

Scoring for 5th and 6th grade CYO in Seattle. This video will give you an idea of how to score properly. If you have any questions, please contact your coach or CYO commissioners. Thank you for watching...good luck this season. (Description)

This is scorekeeping for Seattle CYO 5th and 6th grade volleyball.

The Seattle CYO Volleyball program requires that each team provide a scorekeeper. The two scorekeepers will work together to be sure the score is accurately kept for their match. Typically, the home team will be designated as the "official" scoresheet. However, if the visiting team's scorekeeper is more experienced, the referee has the option to designate the visiting scorekeeper as the official scoresheet. If there is a confusion between the scoresheets and/or the scoreboard, the official scoresheet is considered the correct score.

Each scorer needs the following equipment – 3 scoresheets and 2 pens – typically a black/blue one and a red one. Scorers begin with the black/blue pen, then after the entire team goes through one rotation, the first server comes up again but the scorer switches to the red pen. If the game goes to another full rotation and the first server is serving for the 3rd time, the scorer would return to the black/blue pen.

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

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

Play will then begin. Team YELLOW serves first, so Player 12 serves. Once the ball is contacted for serve, a circle is made on the line next to #12. The scorer shall watch the referee to determine which team wins the point. The referee will signal who won the point by extending their arm out on the side that received the point. In this case, #12 wins the point, the point number 1 is written in the circle, and then circled in the column in the center of the sheet where there is the running score. #12 serves again, a circle is drawn next to the last one after the ball is served. #12 makes another point so a 2 is written in the circle and the 2 in the running score column is circled. #12 serves again, a circle is drawn. The point is lost, so an R (sideout, rotate) is written in the circle. Then go to Team GREEN's first server, #47, and mark the rally point by making a box and placing the point number 1 in the box and make a box around the 1 in their running score. After the ball is served the circle is drawn next to the box. #47 scores a point and a 2 is written in the circle and marked in the running score. #47 serves again, make circle, but misses the serve, so it is loss of serve, R (rotate) is written in the circle. Go to Team YELLOW'S next server, #13 and mark the rally point with a box and point number 3. Mark the running score with a box.

Fifth and sixth grade may only serve five consecutive point scoring serves. If a player scores 5 point-scoring serves (the rally point does not count as one of their serves) the team retains the serve and rotates to the next server. The scorer should notify the referee that the server has

reached their 5 serves by raising their hand showing 5 fingers. They then move to the next server and continue. So on our scoresheet, Player 13 received the rally point 3, then proceeds to serve 5 point-scoring serves. As they went, the scorer has marked each serve with the circle, point 4, 5, 6, 7 and 8 – also marking the running score. At this point the scorer holds up the open hand signaling the 5th serve. The team then rotates to the next server, Player #5 and play continues.

#5 scores point 9. At this time the coach for Team GREEN wants a timeout. The coaches signals time-out to the referee, who grants the time out. The scorer then writes a TX on player 5's line right next to the circle with point 9. 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 scorer then needs to write the score in Team GREEN's 1st timeout box at the bottom of the running score column, using Team GREEN's score – Team YELLOW'S score thus 2-9. 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 time outs each team has used – in this case 0 and 1. Notify the referee if a team tries to take a 3rd timeout.

The scorer should also be checking to be sure the correct player is serving. If it is not the correct server, the scorer must wait until after the serve and the ball is dead and then notify the referee that it was the wrong server. This will result in a loss of serve and the ball goes to the other team. The scorer will make a box next to the server's number and put an R in the box, then move to the opponent's next server and enter the rally point in the box. In our game here, after the timeout, Player 2 goes back to serve. #5 should still be serving. Even if the scorer sees that it is the wrong server, they cannot stop the game until after the serve is made. When the ball is dead, they then notify the referee that the wrong player served. A box (not a circle because #5 did not serve) and R would be made on #5's line next to the TX and a rally point 3 made for team GREEN next to Player 19. Team YELLOW would get their players back into the correct order with #2 being the next server (even though #2 served, they were out of order, so technically they did not as far as the scoresheet goes. #5 loses their serve.)

Player #19 now serves, the circle is made. They score a point, so 4 is written in the circle and circled in the running score. Their next serve they miss, so an R is in the circle, and YELLOW #2 gets the rally point 10 and serves, misses and sideout – R in the circle.

GREEN #36 gets the rally point 5, serves, gets points 6 and 7. Scorer has marked on the server's line the circle and point and marked the running score, but realizes that they put another 6 rather than a 7 in the circle. That's ok – just cross it out and re-do the circle with a 7. Mistakes are not erased, but crossed out and corrected. #36 serves and misses – R in circle.

