7-1-2, 10-1-4 Rather than begin the set with a penalty of a loss of rally/point and confusion for the players and officials if the coach made an error on the lineup, the head coach is now allowed to substitute prior to the start of the set, thus alleviating most of the problem. Lineups shall not be rearranged. Only substitutions shall be allowed.

12-2-8d, 12-2-9d The action of any team member to disrespectfully address the referees, as well as the assistant officials (line judges, scorer, timer and libero tracker), shall be considered unsporting conduct. The entire officiating crew should receive the same high level of respect as they perform their duties.

Officials Signals #6 Net Fault/Net Serve

Con-cussions Although there were only editorial changes made regarding the stoppage of play and what must be done for a player to return to action, if possibly being concussed, the changes are worth noting. The official need only stop play for the injury time-out and the coach and appropriate health-care professional shall evaluate the student. He/she shall not return to play until cleared by an appropriate health-care professional. Appendix A, NFHS Suggested Guidelines for Management of Concussion, has been added to the rules book for further information regarding concussions.

INSTRUCTIONS FOR SCORER

The NFHS Official Volleyball Scorebook provides an accurate method of scoring. Scoresheets are designed to accommodate 2-out-of-3 or 3-out-of-5 set matches. There is a Comments section for recording exceptional substitutions, equipment/uniform violations, unconscious player, warning, penalties and disqualifications.

SCORING

The official scorer should record the numbers of the starting players of each team in the serving order submitted, in the appropriate spaces provided on the set scoring sheet (under Player No.). Each square represents one play or action such as a serve, a substitution, or a time-out. Each play should be recorded as such using the appropriate figure in the key accompanying the set scoring sheet. The squares, unless otherwise indicated, represent a serve. If a point is scored on the serve, the respective point shall be recorded. If the serve developed into a loss of rally, replay or penalty, the appropriate figure shall be inserted. As each point is scored, the appropriate number should be marked off in the running score section.

Penalties for illegal uniform/equipment, exceptional substitution, red and yellow cards or an unconscious/apparently unconscious player should be noted in the Comments section of the scoresheet. Uniform/equipment violations and cards for unsporting conduct carry
over from set to set. A brief explanation including the team/individual, the violation and the score of the set should be noted [e.g. Red #4, (5-7)].
For further information see the definitions listed below, and the sample scoresheets on Pages 55-56.

NOTE: The first referee shall visually confirm the score with the second referee after each set. The second referee shall initial the scoresheet after each set. The first referee shall verify the match score by initialing the scoresheet at the end of the match.

DEFINITIONS FOR SCORER

Serve: Contact with the ball to initiate play.
Point: A point is awarded when the receiving team violates a rule during play.
Penalty Point: A point which is awarded when the receiving team violates a rule during play or a dead ball.
Loss of Rally Point: Is awarded when the serving team violates a rule during play.
Replay: A replay is the act of putting the ball in play (other than at the start of the set) without awarding a loss of rally/point and without a service rotation.
Re-serve: When the server releases the ball for service, then catches it or drops it to the floor.

DEFINITIONS FOR STATISTICIAN

Ace: A serve which lands in the opponent’s court without being touched, or is touched but unable to be kept in play by one receiving team player.
Block: A player or players block the ball into the opponent’s court leading directly to a point or loss of rally.
Assist: A player passes or sets to a teammate who attacks the ball for a kill.
Attack: Any action other than a block or serve that directs the ball toward the opponent’s court.
Dig: An underhand or overhead defensive saving skill resulting from a kill attempt in which the ball is contacted by the forearm(s), fist(s) or hand(s) and allows the ball to remain in play for the next hit.
Kill: An attack by a player that is unreturnable by the receiving player on the opposing team and leads directly to a point or side-out/loss of rally.
Note: A replay does not constitute an attempted serve since the serve did not develop into a point or loss of rally/point.

RECORDING COMMENTS

Penalties for illegal uniform/equipment, cards issued for unsporting conduct, unconscious/apparently unconscious player or an exceptional substitution shall be recorded in the Comments section of the scoresheet.
Cards for unsporting conduct are carried over from set to set throughout the match. Cards issued during a set shall be recorded following the sample procedure below:
Warning: (Yellow card): Y#12 (7-6) means a yellow warning card was given to #12 when the score was 7-6 (offending player’s team’s score listed first). The same procedure applies to a coach or any other individual on the team bench.
Penalty: (Red card): R#3 (7-0) means a red penalty card was given to the #3 player when the player’s team led 7-0.
Disqualification: (Yellow and Red card held apart): DQ#10 (4-14) means #10 was disqualified when the player’s team trailed 4-14.

Uniform/Equipment Violations: E#5 (3-0) means #5 attempted/was discovered in the set wearing illegal equipment.

Unconscious Player: Write "unconscious player #____", athlete exhibits signs, symptoms or behaviors consistent with a concussion is removed from the set.
**SAMPLE SET**

<table>
<thead>
<tr>
<th>Date: 10-22</th>
<th>Home: Handleys</th>
<th>Visitor: James Wood</th>
</tr>
</thead>
</table>

<table>
<thead>
<tr>
<th>Set No.</th>
<th>Time-Outs</th>
<th>Team: Visitor James Wood</th>
</tr>
</thead>
<tbody>
<tr>
<td>I</td>
<td></td>
<td></td>
</tr>
<tr>
<td>II</td>
<td></td>
<td></td>
</tr>
<tr>
<td>III</td>
<td></td>
<td></td>
</tr>
<tr>
<td>IV</td>
<td></td>
<td></td>
</tr>
<tr>
<td>V</td>
<td></td>
<td></td>
</tr>
<tr>
<td>VI</td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>Subs:</th>
<th>3</th>
<th>4</th>
<th>5</th>
<th>6</th>
<th>7</th>
<th>8</th>
<th>9</th>
<th>10</th>
<th>11</th>
<th>12</th>
<th>13</th>
<th>14</th>
<th>15</th>
<th>16</th>
<th>17</th>
<th>18</th>
</tr>
</thead>
</table>

