as one of the team’s allowable team subs.

S10.3.5 RECORD REMARKS

- Record a comment in the **REMARKS** section, noting the action (EX SUB), the uniform numbers of the incoming player and injured player, the team name or letter designation, the set number, and the score at the time of the exceptional substitution.

REMARKS
EX SUB, #12 FOR #16, A, SET 1, 9-12

- If more sets will be played in the match:
- Record this remark onto all subsequent score sheets.
- This player will be recorded in the **Legal Substitutes** section of subsequent score sheets inside a circle. This indicates that this player cannot be used as a legal substitute.

S10.4 EXCEPTIONAL SUBSTITUTIONS INVOLVING THE LIBERO

As the last option, a Libero may be used as the exceptional substitute.

S10.4.1 If the team has two Liberos, either Libero may be selected as the exceptional substitute and the team will be limited to one Libero for the remainder of the match.

S10.4.2 If the team is using one Libero, the team will play the remainder of the match with no Libero.

S10.4.3 Record the selected Libero’s number in the next available substitution box.

S10.4.4 Do not record the score in the **SCORE at SUBSTITUTION** section.

S10.4.5 RECORD THE EXCEPTIONAL SUBSTITUTE

- Slash the selected Libero’s number in the Libero# box next to the team name.

art 09:00	Team EAGLES				Libero# 1 3	A	B	A
I	II	III	IV	V	VI			
2	(16)	5	12	7	4			
:	11	:	:	:	:	:	:	:



- b. The Libero's number is also slashed on the Libero Control Sheet.
- c. When two (2) Liberos are designated for the match and more sets will be played:
- d. Record this slash onto all subsequent set score sheets and the Libero Control Sheet.

et 2		Libero#	Team	End
A	B	1 3	EAGLES	:

S10.4.6 RECORD REMARKS

- a. Record a comment in the REMARKS section as follows:

REMARKS
EX SUB, LIBERO #11 FOR #16, A.
SET 1, 9-12

- b. If more sets will be played in the match, record this remark on all subsequent score sheets.

S11 TIME-OUTS

S11.1 RECORDING TIME-OUTS

- S11.1.1 Record the score at the time-out in the **TIME-OUTS** box located under the team's **POINTS COLUMN** section.
- S11.1.2 Record the first time-out in the top box. S11.1.3 Record the second time-out in the lower box.

Time Outs	Time Outs
7:10	12:13
22:20	:

S11.2 COMMUNICATING WITH SECOND REFEREE

- S11.2.1 Immediately after recording the time-out:
 - a. Visually signal the number of time-outs taken by each team to the 2nd referee.
- S11.2.2 At the conclusion of the time-out:
 - a. Display the ready signal to the 2nd referee.



S12 IMPROPER REQUEST

The **IMPROPER REQUEST** section is used to denote that a team has made an improper request.

S12.1 RECORDING AN improper request

S12.1.1 Record an **X** over the appropriate A or B for the team that made the improper request.



S12.1.2 If more sets will be played in this match;

- a. Record this Improper Request onto all subsequent score sheets.

S12.1.3 A team may be charged with an improper request after being sanctioned with a delay.

S13 SANCTIONS BOX

S13.1 GENERAL INFORMATION

S13.1.1 The **SANCTIONS** section is used to record sanctions applied by the 1st referee.

S13.1.2 Information recorded in the **SANCTIONS** section needs no further notation in the **REMARKS** section.

S13.1.3 Each recorded sanction should include:

- a. the specific sanction:
 - 1) delay or misconduct warning,
 - 2) delay or misconduct penalty,
 - 3) expulsion or disqualification;
- b. the player number or bench personnel code (if applicable);
- c. the team at fault (use **A** or **B** team designation);
- d. the set number;
- e. the score at the time of the sanction.

S13.1.4 If more sets will be played in the match, record **all sanctions** onto all subsequent score sheets.

S13.1.5 When a penalty is recorded in the **Penalty** column, there must be a corresponding penalty point recorded in the opponent's **Points** column.



S13.2 DELAY WARNING (Yellow card shown on wrist)

S13.2.1 Record a **D** in the **W Warn** column, record the team at fault, the set number, and the score.

- a. There is only one yellow card delay warning per team/per match.

	W Warn	P Penalty	E Expel	D DisQ	(A) (B)	SET	SCORE
S							
A	D				B	3	8 : 5

S13.3 MISCONDUCT WARNING (Yellow card)

S13.3.1 Record the player number or bench personnel code (refer to the legend next to the **SANCTIONS** box) in the **W Warn** column, record the team at fault, the set number, and the score.

- a. There is only one yellow card misconduct warning per team/ per match.

	W Warn	P Penalty	E Expel	D DisQ	(A) (B)	SET	SCORE
S							
A	C				A	1	7 : 6

S13.4 DELAY PENALTY (Red card shown on wrist)

S13.4.1 Record a **D** in the **P Penalty** column, the team at fault, the set number, and the score at the time of the penalty.

S13.4.2 If penalty is against the serving team, record the serving team's exit score.

	W Warn	P Penalty	E Expel	D DisQ	(A) (B)	SET	SCORE
S							
A		D			A	2	3 : 4

S13.4.3 Record the awarded penalty point. Slash and circle the opposing team's next point in the **POINTS COLUMN**.

Team A

Points
13 25
14 26
15 27
16 28
17 29

Team B

Points
13 25
14 26
15 27
16 28
17 29

For an exceptional substitution for the expelled player, use the procedure outlined in S10.3.



S13.5 MISCONDUCT PENALTY (Red card)

S13.5.1 Record the player number or bench personnel code (refer to the legend next to the SANCTIONS box), in the **P Penalty** column, the team at fault, the set number, and the score at the time of the penalty.

S13.5.2 If penalty is against the serving team, record the serving team's exit score.

	W Warn	P Penalty	E Expel	D DisQ	(A) (B)	SET	SCORE
S							
A		5			B	3	6:2

S13.5.3 Record the awarded penalty point. Slash and circle the opposing team's next point in the **POINTS COLUMN**.

S13.6 MISCONDUCT EXPULSION (Red and Yellow card shown together)

S13.6.1 A team member sanctioned by expulsion;

- Shall not play for the rest of the set;
- Must be substituted legally or exceptionally if on the court. If no legal or exceptional substitute is available, the team is declared incomplete.
- Must remain seated on the bench (player or substitute), or must leave the player area, bench, and warm-up area (any other team member), for the remainder of the set.

