

Scorer Training

Step-by-step instructions for filling out the match sheet in English

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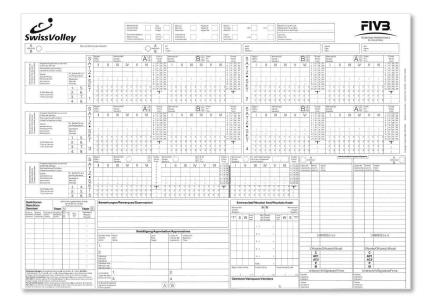
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INTRODUCTION

Introduction / General Information

- This document was created by the VC Tornado Adliswil "scorer expert" based on the official scorer training materials from Swiss Volley.
- It addresses the process of filling out the match sheet step by step and has been enriched with "game scenarios" to make "scoring" understandable using examples.





Match sheet ("Matchblatt" in German)

Introduction / General Information

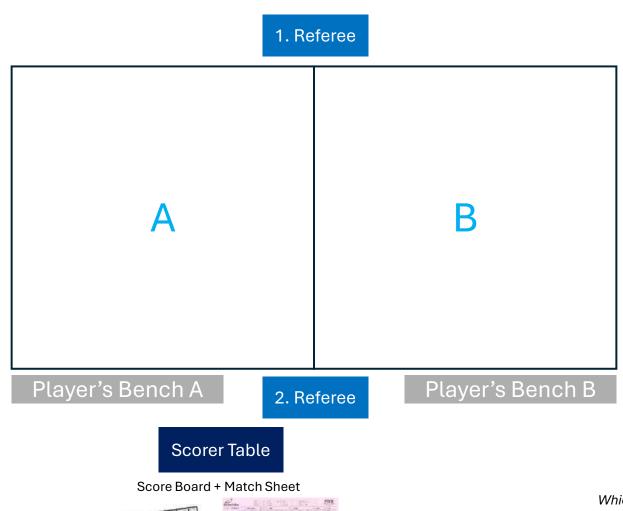
Why do you have to obtain a scorer license?

- Every league game is recorded on a match sheet, and you need to know how it's done and get a license for it by Swiss Volley / SVRZ
- We have several teams that play in the league. Every player in the club has to be able write the match sheet for another team (1-2 times per season)
- We usually assign two people per match: a scorer ("Schreiber" in German) for the match sheet; and a score keeper ("Täfeler" in German) for the score board

What is the role of the scorer?

- You are part of the referee committee (i.e., you behave neutral)
- You must be ready in the hall at least 30 minutes before the start of the game (there is a fine for being late!)
- The contact person for the scorer is always the referee (or the second referee, if there are two)

Location of the Scorer



Which team is A and which is B will be determined after the draw (coin toss).

Tasks of the Scorer

Before the game

• Preparation of the match sheet: general game information, list of all persons involved in the game (players, coaches, referees, scorer, etc.), including their signatures

Before each set

Recording of the starting lineup and start of the set (time)

During the game

- Recording points, timeouts, player substitutions, and any penalties
- Checking the player at the serve AND always being able to let the captains know, who is where in the rotation (especially, who is currently serving), if you are being asked

After each game

 Recording of the final score, end of the set (time) and transferring the results and stats to the overview

After the game

- Finalization of the results overview
- Obtaining signatures of scorer, captains, and referees

What needs to be filled in on the match sheet and when:

1) Before the coin toss (30-15' before start of the game)

- General game information
- Players and coaches
- · Referee committee

2) After the coin toss (14' before)

- Signatures of the two captains and coaches
- Allocation team A / B
- Preparation of sets 1-3
- + Crossing off empty fields in the players and coaches section

3) Shortly before the game (2' before) or the set starts

- Line-up
- Time at the start of the set

4) During the set

- Points
- Rotation / switch of service player
- Timeouts
- Player exchanges

5) After every set

- · Results overview
- · Time at the end of the set

6) After the game

- Finalize the results overview section
- Signatures

7) Only if necessary

- Set 4 and 5 (work the same as sets 1-3 with a few exceptions in set 5)
- Comments
- Sanctions / Penalties