As the set progresses, the scorers should communicate with each other to be sure their sheets are correct, and should also keep an eye on the scoreboard to be sure it matches the official sheet.

All matches are best two out of three sets with the first two sets to 25 points and the third set to 15 points. All sets must be won by at least two points.

So let's play out this set.

YELLOW #6 - rally pt 11, serves, misses, sideout

GREEN #57 - rally pt 8, serves, sideout

YELLOW #10 - rally pt 12, serves, makes point 13, serves, sideout

GREEN #20 - rally pt 9, serves, makes point 10, serves, sideout

YELLOW #3 - rally pt 14, serves, misses, sideout

GREEN #58 - rally pt 11, serves, sideout

YELLOW #7 - rally pt 15, serves, misses sideout

GREEN #48 - rally pt 12, serves, makes pt 13, serves, sideout

YELLOW #4 - rally pt 16, serves, pt 17, serves, sideout

GREEN #60 - rally pt 14, serves, sideout

YELLOW #8 - rally pt 18, serves, misses sideout

GREEN #47 - has now come up to serve again – scorers change to the red pen and mark rally point 15, #47 serves, sideout. Scorers switch back to the black pen as

YELLOW is still on their first rotation.

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, if this is 5th grade, play would just go to the next player and YELLOW #1 would receive the rally point and serve next. #9 can enter on their next regular rotation (after #8).

We are going to say our game is 6th grade, so #9 now becomes a “ghost” player – play is continuing as if they were on the court. Team will play with just 5 players now. #9 will receive the rally pt 19, and then receives a side out R. Since there was no serve – the R is placed in a box, not a circle. And the ball goes back to GREEN. Now, since there is a hole on the court, #9 may enter the game at any time during a dead ball – the referee just needs to be notified.

Play continues – Switch to red pen for the GREEN team

GREEN #19 - rally pt 16, serves, scorer marks as a sideout R. This is crossed out and point 17 goes in the circle. #19 then makes points 18 and 19. 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 point – 19 – the scores 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, the score is entered – 19-19. 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 #19 - serves, misses, sideout. Switch back to black pen

YELLOW #1 – rally pt.20, serves, sideout. Switch to back to red pen

GREEN #36 - rally pt 20, serves, sideout. Stay with red pen as YELLOW is now starting serve order over

YELLOW #12– rally pt.21, serves, sideout

GREEN #57 - rally pt 21, serves, during play a ball rolls onto the court and for safety, the referee stops play, signals replay (2 thumbs up). Scorers put a P (play over) in the circle and #57 will serve again, make the circle for the new serve, sideout -R

YELLOW #13– rally pt.22, 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 – sideout. Players may only have one bad toss per serving rotation.

GREEN #20 - rally pt 22, serves, sideout

YELLOW #5– rally pt.23, serves, sideout

GREEN #58 - rally pt 23, serves, sideout

YELLOW #2– rally pt.24, serves, scorer marks as a sideout, but referee signals point - point 25 – end of set

When one team reaches 25 points and is 2 points above the other team, they have won the set. On the bottom right side of the page, the scorer should circle the set number (1 in this case), write the winning team name and score (YELLOW 25), losing team's name and score (GREEN 23) and then sign on the bottom left side, then give the sheet to the referee to sign on their line.

Teams will now have 3 minutes before set 2 begins. Scorers 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 with the captains 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 sideout, they will rotate to #6 to serve and #2 will exit the court

GREEN, #58 was the last server, so #48 will be set 2's first server. Since they are serving first, #48 will line up on the court in the serving position.

When the match is over and the referee has signed the sheets, the scorers should give their scoresheets and lineup sheet to their coach to keep. Thank you for learning how to score for your team. If you have questions, please contact your grade-level volleyball commission. Good luck this season!

CYO ATHLETICS: VOLLEYBALL 5TH-6TH GRADE (+HS) SCORESHEET

Site/Location		Date		1-10-23	
TEAM NAME Yellow		TEAM NAME GREEN			
Serving Order	Player #	First Serve	Serving Order	Player #	TEAM NAME
1	6	X	1	48	
2	10C		2	60	
3	3		3	47	
4	7		4	19	
5	4		5	36C	
6	8		6	57	
7	9		7	20	
8	1		8	58	
9	12		9		
10	13		10		
11	5		11		
12	2		12		
13			13		
14			14		
15			15		
			16		
			17		
			18		
			19		
			20		
PRINT NAME & INITIAL		TIMEOUTS		SET #	
				1 2 3	
Referee			WINNING TEAM		
Scorer			LOSING TEAM		
				FINAL SCORE	

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
<i>C</i> 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

Pat Wall Pat Wall
Print Name Signature

Sue Brown Sue
Print Name Signature