S13.6.2 RECORD THE EXPULSION

- Record the player number or bench personnel code (refer to the legend next to the **SANCTIONS** box), in the **E Expel** column, the team at fault, the set number, and the score at the time of the expulsion.

	W Warn	P Penalty	E Expel	D DisQ	(A) (B)	SET	SCORE
S							
A			8		B	2	8:5

- No loss of service or penalty point awarded.

S13.6.3 RECORD THE REQUIRED SUBSTITUTION

- Circle the expelled player's number in the **SERVICE ORDER** or **SCORE AT SUBSTITUTION** section indicating the player shall not play for the rest of this set.



- b. Complete recording the substitution using the procedure as outlined in **S9.6**.

I	II	III	IV	V	VI
2	⑧	5	12	7	4
:	6 8:5	:	:	:	:
Substitutions ✂ 2 3 4 5 6 7 8 9 10 11 12					

- c. For an exceptional substitution for the expelled player, use the procedure outlined in **S10.3**.

S13.7 MISCONDUCT DISQUALIFICATION (Red and Yellow card shown apart)

S13.7.1 A team member sanctioned by disqualification:

- Must be substituted legally or exceptionally if on the court. Otherwise, the team is incomplete.
- Must leave the Competition-Control Area for the rest of the match. (Must leave the gym)

S13.7.2 RECORD THE DISQUALIFICATION

- Record the player number or bench personnel code (refer to the legend next to the **SANCTIONS** box), in the **D DisQ** column, the team at fault, the set number, and the score at the time of the disqualification.

S13.7.3 RECORD THE DISQUALIFICATION

- Record the player number or bench personnel code (refer to the legend next to the **SANCTIONS** box), in the **D DisQ** column, the team at fault, the set number, and the score at the time of the disqualification.

	W Warn	P Penalty	E Expel	D DisQ	(A) (B)	SET	SCORE
S				9	B	2	8:7
A							

- No loss of service or penalty point awarded.

S13.7.4 RECORD THE REQUIRED SUBSTITUTION

- Circle the disqualified player's number in the **SERVICE ORDER** or **SCORE AT SUBSTITUTION** section indicating the player shall not play for the rest of the match.
- Complete recording the substitution using the procedure as outlined in **S9.6**.

I	II	III	IV	V	VI
2	8	5	12	7	4
:	:	:	⑨ 3:4	:	:
:	:	:	6 8:7	:	:
Substitutions ✂ ✂ 3 4 5 6 7 8 9 10 11 12					



- c. This player will be recorded in the **Legal Substitutes** section of subsequent score sheets inside a circle. This indicates that this player cannot be used as a legal substitute.
- d. For an exceptional substitution for the disqualified player, use the procedure outlined in S10.3

S14 REMARKS SECTION

S14.1 USE OF THE REMARKS SECTION.

S14.1.1 Do Not record frivolous remarks.

S14.1.2 Record any noteworthy situation that occurs and is pertinent to the progress of the set.

S14.1.3 Record information that cannot be recorded in the **SANCTIONS** box:

- a. Reason for Referee actions such as:
 - 1) Defaulted/Forfeited set;
 - 2) Points canceled by referees;
 - 3) Unusually long delays not covered by delay sanctions.
- b. Late Match Start
- c. Teams in DEFAULT;
- d. FORFEITS;
- e. Incomplete teams;
- f. Exceptional Substitutions (EX SUB);
- g. Penalties that cannot be recorded in the **SANCTIONS** box, including late work teams, violation of event rules;
- h. Other.

S14.1.4 Record additional information as needed:

- a. Player number or bench personnel code; Team (A or B);
- b. Set number;
- c. Score at time of situation.

S14.2 PREFERRED RECORDING TECHNIQUES

S14.2.1 (Preferred Technique) Record information in the **REMARKS** section in the same order as the **SANCTIONS** box.



S14.2.2 The order of recording information in the **REMARKS** section is not critical as long as all necessary information is recorded.

S14.3 EXAMPLE OF LATE START AND LATE WORK TEAM PENALTY

S14.3.1 Record the awarded penalty points. Slash and circle first three points in Team **A**'s **POINTS COLUMN**.

REMARKS	Team A Points
LATE START DUE TO PREVIOUS MATCH	② 13 25
LATE WORK TEAM PREVIOUS MATCH, B,	② 14 26
3 PT PENALTY	② 15 27
	4 16 28

S15 SCORING ACTIONS INVOLVING THE LIBERO

S15.1 LIBERO UNABLE TO PLAY DUE TO ILLNESS, INJURY, OR DECLARATION

S15.1.1 REMARKS

- Record a comment in the **REMARKS** section when any Libero becomes unable to play.

REMARKS
LIBERO #11 UNABLE TO PLAY A
SET 1,8-6

If more sets will be played in the match, record this remark onto all subsequent score sheets.

S15.1.2 RECORD THE LIBERO (**UNABLE TO PLAY**)

- Circle the number of the Libero unable to play (next to the team name). This player will be unable to play for the remainder of the match.

Start 09:00	Team EAGLES	Libero (11) X	A B A S
-------------	--------------------	---------------	---------

- The Libero number is also circled on the Libero Control Sheet.

S15.2 AN EXPELLED LIBERO

S15.2.1 A Libero sanctioned by expulsion;

- Shall not play for the rest of the set;
- Must be replaced immediately, if on the court.
- Must remain seated on the bench.



S15.2.2 RECORD THE EXPULSION

- Record the Libero number in the **E Expel** column, the team at fault, the set number, and the score at the time of the expulsion.

	W Warn	P Penalty	E Expel	D DisQ	(A) (B)	SET	SCORE
S			11		A	1	8:6
A							

No loss of service or penalty point awarded.

S15.2.3 RECORD THE EXPELLED LIBERO

- Circle the number of the expelled Libero (next to the team name).

Start	09:00	Team	EAGLES	(11)	X	(A)	(B)	(S)
-------	-------	------	--------	------	---	-----	-----	-----

The Libero number is also circled on the Libero Control Sheet.

S15.3 A DISQUALIFIED LIBERO

S15.3.1 A Libero sanctioned by disqualification;

- Must be replaced immediately, if on the court.

Must leave the Competition-Control Area for the rest of the match.
(**Must leave the gym**)

S15.3.2 RECORD THE DISQUALIFICATION

- Record the Libero number in the **D DisQ** column, the team at fault, the set number, and the score at the time of the disqualification.