"T"

IV

Set 5

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Ordine del servizio Startaufstellung/Formation

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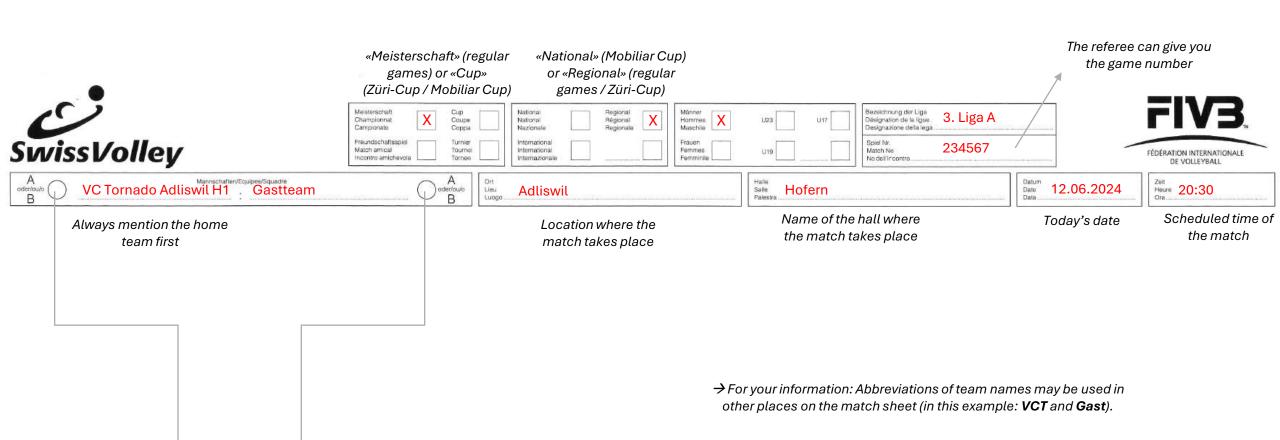
VI

FILLING OUT THE MATCH SHEET

Before the Coin Toss: General Game Information

Leave blank for now; will only be known after the draw (coin toss)





Before the Coin Toss: List of Players, Coaches and Assistants

Swisstolley The state of the s

Abbreviations for teams are acceptable

Date of birth according to ID for "Lizenz-Nr."

Circle the player numbers of the two captains

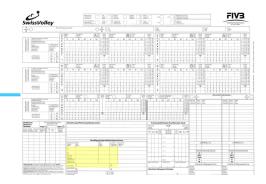
First name may be abbreviated

Liberos must be repeated ◀

All persons sitting on the players' bench alongside the players must be listed here.

() odenk	ou/o	/CT	ten/Equipes/Squad		Gast oder/ou/o
Licence-No.	Spigler Nr.	Name Nom Nome	Licence-No.	Spioler Nr. Joueur No. Giocatore No.	Name Nom Nome
21.03.91	6	P. Müller	22.04.92	7	N. Herrmann
13.05.90	(5)	N. Schneider	14.06.91	6	S. Martin
04.06.02	13	M. Frischknecht	05.04.01	12	S. Bertschi
03.12.02	11	M. Meier	25.12.94	1	L. Schindler
15.07.89	2	L. Schneider	18.04.88	4	C. Buccarella
06.01.00	8	I. Keller	07.08.99	9	U. Saxer
09.09.97	3	L. Nguyen	10.10.87	10	S. Mol
27.11.95	4	A. Singh	31.12.98	11	C. Tillmann
			24.05.96	8	C. Wickler
		BEROS («L»)		- 11	BEROS («L»)
27.11.95	4	A. Singh	24.05.96	8	C. Wickler
27.11.95	4	A. Siligii	24.05.96	0	G. WICKLEI
C	Offiziell	e/Officiels/Ufficiali		Offiziell	e/Officiels/Ufficiali
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Before the Coin Toss: Referee Committee



