

Serve Tracker Instructions for Seattle CYO 4th grade

The Seattle CYO Volleyball program for 4th grade is a timed match – score is not kept. This is to encourage the players, coaches and parents to focus on developing the skills of the game and to have fun without worrying about winning or losing. The goal is for teams to play as much as possible within 45 minutes. Each set will consist of 12 minutes of running time, with 3 minutes between sets. Teams may or may not complete a 3rd set because of the time constraints.

So, instead of a scorekeeper, the 4th grade will use a serve tracker. The serve tracker's responsibility is to make sure the correct player is serving, and to make sure no server serves more than 3 times in a row. CYO requires each team to provide a serve tracker. The two trackers will work together to be sure the order of servers is accurately kept for their match.

Each tracker needs the following equipment – 3 scoresheets and 2 pens – typically a black/blue pen and also a red pen. Trackers begin with the black/blue pen, then after a full rotation on the court and a server comes up to serve again, tracker switches to the red pen. If the game goes to the player serving a 3rd time in the set, the tracker would go back to the black pen.

The tracker will wait for the coin toss. The coin toss determines which team will serve first and which side they are on. The tracker shall fill in the location and date, the team names on their respective sides and will mark the first serve box. Tracker will receive the lineup sheets from the coaches and enter the players numbers for both teams in the exact order as they are listed on the lineup sheets.

The tracker will denote the captains on each team with a letter C by their number.

Play will then begin and the clock will start with 12 minutes. Team YELLOW serves first, so Player #12 serves. Once the ball is contacted for serve, a circle is made next to #12. Team YELLOW wins the rally, so #12 will serve again. #12 serves and a circle is made next to the previous circle after the ball is served. The rally is lost, the serve moves to Team GREEN. To designate that the service is changing, an R for Rotate is written in the circle. Team GREEN rotates and GREEN's first server, #47, serves and a circle is made next to #47 after the ball is served. The serve is missed or the rally is lost, so an R is written in the circle and the ball goes to Team YELLOW, who rotates and their next server, #13 serves, the circle is made after the ball is served. The rally is won, #13 serves again, another circle is made. The rally is won again, so #13 serves once again and a 3rd a circle is made.

In the 4th grade a server may only serve three consecutive serves during one service period. If a player serves a 3rd time and the rally is won by their team, the team retains the serve and rotates to the next server. The tracker should notify the referee that the server has completed their 3 serves by raising their hand showing 3 fingers. The team then moves to the next server and play continues. So on our tracking sheet, after Player #13's 3rd serve and the rally is won, Team YELLOW now rotates to the next server. Since Team YELLOW did not lose the serve, no R is written, trackers move down to the next Team YELLOW server, Player #5, and play

continues. #5 serves, the circle is made and again, Team YELLOW wins the rally. At this time the coach for Team GREEN wants a timeout. They signal the referee, who grants the time out. The tracker then writes a TX on player 5's line right next to the last circle. It is written here to show exactly when in the set the timeout was called. The T means Timeout and the X means the non-serving team called it. If the serving team called the timeout, there would be no X, just the T. The tracker then needs to mark Team GREEN's first timeout box at the bottom of the middle column by placing a check in the top box. Note that there are just 2 timeout boxes for each team as they are only allowed 2 timeouts per set. At the end of the timeout, signal to the referee the number of timeouts each team has used – in this case 0 and 1. Notify the referee if a team tries to take a 3rd timeout.

The tracker should also be checking to be sure the correct player is serving. In the 4th grade, the tracker will notify the referee as soon as they realize it is the wrong server. If the tracker does not catch that it is the wrong server until after the serve, that is alright, they would then notify the referee that the wrong player served. The correct server is moved into place and they then serve. In our game here, after the timeout, Player #2 goes back to serve. #5 should still be serving. The tracker will notify the referee that the wrong player served or is in place to serve. Team YELLOW would get their players back into the correct order with #5 being the server, and #2 would be in place to serve next. In the 4th grade there will be no penalty for the wrong server. Players are just put into their correct positions. Nothing needs to be written on the sheet to indicate a wrong server.