	W Warn	P Penalty	E Expel	D DisQ	(A) (B)	SET	SCORE
S				3	A	1	4:9
A							

No loss of service or penalty point awarded.

S15.3.3 RECORDING THE DISQUALIFIED LIBERO

- Circle the number of the disqualified Libero (next to the team name).

Start	09:00	Team	EAGLES	(3)	X	(A)	(B)	(S)
-------	-------	------	--------	-----	---	-----	-----	-----

- The Libero number is also circled on the Libero Control Sheet.

S15.4 LIBERO RE-DESIGNATION

S15.4.1 Libero re-designation is permitted only when a team has only one Libero and that Libero becomes unable to play.



- b. When final point is scored by the receiving team on the opponent's loss of rally:
- 1) Record the final exit score in the next available **SERVICE ROUNDS** box.
 - 2) Do not record a checkmark (✓) through the **SERVICE ROUNDS** box number.

25²

S17.2 FROM THIS POINT FORWARD RECORD ALL INFORMATION USING BLUE/BLACK INK

S17.3 END TIME AND FINAL EXIT SCORES

Use blue/black ink.

End 09:47

S17.3.1 Record the set ending time in the **END TIME** box.

- a. End time is when the first referee signals the end of set.

S17.3.2 Circle the final exit score in the **SERVICE ROUNDS** box for each team

X	4	3	4	5	4	10	4	18	4	22	4
24	5	25	5	2	5	2	5	2	5	2	5
3	6	3	6	3	6	3	6	3	6	3	6

S17.4 POINTS COLUMN

Use blue/black ink.

S17.4.1 Do not circle the final point in the **POINTS** column, unless it was the result of a penalty point.

S17.4.2 Cancel all unused points using the **T-Bar** Method.

S17.4.3 **T-Bar** Method

- a. At the end of each set, using a straight edge:
- 1) Draw a horizontal line across the column underneath the last point recorded.
 - 2) Draw a vertical line through the numbers from the horizontal line to the bottom of the column.

Points			Points		
1	13	25	1	13	25
2	14	26	2	14	26
3	15	27	3	15	27
4	16	28	4	16	28
5	17	29	5	17	29
6	18	30	6	18	30
7	19	31	7	19	31
8	20	32	8	20	32
9	21	33	9	21	33
10	22	34	10	22	34
11	23	35	11	23	35
12	24	36	12	24	36



- 3) For each unused column containing a number, draw a vertical line through the numbers from top to bottom of the column.

S17.5 SET RESULTS

Use blue/black ink.

- S17.5.1 Record the winning team name and score in the upper section (**Winning**) of the appropriate **SET RESULTS** box.
- S17.5.2 Record the losing team name and score in the lower section (**Losing**) of the appropriate **SET RESULTS** box.

TEAM	SET RESULTS	Score
Winning	EAGLES	25
Losing	COBRAS	10

S17.6 SCORE SHEET REVIEW

- S17.6.1 Review for completeness and accuracy
- Start and End Times
 - Confirm substitutions areas all agree
 - Count substitutions in **SCORE at SUBSTITUTION** section.
 - Compare to total substitutions in **Substitutions** row.
- S17.6.2 Check accuracy of scores by matching:
- Final Exit Score;
 - Last Point recorded in **POINTS** column;
 - Scores recorded in **SET RESULTS**.
- S17.6.3 Check accuracy of **SET RESULTS**
- Winning and Losing Teams are correct;
 - Scores are accurately recorded and match other scores.

S17.7 SIGNATURE

Use blue/black ink.

When using the 1-set score sheet.

- S17.7.1 Sign the score sheet after the review.
- S17.7.2 When using the 2-set score sheet, sign the score sheet after the 2nd set has been completed and reviewed.

SIGNATURES	
Scorer	<i>Scorer's Signature</i>
1st Referee	



S17.8 PREPARING ADDITIONAL SCORE SHEETS

S17.8.1 Record all sanctions and pertinent remarks that affect the administration of remaining sets onto all subsequent score sheets.

S17.8.2 Verify all players either disqualified or replaced through exceptional substitution are not listed as Legal Substitutes.

S18 POST MATCH PROCEDURE

S18.1 RECORD MATCH RESULTS

Use blue/black ink.

S18.1.1 Record the winning team name in the **MATCH WINNER** box on all score sheets used in the match.

S18.1.2 Record the number of sets won and lost.

TEAM	MATCH WINNER	Sets	W	L
EAGLES			2	1

S18.1.3 If a tie occurs (some competitions play two sets only) record SPLIT/TIED as the winning team.

TEAM	MATCH WINNER	Sets	W	L
SPLIT/TIED			1	1

S18.2 1ST REFEREE SIGNATURE

Use blue/black ink.

S18.2.1 Assist the 1st referee (as needed) as he/she reviews and signs all used score sheets.

SIGNATURES	
Scorer	<i>Scorer's Signature</i>
1st Referee	<i>First Referee Signature</i>

S18.3 SCORE SHEETS

S18.3.1 Process completed score sheets as instructed by tournament management.


S18.4 SCORER'S TABLE

S18.4.1 Before leaving:

- Discard all work papers, Line-up Sheets, Libero Control Sheet.
- Remove all personal items;
- Discard all trash.



Diagram 2: Deciding Set Score Sheet



OFFICIAL SCORESHEET

Name of the Competition _____

City, State _____

Hall _____

Division ☐ Men ☐ Women ☐ Co-Ed ☐

Category ☐ Adult ☐ Junior ☐

Match N° _____

Level _____

CAPTAIN

Start : _____

Team _____

Libero# _____

Points _____

Points at Subst. _____

Points at Chg. _____

Team _____

End : _____

CAPTAIN

Start : _____

Team _____

Libero# _____

Points _____

Points at Subst. _____

Points at Chg. _____

Team _____

End : _____

LEFT

Substitutions: 1 2 3 4 5 6 7 8 9 10 11 12 13 14 15

MIDDLE

Substitutions: 1 2 3 4 5 6 7 8 9 10 11 12 13 14 15

RIGHT

Substitutions: 1 2 3 4 5 6 7 8 9 10 11 12 13 14 15

REMARKS

VS _____

TEAM

Match Winner _____

Sets _____

W _____

L _____

TEAM

Set Results _____

Score _____

Winning _____

Lossing _____

Scorer

1st Referee _____

2nd _____

Score _____

Win Team _____

Signatures

Scorer _____

1st Referee _____

2nd _____

Score _____

Win Team _____

Officials Printed Names

Scorer _____

1st Referee _____

2nd _____

Score _____

Win Team _____

Region



S19 DECIDING SET SCORE SHEET

S19.1 DECIDING SET SCORE SHEET

NOTE: When teams will not change courts during a deciding set, a non-deciding set score sheet may be used, or use only the two right-side panels on a deciding set score sheet.