	Bes	tätigung/Approb	ation/Approv	azione	
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1.	T. Lindau		22.04.92		
2.	N. Thoma		14.06.91		
Schreiber Marqueur Marcatore	D. Name		05.04.01		
Schreiber Ass. Marqueur adj. Marcatore ass.					
Linienrichter	1.		2.		
Juges de ligne Giudici di linea	3.		4.		
Unterschrift Kap Signature Capit Firma Capitani		(A) B)		

Enter the names and dates of birth of the 1st referee, 2nd referee (if applicable), and scorer. Leave the signatures field blank for now.

After the Coin Toss: Allocation A/B and Signatures from Teams

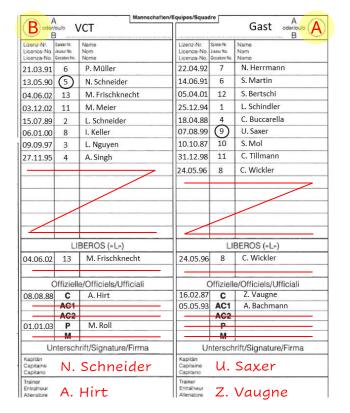




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reundschaftsapiel fatch amical ncontro amichevole		Turnier Taurnoi Tarneo	International International Internazionale			Frauen Femmes Femminile	U19		Spiel Nr. Match No No de∄ir contro	234567



Anderious B VC Tornado Adliswill H1 : Gastteam Adeliswill H1 : Gastteam	A r/ou/o B	CH Lieu Luogo Adliswil	Hallo Sale Hofern Palestra	Datum	Zeit Houre 20:30 Ors.
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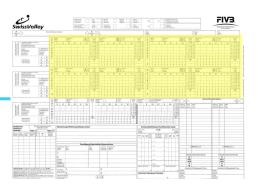
After the draw (coin toss), it is determined which team will play on which side (A or B \rightarrow see page 5).

The empty fields must be crossed off. Players who are not present must also be crossed off.

The captains and coaches must sign the sheet at this point.

After Coin Toss: Preparation of Sets 1-3

 $S = Service \rightarrow \overset{\$}{\otimes} \quad \square$ $R = Reception \rightarrow \overset{\$}{\otimes} \quad \boxtimes$



The sides and service rights will be changed after each set. Sets 1-3 should therefore be prepared after the draw (coin toss) and before the start of play:

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Before each Set: Lineup



Note the actual start time of the match/set

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First cross-check the lineups against the player list (i.e., do the numbers listed actually appear on the player list?), and only then transfer them to the match sheet



Z. Vaugne

Positions-Blatt

Fiche de position

Gast

Equipe

IV

Libero

During the Set: Basic Principle for Points & Service Exchange

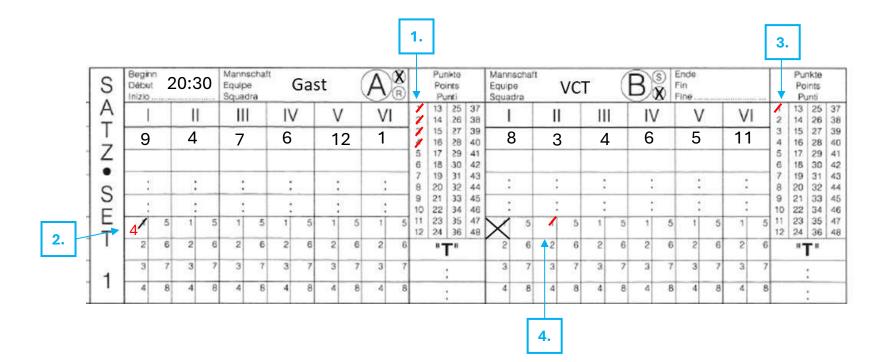
Swiss tolley The state of the

Game scenario:

- Player No. 9 from the guest team (**Gast**) starts serving. As the scorer, you check whether this corresponds to the lineup.
- If not, wait until the serve has been made, then inform the referee.
- Gast scores 4 points, then VCT scores one point. The right to serve changes to VCT.

