

Match # Date: Court # Match # Date:

		WIAA VOLL	EYB	ALL :	SCOR	E SHEET	Γ					
			First	t Serve								
Serving	PLAYERS				Serving	PLAYERS						
Order	NUMBERS		1 26		Order	NUMBERS						
1			2 27									
			3 28		1							
			4 29									
2			5 30 6 31		2							
			7 32		2							
3			8 33									
			9 34		3							
			_	10 35								
4				11 36								
			12 37	12 37	4							
			13 38	13 38								
5			14 39	14 39								
			_	15 40	5							
				16 41								
6			_	17 42								
			18 43		6							
			19 44									
	TUTIONS: 3 4 5 6	7 0 0 10 11 12 12 14 15 16 17 10	20 45 21 46		SUBSTIT 1 2	TUTIONS:	7	9 0	10	11 1	2 12 1	14 15 16 17 18
1 2	3 4 5 6	7 8 9 10 11 12 13 14 15 16 17 18	21 46 22 47		1 2	3 4 3 0	/	8 9	10	11 1	2 13 1	14 15 16 17 18
Comments:				23 48 23 48 Comments:								
			24 49									
			25 50									
		Print Name and Sign		Outs score	GAMI	E# 1	2	3	4	5		FINAL SCORE
R1				Score	GAIVII	<u>π</u> 1	4	3	4	3		THIAL SCOKE
R2					Winning	Team:						
Scorer				<u>I</u>	Losing T							

# Instructions for using the WIAA Score sheet

# PRE-MATCH:

- Fill in Site, Court#, Match#, and Date
- Write team names on the correct serving side
- Make a mark in the box under First Serve when the official reports results of the pre-match conference
- Fill in starting player numbers by serving order for each team, marking the captains with a 'c'
- Write in Referee, Umpire, and Scorekeepers name
- Circle the number of the game being played

## **DURING THE GAME:**

- At the moment of contact for serve, make a circle on the first line for the first server in the scoring section.
- If the serve scores a point put the point number in the circle and circle the corresponding point in the running score column.
- If the serve is a point for the receiving side, put an R in the circle then move to the other side of the score sheet and make a square on the 1<sup>st</sup> line of the next server in the scoring section put the point number for that team in the square and square the corresponding running score column.
- Make a circle at the moment of contact next to the square as that team serves. The outcome of that play goes in that circle.
- Continue throughout the game with circles and squares, depending on if the point was scored while serving (circle) or receiving (square).
- If/when the Libero serves, put a triangle around the Serving Order number position in which she is serving, a triangle instead of a circle when she contacts the ball, and a triangle around any corresponding points scored in the running score column. The Libero will be able to serve only in this service position.

# SUBSTITUTIONS:

- Wherever the substitution is happening, the information gets written.
- If the serving team is substituting, put an S where the next serve circle would go and then the number of the player going in over the number of the player coming out (like a fraction) i.e. serving team #3 is going in for #17 \$ 3/17.
- If the receiving team is substituting, put an Sx where the next serve circle would go and then the number of the player going in over the number of the player coming out (like a fraction) i.e. receiving team #8 is going in for #2 Sx 8/2.
- Circle the number of the substitution at the bottom of the line score each team is allowed 18 substitutions per game, unlimited individual and the Libero does not count as a substitution.

## SANCTIONS:

• All sanctions must be written in the Comments section of the score sheet and include player number or coach name, score at the time of the sanction, outcome of the sanction, and a *brief* description of the situation.

## END OF GAME:

- Fill out Winning Team and Losing Team FINAL SCORE.
- Scorekeeper signature.
- Official signs the score sheet at the end of the match.

CODE	Served	Point	Rotate	Play-over	No Serve	Mind Change	Libero Serve	Serving team	Receiving team
								Substitutes	Substitutes
Symbol in line score	0	3	(8)	<b>P</b>	3	M	$\triangle$	S	Sx