A deciding set score sheet is used for multiple match situations:

S19.1.1 In matches where teams are changing courts, when a best-of-three match is tied 1-1 or a best-of-five match is tied 2-2, a deciding set score sheet is used.

- a. The set is played to fifteen (15) points with a minimum lead of two (2) points.
- b. Teams will change courts at eight (8) points.

S19.1.2 In matches where teams are changing courts, when a playoff set to twenty-five (25) points is played.

- a. The set is played to twenty-five (25) points with a minimum lead of two (2) points.
- b. Teams will change courts at thirteen (13) points.

S19.1.3 In matches where teams are changing courts, when a playoff set to fifteen (15) points is played.

- a. The set is played to fifteen (15) points with a minimum lead of two (2) points.
- b. Teams will change courts at eight (8) points.

S19.1.4 In matches where teams are changing courts, when the third set of an 'automatic 3-set' match is played like a deciding set.

- a. A coin toss is conducted.
- b. The set is played to twenty-five (25) points with a minimum lead of two (2) points.
- c. Teams will change courts at thirteen (13) points.

S19.2 CHARACTERISTICS OF A DECIDING SET SCORE SHEET

S19.2.1 A deciding set score sheet contains:

- a. All the information of a non-deciding set score sheet.
 - 1) Due to the change of courts, scoring information is recorded differently than in a non-deciding set.



- b. A **LEFT** section which is:
 - 1) Used to record scoring information about the team starting on the left court.
 - 2) Not used after the court change.
- c. A **MIDDLE** section which is
 - 1) Used to record scoring information about the team starting on the right court and finishing on the Left court;
 - 2) Used during the entire set.
- d. A **RIGHT** section which is:
 - 1) Used before the court change, to record certain information about the team starting on the **left** court.
 - 2) Used after the court change, to record all scoring information about the team now on the **right** court.

S19.3 PREPARING A DECIDING SET SCORE SHEET

Use blue/black ink.

- S19.3.1 Record 3, **5** or **1** (for a single playoff set) in the **Set** box.
- S19.3.2 Record all heading information and all officials' names.
- S19.3.3 Record all sanction information from the previous score sheets (if any).
- S19.3.4 Record any pertinent information in the **REMARKS** section from the previous score sheets (if any).

S19.4 AFTER THE COIN TOSS

Use blue/black ink.

- S19.4.1 For the team starting on the left court:
 - a. Record all information on both the **LEFT** and **RIGHT** sections.
 - S19.4.2 For the team starting on the **right** court:
 - a. Record all information on the **MIDDLE** section.
 - S19.4.3 Record the following information:
 - a. Team **A/B** designation from **Set 1** in the **A/B** circle.
 - 1) For a one (1) set playoff the team starting on the **left** court will be designated Team **A**.
- Team Name in the **TEAM INFO** section.



S19.4.4 Record Serve and Serve Receive.

- a. For the team serving first:
 - 1) Record an **X** through the ☉.
- b. For the team receiving first:
 - 1) Record an **X** through the ®.
 - 2) Record an **X** in box 1 of the **SERVICE ROUNDS** section for the player in **SERVICE ORDER I**.

If the team receiving first is on the **left** court, Record the **X** in the **LEFT** section ONLY.

S19.5 RECORDING INFORMATION AFTER LINE-UP SUBMISSION

Use blue/black ink.

S19.5.1 For the team starting on the left court:

- a. On the **LEFT** section, record:
 - 1) The starting line-up;
 - 2) The **CAPTAIN** information;
 - 3) The **Libero#** information.
- b. On the **RIGHT** section, record:
 - 1) The starting line-up;
 - 2) The **CAPTAIN** information.

S19.5.2 For the team starting on the **right** court:

- a. On the **MIDDLE** section, record:
 - 1) The starting line-up;
 - 2) The **CAPTAIN** information;
 - 3) The **Libero#** information. EXAMPLE

No Rosters are available.

COBRAS receiving from **left** court. EAGLES serving from **right** court.



SET 3 LINE-UP SHEET						SET 3 LINE-UP SHEET					
TEAM COBRAS 11 X						TEAM EAGLES 16 20					
LIBERO N°						LIBERO N°					
IV	III					IV	III				
47	10c	8				14	1	3			
V	VI					V	VI				
23	2	15				5c	7	9			
SERVICE						SERVICE					
COACH SIGNATURE <i>Cobra Leader</i>						COACH SIGNATURE <i>Eagle Boss</i>					

SET 3											
TEAM COBRAS 11 X						TEAM EAGLES 16 20					
LIBERO N°						LIBERO N°					
IV	III					IV	III				
15	8	47				23	2	15			
V	VI					V	VI				
9	3	1				14	5	7			
SERVICE						SERVICE					
COACH SIGNATURE <i>Cobra Leader</i>						COACH SIGNATURE <i>Eagle Boss</i>					

SET 3											
TEAM COBRAS 11 X						TEAM EAGLES 16 20					
LIBERO N°						LIBERO N°					
IV	III					IV	III				
15	8	47				23	2	15			
V	VI					V	VI				
9	3	1				14	5	7			
SERVICE						SERVICE					
COACH SIGNATURE <i>Cobra Leader</i>						COACH SIGNATURE <i>Eagle Boss</i>					

S19.6 LEGAL SUBSTITUTES SECTION

Use blue/black ink.

S19.6.1 Complete the Legal Substitutes section (S3.12) for team starting on left court on:

- The LEFT section
- The RIGHT section

S19.6.2 Complete the Legal Substitutes (S3.12) section for team starting on right court on:

- The MIDDLE section.

S19.7 RECORD THE START TIME

Use blue/black ink.

S20 DECIDING SET PROCEDURES

S20.1 RECORD INFORMATION USING EITHER PENCIL OR BLUE/ BLACK INK

S20.2 BEFORE THE COURT CHANGE (IF USED)

S20.2.1 The set proceeds like any other set until the court change.

S20.2.2 For the team on the **left** court:

- Record all actions on the **LEFT** section;

Record the following on both the **LEFT** and **RIGHT** sections:

- All substitution information;
- All **CAPTAIN** changes;
- All **TIME OUTS**.