On the match sheet:

- 1. Continuously mark off points for **Gast**
- 2. Enter **Gast's** score when changing serves
- 3. Mark off points for **VCT**
- Mark off the field for the next server from VCT



During the Set: Timeouts

Swissbottey TIVE THE PROPERTY OF THE PROPERT

Game scenario:

- The game continues
- Meanwhile, Gast has scored 10 points; VCT has scored 7 points
- The coach of **VCT** calls for a timeout. The referee blows the whistle and signals the timeout accordingly.

On the match sheet:

1. You record the score from the perspective of the team taking the timeout.*

S	Begin Début Inizio	2	20:3		Mann Equip Squa		t ,	Ga	st		A	X		Punkto Points Punti		Mann Equip Squa	18	t	VC	ľ		B	S) X)	Ende Fin Fine		******			Punk Poin Pun	ts
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^{*} This also applies to recording the score when players are substituted (see p. 17) and penalties (see p. 20) → i.e., the score of the team that "causes" something is always mentioned first.

During the Set: Player Substitution



Game scenario:

- The game continues
- In the meantime, **Gast** scored 13 points; 9 points for **VCT**.
- Gast wants to substitute player No. 2 and sends him to the substitution zone for player No. 6, who is currently on the court. The referee blows his whistle.
- At the same time, **VCT** also wants to substitute player 5 for player 1.

On the match sheet:

- 1. As the scorer, you first check whether the players in question are on the player list.
- 2. Then you record the player substitutions below the respective player in the lineup.
- 3. In the case of a return substitution, the player being substituted must also be circled, as they are no longer allowed to play for the rest of the set.

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1	4	8	4	8	4	8	4	8	4	8	4	8		:		4	8	4	8	4	8	4	8	4	8	4	8	:	

After the Set: Closing of the Set

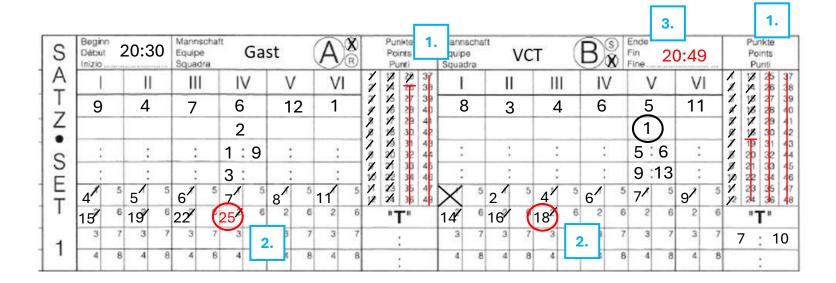
Swistolley TIVE TO THE TOTAL PROPERTY OF T

Game scenario:

- The game continues.
- While player No. 2 serves for **Gast**, his team wins the set with 25 points; **VCT** scored 18 points in total.

On the match sheet:

- 1. As the scorer, you cross off the 25th point at the end of the set for team A and mark the point range below it with a "T."
- 2. The final score is also entered where the last player was serving. The final point score is circled for both teams.
- 3. The time at the end of the set is entered. For the second set, the start time can be entered exactly three minutes later (in this example \rightarrow 20:52). The final results are transferred to the results section.



T = amount of timeouts
S = amount of player substitutions
W = Set win (1) or set loss (0)
Satz (Dauer) = duration in minutes



5th Set

Since sides are changed in the fifth set when the first team reaches eight points, there are three blocks on the match sheet.

Before the side switch \rightarrow Fill in the left side and center, and transfer everything except the points score to the right side as well.