**Key:**
- ![Point](image)
- ![Loss of Rally](image)
- ![Time-out](image)
- ![Point Scored off Loss of Rally](image)
- ![Libero Point](image)

**Visitors Serve:** V5 serves and scores first three regular points (1, 2, 3). Fourth serve results in loss of rally.

**Home Serve:** (loss of rally point 1) 23 serves, loss of rally. (□ indicates rally points earned)

**Visitors Serve:** (point 4 received due to loss of rally) V4 inadvertently serves before first referee’s signal, replay. V4 serves two straight aces for points 5 and 6 (5, 6). Next play is a Home substitution during which H25 substitutes for H23 (Sx 25/23).

**NOTE:** The number of the entering player is on the left of “/”.

V4 serves two more points (7, 8) before a Red Card penalty for misconduct on V3 results in a loss of rally.

**Home Serve:** (loss of rally point P2) H24 serves three straight points (3, 4, 5) before Visitors call time-out (TX), then substitute 13 for 3 (Sx 13/3). H24 serves three points (6, 7, 8) before V12 is given a yellow card for misconduct. Next serve is a loss of rally.

**Visitors Serve:** (loss of rally point 9) V13 serves and it results in a loss of rally.

**Home Serve:** (loss of rally point 9) H30 serves two points (10, 11). The next serve begins with a re-serve; then a penalty point is awarded Home for a Red card on V12 (P 12). Visitors call time-out (TX). H30 serves point thirteen (13); then loss of rally.

**Visitors Serve:** (loss of rally point 10) Visitor libero replacement V7 replacement for V12. V7 serves three straight points (11, 12, 13). Next serve is a loss of rally.

**NOTE:** The running score column is marked as the set progresses. When there is a discrepancy between the running and individual scores, the individual score is considered official.

**Key:**
- c = Playing Captain
- P = Penalty
- P-1 = Penalty Point
- P = Penalty
- R = Replay
- RS = Re-Serve
- T = Time-out
- Tx = Time-out opponent
- = libero point
- Px = Penalty Opponent
- S = Substitution Serving Team
- Sx = Substitution Opponent
**SAMPLE SET**

**Site:** Handley **Start Time:** 7:50 PM **End Time:** 8:01 PM

<table>
<thead>
<tr>
<th>Set No.</th>
<th>1</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Full Serve</strong></td>
<td><strong>TIME-OUTS</strong></td>
</tr>
<tr>
<td>1</td>
<td>H20</td>
</tr>
<tr>
<td>2</td>
<td>H20, H21</td>
</tr>
<tr>
<td>3</td>
<td>H20, H21, H22</td>
</tr>
<tr>
<td>4</td>
<td>H20, H21, H22, H23</td>
</tr>
<tr>
<td>5</td>
<td>H20, H21, H22, H23, H24</td>
</tr>
<tr>
<td>6</td>
<td>H20, H21, H22, H23, H24, H25</td>
</tr>
<tr>
<td><strong>Player No.</strong></td>
<td><strong>Team:</strong> Home Handley</td>
</tr>
<tr>
<td>1</td>
<td>1</td>
</tr>
<tr>
<td>2</td>
<td>2</td>
</tr>
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<tr>
<td>5</td>
<td>5</td>
</tr>
<tr>
<td>6</td>
<td>6</td>
</tr>
</tbody>
</table>

**Home Serve:** (loss of rally point 14) H20 serves, loss of rally.


**Home Serve:** (loss of rally point 15) H33 serves three straight points (16, 17, 18). Next serve results in a loss of rally.

**Visitors Serve:** (loss of rally point 16) V10 serves three straight points (17, 18, 19); then has two re-serves resulting in a loss of rally.

**Home Serve:** (loss of rally point 19) H22 serves resulting in a loss of rally.

**NOTE:** With each complete service rotation (all six players serve), a different color pencil/ink should be used for the next rotation (e.g. first rotation in black, second rotation in red, third rotation in black, etc.)

**Visitors Serve:** (loss of rally point 20) V5 serves resulting in a loss of rally.

**Home Serve:** (loss of rally point 20) H25 serves one point (21). Next serve results in a loss of rally.

**Visitors Serve:** (loss of rally point 21) V4 serves one point (22). Home calls a team time-out (TX). V4 serves two points (23, 24). Next serve results in a loss of rally.

**Home Serve:** (loss of rally point 22) H24 serves two points (23, 24). Visitor calls a time-out which is an illegal extra time-out resulting in a penalty point awarded Home (Px-25) Next serve results in a loss of rally.

**Visitors Serve:** (loss of rally point 25) V3 serves, loss of rally.

**Home Serve:** (loss of rally point 26) H26 serves one point (27).

Record final score in appropriate boxes.

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**Key:**
- **c** = Playing Captain
- **1** = Point
- **-** = Loss of Rally
- **[]** = Point Scored Off Loss of Rally
- **P-1** = Penalty Point
- **P = Penalty**
- **R = Replay**
- **RS = Re-Serve**
- **T = Time-out**
- **Tx = Time-out opponent**
- **= libero point**
- **Px = Penalty Opponent**
- **S = Substitution Serving Team**
- **Sx = Substitution Opponent**

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**Diagram:**

[Diagram of a volleyball game]