- 1) Points in the **POINTS** Column;
- 2) Exit Scores in the **SERVICE ROUNDS**.

S20.2.3 For the team on the right court:

- a. Record all actions on the **MIDDLE** section;

S20.2.4 Notify the 2nd referee when either team's next point would cause the **COURT CHANGE**.

S20.3 WHEN THE COURT CHANGE POINT IS SCORED

S20.3.1 When the change of courts is used, the court change point is either eight (**8**) for a fifteen (**15**) point set or thirteen (**13**) for a twenty-five (**25**) point set.

S20.3.2 Notify the 2nd referee that the court change point has been scored.

- a. At this time, the teams will change courts as directed by the 1st referee.

S20.3.3 If a team scores the court change point from the opponent's serve:

- Record the opponent's exit score;
- Record the **rally point** for the receiving team.

S20.4 AT THE COURT CHANGE

S20.4.1 Verify that all visual scoreboards are changed to reflect the court change.

S20.4.2 Record the current score of the team from the **LEFT** section (prior to court change) on the **RIGHT** section:

- a. In the **Points at Chg** circle located to the left of the team name: In the **POINTS COLUMN**.



S21.5 REVIEW THE SCORE SHEET

S21.6 SIGN THE SCORE SHEET

Use blue/black ink.

S21.7 FOLLOW ALL POST MATCH PROCEDURES

CAPTAIN X10 8 COBRAS													CAPTAIN X5 EAGLES													CAPTAIN X10 8 COBRAS															Set 3																							
09:00													16:20													09:21																																						
I	II	III	IV	V	VI								I	II	III	IV	V	VI								I	II	III	IV	V	VI																																	
15	8	10	47	23	2								9	3	1	14	5	7								15	8	10	47	23	2																																	
7	2	3											6	9	9											7	2	3	1	19	7																																	
1	1	1	1	1	1								1	1	1	1	1	1								1	1	1	1	1	1																																	
2	2	2	2	2	2								2	2	2	2	2	2								2	2	2	2	2	2																																	
3	3	3	3	3	3								3	3	3	3	3	3								3	3	3	3	3	3																																	
4	4	4	4	4	4								4	4	4	4	4	4								4	4	4	4	4	4																																	
5	5	5	5	5	5								5	5	5	5	5	5								5	5	5	5	5	5																																	
6	6	6	6	6	6								6	6	6	6	6	6								6	6	6	6	6	6																																	
7	7	7	7	7	7								7	7	7	7	7	7								7	7	7	7	7	7																																	
8	8	8	8	8	8								8	8	8	8	8	8								8	8	8	8	8	8																																	
9	9	9	9	9	9								9	9	9	9	9	9								9	9	9	9	9	9																																	
10	10	10	10	10	10								10	10	10	10	10	10								10	10	10	10	10	10																																	
11	11	11	11	11	11								11	11	11	11	11	11								11	11	11	11	11	11																																	
12	12	12	12	12	12								12	12	12	12	12	12								12	12	12	12	12	12																																	
13	13	13	13	13	13								13	13	13	13	13	13								13	13	13	13	13	13																																	
14	14	14	14	14	14								14	14	14	14	14	14								14	14	14	14	14	14																																	
Substitutions: 2 3 4 5 6 7 8 9 10 11 12 13 14 15													Substitutions: 2 3 4 5 6 7 8 9 10 11 12 13 14 15													Substitutions: 2 3 4 5 6 7 8 9 10 11 12 13 14 15																																						
1 3 5 7 9 11 13 15													8 8 1 3 12 12													5 9 12 15																																						

SPECIAL SCORING PROCEDURES

S22 SET SCORE EXCEEDS POINTS COLUMN

S22.1 WHEN THE SET SCORE EXCEEDS THIRTY-SIX (36) POINTS:

- S22.1.1 Use the blank column to write additional numbers manually;
- S22.1.2 Record points scored using these additional numbers;
- S22.1.3 Using the T-Bar method:

- a. Cancel any unused additional numbers
- b. Cancel the remainder of the column

S23 REMOVING POINTS

S23.1 SOME FAULTS, WHEN NOT DISCOVERED IMMEDIATELY, REQUIRE THE REMOVAL OF POINTS

- S23.1.1 These faults include:
 - a. Wrong player on the court
 - b. Illegal player on the court
 - c. Rotational fault
 - d. Illegal substitution
 - e. Illegal Libero replacement
- S23.1.2 If the positional fault is discovered before the opponent serves, all points scored subsequent to the fault must be cancelled
- S23.1.3 If the points scored while the player was out of position cannot be determined or the opponents have served, then a loss of rally is the only penalty charged. The opponents retain any points scored.



S23.1.4 Points will be removed at the direction of the referees.

The scorer may assist the referees but must follow all directions of the referees.

S23.1.5 Remove points in the **POINTS COLUMN** as **INCORRECT INFORMATION** (S1.2).

S23.1.6 Record a remark in the **REMARKS** section.

REMARKS
ILLEGAL PLAYER ON CT, PTS. 11-14 REMOVED, B, SET 2, 14-8

S23.1.7 All penalty points removed must be restored.

- A remark specifying the number of penalty points restored must be made in the **REMARKS** section. (See Scoring Example)

S23.1.8 When the team at fault is serving:

- Remove points in the **POINTS COLUMN**
- Opponents are awarded a point and service;
 - Record this slashed rally point.
- Record the exit score that reflects the score after all points have been removed.

S23.1.9 When the team at fault is receiving:

- No points will be removed.

EXAMPLE

TEAM B AT FAULT (SERVING)

- A wrong player entered when Team B had 15 points; Team B currently has 18 points.
- #4 is serving

Team B - Exit Scores before fault discovered

- Team B's score goes back to 15 (removal of points 16-18)
- Team A awarded point and service

TEAM B AT FAULT (RECEIVING)

- A wrong player entered when Team B had 10 points
- Fault is discovered during Team A's term of service
- No points are removed, and Team A continues to serve.



S24 PROTESTS

S24.1 When a protest is accepted by the 1st referee:

S24.1.1 When a Protest Committee makes an immediate ruling before play is resumed:

In the **REMARKS** section:

- Record that a protest has been accepted.
Do not record the protest facts.
- Record the decision (UPHELD/DENIED).
- Record any time delay caused by the protest as directed by the referees.

As a courtesy, scorer may track the time delay.

REMARKS
PROTEST, B, SET 2, 11-9, DENIED, ...
15 MIN DELAY, ...