,			:48		Manns Equipe Squadr		(1	G	ast	LH.	Punkte Points Punti	Mann Equip Squa	e	ft (B)		CT		ÿ F	nde in ine				Punkte Points Punti	Mann: Equip Squar	e	A	Po	te. bei oints a unti al	u cha	ngeme					Pu Pc P
80	1		- 11		111		IV		V		VI	7	1			1	1	11	1\	1	V		VI	3/	11 21			- []		111		IV		V		VI	7
	9		4		7		6		1	2	1	4	8		3	3	4	4	6		5		11	7	13 23 14 24 15 25	9		4		7		6	1	1	2	1	Z
	:		:		:					+	:	[[y]	:			:		:	:		:		:	7 8	16 26 17 27 18 28	:		:		:		:	+	•		:	アノダ
	:		:		:				:		•	8/	:			:		:	:		:		:	10	19 29 20 20 20	:		:		:		:		:			9
	X	4	1/	4	3 /	4	77	4	1	4	1 .	"T"	01	4	2/	4	3/	4	5	4	1	4	1	4	"T"	1	4	1	4	1	4	1	4	1	4	1	4 11
	2	5	2	5	2	5	2	5	2	5	2 .	:	2	5	2	5	2	5	2	5	2	5	2	5	3 : 7	2	5	2	5	2	5	2	5	2	5	2	5
	3	6	3	6	3	6	3	6	3	6	3	3 .	3	6	3	6	3	6	3	6	3	6	3	6	: 1	3	6	3	6	3	6	3	6	3	6	3	6

After the side switch → Just fill in the middle and right side. The left side can now be completely ignored.

Here, always note the score of the team that was playing on the left before the side switch. In this example, Team A, which also scored 8 points first.

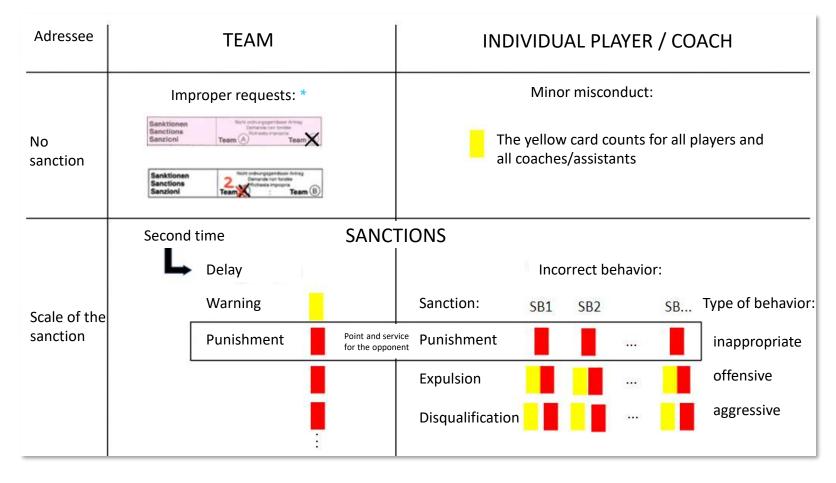
S	Beginn Début 2 Inizio	1:48	Mannschaft Equipe Squadra	(A)	Gast	(S) (R)	Punkte Points Punti	Mannscha Equipe Squadra	(B)	VCT	(S) (R)	Ende Fin 2	2:03	Punkte Points Punti	Mannscha Equipe Squadra	tt (A)	Pte. beim Se Points au ch Punti al cam			8	Punkte Points Punti
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	9	4	7	6	12	1	1 /	8	3	4	6	5	11	75 23 E	9	4	7	6	12	1	1/2 34
4									1					6 26 a							2 16 26
S	:	:	:	:	:	:	7	:	5:9	:	:	:		8 28 8	:	:	:	:	:	:	Ø 18 28
	:	:	:	:	:	:	8	:	:		:	:		19 29 5 10 20 30 5	:	:	:		: .	- 1	10 20 30
투	X	11 4	6	7/ 4	1 4	1 4	"T"	0 4	2/ 4	3/ 4	5	4 7	10	"T"	1 4	1 4	4 1 4	1 4	3/1 4·	10 4	"T"
J 1	2	5 2 5	2 5	2 5	2 5	2 5	:	12	13	5 2 5	2	5 2	5 2 5	3 : 7	11 ^e 5	13 (⁵ 15 ²) ⁵	2 5	2 5	2 5	10 9
5	3	6 3 6	3 6	3 6	3 6	3 6	:	3 8	9 6	3 6	3	6 3	3 6	: :	3 6	3 6	6 3 6	3 6	3 6	3 6	1 :