Team YELLOW player #5 serves, the circle is drawn, the rally is lost, so an R is placed in the circle and Team GREEN rotates to serve. Team GREEN Player #19 now serves, the circle is made. The rally is won, so #19 serves again, circle is drawn, serve is missed, so an R is placed in the circle, and Team YELLOW rotates so Player #2 gets the serve, misses and R is placed in the circle.

Team GREEN #36 serves, circle, wins the rally, serves, circle, wins the rally, serves, circle, wins the rally. Trackers signal the referee that that is 3 serves, Team GREEN keeps the serve, rotates, and now Player #57 serves, misses, so an R is placed in the circle. Team YELLOW rotates and player #6 is the next server.

If Trackers make a mistake in drawing the circle or noting the rotation R, that is OK, just cross out the error, and write the correct play next to it. Mistakes are not erased, but crossed out and the correct play is written beside the crossed out circle. So here, Player #6 serves, the Tracker writes an R in the circle – but the rally was won. The circle with the R is crossed off and re-written right next to it, #6 serves again, misses now it is the R and rotate.

As the set progresses, the Trackers should communicate with each other to be sure their sheets are correct and matching.

So let's play out this set.

GREEN #20 - serves, misses, rotate

YELLOW #10 - serves, wins the rally, serves, misses, rotate

GREEN #58 - serves, misses, rotate

YELLOW #3 - serves, misses, rotate

GREEN #48 - serves, wins the rally, serves, wins the rally, serves, misses, rotate

YELLOW #7 - serves, wins the rally, serves, misses, rotate

GREEN #60 - serves, misses, rotate

YELLOW #4 - serves, misses, rotate

GREEN #47 - has now come up to serve again – trackers change to the red pen. #47 serves, wins the rally, serves, misses, rotate. Trackers switch back to the black pen as YELLOW is still on their first rotation.

YELLOW #8 - serves, misses, rotate – trackers change to the red pen for Team GREEN

GREEN #19 - serves, misses, rotate - trackers switch back to the black pen

YELLOW #9 – is supposed to serve next, however they still have not arrived in the gym. The coach has the option to cross them off the scoresheet, or keep them on in case they arrive before the end of this set. If the choice is to cross them off – they cannot enter this set, but are eligible to enter in the next set, as long as they stay in the same rotation (here – between #8 and #1). Player would be crossed off the scoresheet and play would continue onto the next player.

If left on, play would just go to the next player and YELLOW #1 would serve next. #9 can enter on their next regular rotation (after #8).

YELLOW #1 - serves, misses, rotate. Switch to red pen for the GREEN team

GREEN #36 – serves, wins the rally, serves, wins the rally. Now the GREEN coach wants a time out to settle the players. Coach signals time out to the referee, who grants the TO. Next to the last circle, the trackers write a T for the timeout and since it is the serving team, no X is needed this time. Then down in the 2nd Timeout box on the GREEN side, a check is made. Then the signal is given to the ref – Zero YELLOW and 2 GREEN. GREEN has no more timeouts for this set, but gets 2 more in set 2.

Play continues -

GREEN #36 - serves, misses, Stay with red pen as YELLOW is now starting serve order over
YELLOW #12 - serves, misses, rotate

GREEN #57 - serves, during play a ball rolls onto the court and for safety, the referee stops play, signals replay (2 thumbs up). Trackers put a P (play over) in the circle and #57 will serve again, make the circle for the new serve, serves, wins the rally, serves, misses, rotate

YELLOW #13 - tosses for overhand serve, but the toss is bad and #13 catches the toss.

Referee signals replay – a P is placed in the circle and the referee signals to serve again, serves, again it is a bad toss, referee signals loss of serve – rotate. Players may only have one bad toss per serving rotation.

GREEN #20 - serves, misses, rotate

YELLOW #5 - serves, misses, rotate

GREEN #58 - serves, misses, rotate

YELLOW #2 - serves, wins the rally, buzzer goes off – end of set.

When the 12 minutes have expired, the set is over. The referee ends this set, teams leave the court and have 3 minutes. During this time the trackers complete this sheet and set up the next set's sheet.