NOTE: As directed by the tournament staff, Protest Committee, or Head Referee, a penalty (red card) may need to be recorded in the **SANCTIONS** box and noted in the **REMARKS** as a penalty for protesting a judgment decision.

S24.1.2 When a ruling is not immediate: In the **REMARKS** section:

- Record that a protest has been accepted.
- Record the Protest facts as specified in USAV 5.1.2.

REMARKS
PROTEST, B, SET 2, 11-9, ...
PROTEST FACTS PER USAV 5.1.2.1, ...

S25 FORFEITS

S25.1 A FORFEIT OF SETS OR MATCHES CAN OCCUR FOR REASONS SUCH AS:

S25.1.1 Team declared in default for:

- Refusal to play;
- Not appearing on playing court on time.

S25.1.2 Team declared INCOMPLETE for the set or match.

S25.1.3 Team does not have six players to begin a match.



S25.2 A TEAM DECLARED IN DEFAULT FORFEITS THE MATCH WITH:

S25.2.1 The match result of:

- a. 0-3 for a best-of five match;
0-2 for a best-of-three match-set.
- b. The score for each set will be 0-25.
 - 1) Any sets completed will revert to a score of 0-25.

S25.3 A TEAM DECLARED INCOMPLETE FOR THE SET OR MATCH FORFEITS THE SET OR MATCH WITH:

S25.3.1 The incomplete team keeping all points scored and sets won;

S25.3.2 The opponent given the points needed to win the set or the points and sets needed to win the set and match.

S25.4 A TEAM THAT DOES NOT HAVE SIX PLAYERS TO BEGIN THE MATCH:

S25.4.1 Forfeits the first set at match time;

S25.4.2 Is given an interval of up to 10 minutes to produce sufficient players to play the next set.

S25.4.3 After the 10-minute interval, if there are still not six (6) players ready to play:

- a. The second set is forfeited.

S25.4.4 If the match is a best-of-three:

- a. The match is forfeited.

S25.4.5 If the match is a best-of-five or automatic three (3) set match:

- a. Another interval of up to 10 minutes is given.
- b. After the 10-minute interval, if there are still not six (6) players ready to play:
 - 1) The third set is forfeited;
 - 2) The match is forfeited.



S25.5 RECORDING A FORFEIT FOR AN UNPLAYED SET

Use blue/black ink.

S25.5.1 If a set number is not pre-printed in the Set box:

- Record the set number of each forfeited set:

S25.5.2 If available complete:

- Serving and receiving teams (S3.3);
- Team Designation (S3.1);
- Team Information (S3.2);
- Libero Designation (S3.7);
- Game Captains (S3.9);
- Starting Line-ups (S3.10).

Points		
1	18	25
10	22	34
11	28	35
12	24	36

S25.5.3 Record the **Start** and **End** Time of the forfeited set.

S25.5.4 Write '---- **FORFEIT** ----' across the entire score sheet.

CAPTAIN												CAPTAIN												Set	
I						Points						Points						I							
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
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
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
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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
1	2	3	4	5	6	7	8	9	10	11	12</														



S25.6.5 Record the **SET RESULTS**:

- a. WINNING TEAM: Set score of 0-25
- b. For a 2-up sheet: Record both **SET 1** and **SET 2 RESULTS**.

S25.6.6 Follow all **POST MATCH PROCEDURES (S18)**.

S25.7 FORFEIT DUE TO INSUFFICIENT PLAYERS TO START THE MATCH

Use blue/black ink.

S25.7.1 Record all heading information (**S2.2**).

S25.7.2 Record the officials' names (**S.2.3**).

S25.7.3 Record the first set as a forfeit (**S25.5**).

S25.7.4 Record a remark in the **REMARKS** section.

S25.7.5 Record the **SET RESULTS (S17.5)**.

S25.7.6 After expiration of the 10-minute interval:

- a. Record remarks in the **REMARKS** section:
 - 1) Indicating the next set is forfeited; Record the **SET RESULTS (S17.5)**.

S25.7.7 For a best-of-five or automatic three (3) set match repeat S25.7.6 one more time.

S25.7.8 When the match is forfeited:

- a. Record a remark in the **REMARKS** section. Follow all **POST MATCH PROCEDURES (S18)**.

REMARKS
FORFEIT SET 1, EAGLES, 09:00, INSUFFICIENT PLAYERS
FORFEIT SET 2 AND MATCH, EAGLES, 09:10, INSUFFICIENT PLAYERS

S25.8 FORFEIT AFTER SET BEGINS DUE TO INCOMPLETE TEAM

S25.8.1 Opponent is awarded sufficient points to produce a winning score.

- a. Record these points in the **POINTS COLUMN** as **PENALTY POINTS (S1.6)**.
 - 1) Slash and circle each point.



S25.8.2 Record a remark in the **REMARKS** section.

REMARKS
FORFEIT, INCOMPLETE TEAM,
B, SET 1, 18-22

S25.8.3 Follow all **POST SET PROCEDURES (S17)**.

S25.8.4 Record the remaining forfeited sets (**S25.5**).

S25.8.5 If the match is forfeited:

- a. Follow all **POST MATCH PROCEDURES (S18)**.

S25.9 FORFEIT AFTER MATCH BEGINS DUE TO TEAM BEING DECLARED IN DEFAULT

A team could be declared in default for refusing to play when directed by the referees. While this is rare, the scorer needs to be prepared to record this forfeit.

S25.9.1 A team in default forfeits all sets, even those already played or in progress.

- a. The set score will be 0-25 for all sets. The match score will be:
 - 1) 0-2 for a best-of-three match;
 - 2) 0-3 for a best-of-five match.

S25.9.2 For all sets played or the set in-progress:

Use blue/black ink.

- a. Write '----- **FORFEIT** -----' across the entire score sheet.
- b. Correct the SET RESULTS box to reflect the opponent winning the set with a score of 0-25.

S25.9.3 Record any remaining forfeited sets (S25.5).

S25.9.4 Record a remark in the REMARKS section.

S25.9.5 Follow all **POST MATCH PROCEDURES (S18)**.

REMARKS
MATCH FORFEIT, TEAM IN DEFAULT,
REFUSAL TO PLAY, B, SET 1, 18-22



NATIONAL EVENT SCORING PROCEDURES

N1 PROCEDURES

N1.1 INFORMATION

N1.1.1 Record all information **using blue/black ink**.

N1.2 ROSTERS

N1.2.1 Obtain a clean, unmarked roster from each team.

N1.2.2 No marks should be written on the roster.

a. A separate notepad/paper is used to assist the roster verification process.

1) Copy roster numbers onto the notepad and make any marks there.

N1.2.3 Roster verification

a. With the assistance of the referees:

1) Verify player uniform numbers are correct and accurate.

2) Verify gender and number of bench personnel.

N1.2.4 Photo ID Verification

a. At the request of Championship staff, check each team member's photo ID against the roster.

N1.3 LINE-UP SHEETS

N1.3.1 Process using procedures **S3.6-S3.12**.

N1.4 LEGAL SUBSTITUTES SECTION

N1.4.1 [Required] Record using **S3.12**;

a. Use line-up sheet and notepad from N1.2.2.a to assist recording.

N1.4.2 The Liberos are not **Legal Substitutes**.

N1.4.3 Manage **Legal Substitutes** using **S9.6.3**.



ASSISTANT SCORER AND LIBERO CONTROL SHEET PROCEDURES

Diagram 3: Libero Control Sheet



Libero Control Sheet

Libero
 (A) SP L R **TEAM NAME**

Libero
 (B) SP L R **TEAM NAME**

I		
II		
III		
IV		
V		
VI		

Libero
 (B) SP L R

Libero
 (A) SP L R

I		
II		
III		
IV		
V		
VI		

Libero
 (A or B) SP L R

Libero
 () SP L R

Libero
 () SP

I			I			I		
II			II			II		
III			III			III		
IV			IV			IV		
V			V			V		
VI			VI			VI		

Enter the Libero number(s) in the Libero boxes and starting players' numbers in the SP column.
 When the Libero enters, write L or R, showing which Libero entered, next to the exiting player's number.
 When the Libero leaves, write the returning player's number or L or R if replaced by the other Libero.
 If a regular sub occurs, slash the player number and enter the new number.
 If a libero serves, place a triangle around the Roman numeral for that service position.

IV	6	L	6	L	Ø	21	L	R	216
----	---	---	---	---	---	----	---	---	-----

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ASSISTANT SCORER AND LIBERO CONTROL SHEET PROCEDURES

A1 TERMINOLOGY

A1.1 ACTING LIBERO

The Libero on the court.

A1.2 SECOND LIBERO

The Libero (if two (2) are designated) that is not on the court.

A1.3 THE “L” LIBERO

The Libero recorded on the line-up sheet in the first Libero box.

A1.4 THE “R” LIBERO

The second Libero, if recorded on the line-up sheet, in the second Libero box.

A1.5 RALLY

A sequence of playing actions from the moment of the service hit by the server until the ball is out of play.

A1.6 COMPLETED RALLY

The sequence of playing actions which results in the award of a point. This includes the award of a penalty and loss of service for service hit made after the time limit.

A1.7 LIBERO REPLACEMENT

A1.7.1 When the Libero replaces a regular player in the back row.

A1.7.2 When the Acting Libero is replaced on the court by the:

- a. The regular replacement player in that position;
- b. The second Libero.

A2 LIBERO REPLACEMENTS

A2.1 CHARACTERISTICS

A2.1.1 Libero replacements:

- a. Are not counted as substitutions.
- b. Are unlimited.



- c. Can take place:
 - 1) At the start of each set;
 - 2) While the ball is out of play and before the whistle for service.

A2.2 LIMITATIONS

- A2.2.1 At the start of each set, the Libero may not enter the court until authorized by the 2nd referee.
 - a. Either Libero, **L** or **R**, may enter the set.
- A2.2.2 The regular replacement player must be the regular player originally replaced by the Libero.
- A2.2.3 There must be a completed rally between two Libero replacements **unless**:
 - a. A penalty causes the team to rotate and the Libero moves to position four (left front)
 - b. The Acting Libero becomes unable to play;
 - c. In one rotation, the Libero can replace the player in position one (right back) and serve the next rally.

A2.3 ILLEGAL REPLACEMENTS

- A2.3.1 An illegal Libero replacement can involve (amongst others):
 - a. No completed rally between replacements;
The Libero being replaced by a player other than:
 - 1) The second Libero;
 - 2) The regular replacement player (the regular player originally replaced by the Libero).
- A2.3.2 Illegal Libero replacements are considered in the same way as an illegal substitution.
 - a. If noticed before the next rally:
 - 1) It is corrected by the referees;
 - 2) The team is sanctioned for delay.
 - b. If noticed after the service hit:
 - 1) Treated the same as an illegal substitution.



A3 LIBERO RE-DESIGNATIONS

A3.1 TEAMS WITH ONE LIBERO

A3.1.1 If this Libero becomes unable to play:

- a. The coach or captain may re-designate, as Libero, any other player (replacement player excepted) not on the court at the moment of the re-designation.
- b. The re-designated Libero is not permitted to play for the remainder of the match.

A3.2 TEAMS WITH TWO LIBERO

A3.2.1 If both Liberos become unable to play:

- a. The coach or captain may re-designate, as Libero, one player (replacement player excepted) not on the court at the moment of the re-designation.
- b. The re-designated Liberos are not permitted to play for the remainder of the match.

A4 ASSISTANT SCORER DUTIES

A4.1 USE THE LIBERO CONTROL SHEET TO:

- A4.1.1 Identify each team's designated Liberos;
- A4.1.2 Verify that Libero replacements are legal;
- A4.1.3 Record Libero replacements;
- A4.1.4 Record substitutions;
- A4.1.5 Verify that the correct players return to court after time outs and after the court change in deciding sets;
- A4.1.6 Identify which Libero (L or R) is the Acting Libero.

A4.2 COMMUNICATE WITH SCORER AND 2ND REFEREE

- A4.2.1 Immediately notify 2nd referee if an illegal Libero replacement occurs.
 - a. If possible, as soon as it occurs to prevent further consequences;
 - b. As soon as the replacement is discovered to be illegal.
- A4.2.2 After time outs and the court change in deciding sets:
 - a. Signal the 2nd referee whether each team's Libero is on or off the court.



Using the hand corresponding to the court (**left** hand for the left court, **right** hand for the right court):

- 1) If the Libero is **on the court**, hold the hand over the table with the palm facing down;
- 2) If the Libero is **off the court**, hold the hand up with the palm facing the shoulder.

A4.2.3 When requested by the 2nd referee:

- a. Identify which Libero (**L** or **R**) is on the court for a team that has two (2) designated Liberos.