On the bottom right side of the page, the tracker should circle the set number (1 in this case), and then sign on the bottom left side, then give the sheet to the referee to sign on their line.

Trackers will use a second scoresheet, filling out the top as before. Teams will not switch courts but will remain on the same side for the duration of the match. (This may change in the future.)

Since YELLOW served first in set 1, GREEN will serve first in set 2. (If a deciding 3rd set is played, the referee will flip a coin to determine the 1st server.)

Serving order will begin where it left off in the previous set. So, in our case here, YELLOW #2 was the last to serve in set 1, so #6 will be the 1st server for set 2. However, since YELLOW is receiving, they will rotate after GREEN serves. So, they will start on the court with the last server #2 still in the serving position. On the first Rotation, they will rotate to #6 to serve and #2 will exit the court. Service Order for Set 2 for Team YELLOW will be: 6, 10C, 3, 7, 4, 8, 9, 1, 12, 13, 5, 2

GREEN, #58 was the last server, so #48 will be set two's first server. Since they are serving first, #48 will line up on the court in the serving position. Service Order for Set 2 for Team GREEN will be:
48, 60, 47, 19, 36C, 57, 20, 58

When the match is over and the referee has signed the sheets, the trackers should give their scoresheets and lineup sheet to their coach to keep.

CYO Athletics: Volleyball 4th Grade Serve Tracker Sheet

Site/Location		GREEN School Gym		Date	1-10-23			
Serving Order	Player #	TEAM NAME	TEAM NAME	First Serve	Serving Order	Player #	TEAM NAME	
1	12	Yellow	GREEN	X	1	47	GREEN	
2	13				2	19		
3	5				3	36c		
4	2				4	57		
5	6				5	20		
6	10c				6	58		
7	3				7	48		
8	7				8	6D		
9	4				9			
10	8				10			
11	9				11			
12	1				12			
13					13			
14					14			
15					15			
				TIMEOUTS				
Referee					SET #	1 2 3		
Scorer					Lin Hayes			

CYO Volleyball Lineup Sheet (4-6th Grades and High School)

Serve Order – list player numbers in the order they will serve. One Lineup sheet will be used per match. The lineup for sets 2 and 3 will begin where the previous set left off.

- 1 12
- 2 13
- 3 5
- 4 2
- 5 6
- 6 10c
- 7 3
- 8 7
- 9 4
- 10 8
- 11 9
- 12 1
- 13 _____
- 14 _____
- 15 _____

TEAM YELLOW
 Circle one: Home Visitor
 Date 1-10-23

ROSTER – List players in numerical order

#	LAST name	FIRST name
1	Smith	Mary
2	Jones	Betty
3	Blake	Martha
4	White	Sally
5	Wall	Jessie
6	Edwards	Sandy
7	Wright	Cathy
8	Callie	Rachael
9	Feldman	Laura
10	Allred	Lisa
12	Brown	Beth
13	Black	Andie

Coach (All coaches on the bench must be registered with CYO and sign below.)

 Print Name Signature

Pat Wall Pat Wall
 Print Name Signature

 Print Name Signature

Sue Brown Sue Brown
 Print Name Signature

CYO Volleyball Lineup Sheet

(4-6th Grades and High School)

Serve Order – list player numbers in the order they will serve. One Lineup sheet will be used per match. The lineup for sets 2 and 3 will begin where the previous set left off.

- 1 47
- 2 19
- 3 36 c
- 4 57
- 5 20
- 6 58
- 7 48
- 8 60
- 9 _____
- 10 _____
- 11 _____
- 12 _____
- 13 _____
- 14 _____
- 15 _____

TEAM GREEN

Circle one: Home Visitor

Date 1-10-23

ROSTER – List players in numerical order

#	LAST name	FIRST name
19	House	Becky
20	Cook	Rhonda
36	West	Natalie
47	Vale	Sue
48	Lindy	Shirley
57	Jacobs	Lizzy
58	Johnson	Beth
60	Ames	Holly

Coach (All coaches on the bench must be registered with CYO and sign below.)

 Print Name Signature

 Print Name Signature

Mary Cook Mary Cook
 Print Name Signature

Lisa Jacobs [Signature]
 Print Name Signature