A4.3 GAME CAPTAIN TRACKING

A4.3.1 It is not required to track the game captain or changes of the game captain.

A5 USING THE LIBERO CONTROL SHEET

A5.1 TEAM NAMES AND LINE-UPS

- A5.1.1 Record the team names next to the appropriate **A** and **B** designations for **Sets 1** and **2** (consistent with the score sheet).
- A5.1.2 Record the starting line-up for each team in the Starting Players column (**SP**).

		Libero		
(A)	SP	L	R	
I	15			COBRAS
II	8			
III	10			
IV	47			
V	23			
VI	2			

A5.2 LIBEROS

A5.2.1 When a team designates two Liberos on the **Set 1 Line-up Sheet**:

- a. The team may designate zero, one, or two Liberos for each remaining set of the match.
- b. Record the two numbers in the L & R Libero boxes for Set 1 only.

		Libero	
Set 1	(A) SP	L	R
		11	3

A5.2.2 When a team designates one Libero on the **Set 1 Line-up Sheet**:

- a. The team may designate zero, one, or two Liberos for each remaining set of the match.



- b. Record the number in the L box for Set 1 only.
- c. Draw an 'X' in the R box for Set 1 only.

A5.2.3 When a team designates zero Liberos on the **Set 1 Line-up Sheet**:

- a. The team may designate zero, one, or two Liberos for each remaining set of the match.
- b. Draw an 'X' in the L box for Set 1 only.
- c. Draw an 'X' in the R box for Set 1 only.

A5.3 RECORDING LIBERO REPLACEMENTS

A5.3.1 Slashes are never used to record Libero replacements.

A5.3.2 Write an L or R next to the replaced regular player number or Acting Libero letter to designate which Libero entered the court as a replacement.

A5.3.3 When the replacement regular player returns to the court:

- a. Write the player number next to the **L** or **R**.

			Libero
(A) SP	11	3	C
I	15	L 15	
II	8		
III	6		
IV	47	L R 47	
V	23		
VI	2		

A5.4 RECORDING SUBSTITUTIONS

A5.4.1 Slash through the exiting player number.

A5.4.2 Record the substitute player number immediately to the right.

			Libero
(A) SP	11	3	C
I	15	L 15	
II	8		
III	6		
IV	47	L R 47	
V	23	23	
VI	2		



A5.5 LIBERO SERVING

A5.5.1 Record the first time a Libero serves in each set.

- Draw a triangle around the position number (the Roman numeral) in the Service Order area of the **Libero Control Sheet**.

		Libero	
(B)	SP	L 9	R X
I	2		
II	8	L	

A5.6 LIBERO RE-DESIGNATION

A5.6.1 When the Libero is re-designated;

- Circle the appropriate number in the **Libero** box.
- Record the number of the new re-designated Libero next to or above the circled number(s).

A5.6.2 When two Liberos were designated at the start of the match:

- Repeat these actions for the remaining non-deciding sets in the match.

		10 Libero	
(B)	SP	9	4 EA
I	2		
II	8		
III	6	10 6	
IV	32		
V	23	L 23	
VI	7	14 7	

A5.7 DECIDING SET PREPARATION WHEN A COURT CHANGE WILL OCCUR

A5.7.1 Information

- For the team starting on the **left** court, record all information on both the **LEFT** and **RIGHT** sections.
- For the team starting on the **right** court, Record all information on the **MIDDLE** section.

A5.7.2 After the Coin Toss:

- Record the team **A/B** designation from Set 1 in the **A/B** circle:

For a one (1) set playoff:

- The team starting on the **left** court will be designated Team **A**;
- The team starting on the **right** court will be designated Team **B**;

- Record the Team Name.



A5.7.3 After the Line-Ups Are Submitted:

- a. Record the starting Line-Ups;
- b. Record the Libero numbers.

A5.8 DECIDING SET WITH A COURT CHANGE – LIBERO SERVING

A5.8.1 The first time the Libero serves in the set:

- a. Record a triangle around the appropriate position number in the Service Order area.

A5.8.2 Libero serving on team starting on **left** court:

- a. If the first serve occurs before the court change, record the triangle on both the LEFT and RIGHT sections.
- b. If the first serve occurs after the court change, record the triangle on the RIGHT section only.

A5.9 DECIDING SET WITH A COURT CHANGE – SUBSTITUTIONS

A5.9.1 For the team beginning on the **right** court and finishing on the **left** court:

- a. Record all substitutions on the **MIDDLE** section only.

A5.9.2 For the team beginning on the **left** court and finishing on the **right** court:

- a. Before the court change:
 - 1) Record all substitutions, as they occur, on the LEFT section;
 - 2) Record all substitutions, as they occur, on the RIGHT section.
- b. After the court change:
 - 1) Record all substitutions on the RIGHT section only.

A5.10 DECIDING SET WITH A COURT CHANGE – LIBERO REPLACEMENTS

A5.10.1 For the team beginning on the right court and finishing on the left court:

- a. Record all replacements on the MIDDLE section.

A5.10.2 For the team beginning on the left court and finishing on the right court:

- a. Before the court change:
 - 1) Record all replacements on the LEFT section;



b. After the court change:

- 1) Record all replacements on the **RIGHT** section only.

A5.11 AT COURT CHANGE

A5.11.1 No Libero replacements can occur until after the court change.

A5.11.2 If the Libero is on the court for the team changing courts (from **left** to **right** court):

Record the letter of the Acting Libero from the **LEFT** section onto the **RIGHT** section, in the corresponding position.

A5.12 AFTER COURT CHANGE

A5.12.1 The **LEFT** section is no longer used. A5.12.2 For the team now on the left court:

- a. Record all substitutions and replacements on the **MIDDLE** section only.

A5.12.3 For the team now on the **right** court:

- a. Record all substitutions and replacements on the **RIGHT** section only.


A5.13 POST MATCH PROCEDURES

A5.13.1 Before leaving the scorer's table:

- a. Remove all personal items
- b. Discard all trash.



Diagram 4: Two Set Score Sheet

 OFFICIAL SCORESHEET										Name of the Competition	
										City, State	
										Hall	
										Division	
										Men <input type="checkbox"/> Women <input type="checkbox"/>	
										Category	
										Adult <input type="checkbox"/> Junior <input type="checkbox"/>	
										Match #	
										Level	
										vs	
										CAPTAIN	
										Set 1	
										Set 2	
										Set 3	
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56 | USA VOLLEYBALL • SCORING INSTRUCTIONS 2025-2027