Sanctions / Penalties (Theory)

Sanctions can be imposed on the entire team or on individual players/coaches:

Certain actions (up to and including yellow cards) do not yet have any effect on the game but must be recorded on the match sheet.

Red or red-yellow cards also have consequences for the game (points or player substitutions) and must be recorded accordingly on the match sheet.



^{*} Improper requests (= nicht-ordnungsgemässe Anträge): for example, the team attempts to take/make more timeouts or player substitutions than allowed, or the request is made by the wrong person. Repeated attempts will result in a yellow card and after that, even a red card for the team.

Sanctions / Penalties

Game scenario:

- 1. Team B (**VCT**) attempted something that is improper (e.g., the wrong person attempted to take a timeout).
- 2. A little later, VCT also receives a yellow card for delaying the game.
- 3. The coach (C) of **VCT** received a red card when the score was 10:9 \rightarrow This means that **Gast** receives a point and now also has 10 points.
- 4. Player no. 7 from Gast receives a red-yellow card at the score of 18:16 and must leave the court for the remainder of the set. Player 13 is substituted in for him.

Sankt Sanct Sanzi	ions		Nicht ordnungsgemässer Antrag Demande non fondée Richiesta impropria Team Team										
Verwarnung Avertissement Avvertimento	Bestrafung Pénalisation Pénalizzazione	Hinausstellung Expulsion Espulsione	Disqualifikation Disqualification Squalifica	A oder B DU	Satz Set	R	elst ésul sulta	7797					
D				В	1	4	•	6	2				
	С			В	1	10	•	9	3				
		7		Α	1	18	•	16	4				
							:						
							•						
	A-111-11-11-11-11-11-11-11-11-11-11-11-1						•						

On the match sheet:

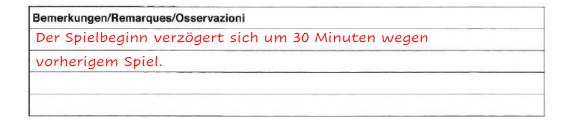
- Improper request: Mark the team in the corresponding section → if repeated, a yellow card will be issued for delaying the game.
- Yellow card: Record the penalty, otherwise no effect on the game. A delay of game against the team is noted with the letter D.
- Red card: Record the penalty, point and service for the opponent (circle the point received).
- Yellow-red cards: Record the penalty, note the player change and circle the penalized player because they are no longer allowed to play in this set.

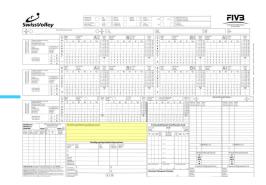
S	Beginn Début Inizio	20:30	Mannscha Equipe Squadra	^{ft} Ga	st	A R		Punkte Points Punti	Manns Equipe Squade		٧	СТ	(3)	1	nde in ine	20	0:49)	Punkte Points Punti	
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	9	4	(7)	6	12	1	7	16 28 4	8		3	4		6		5		11		1 1 27 1 1 28	39 40
4		4.	13	2			8	16 30 4								(1))		5	7 7 39	41
S	:	:	18:16	13:9	:	:	X	20 32 4 20 32 4	:		:	:		:		5 :	6	:		20 32	43
F	:	:	1	:	:	3.	6	27 33 4 22 36 4	:		:	:		:		9 ::	13	:	1	0 22 34	45
=	4	5 5	6 5	Z' 5	8	5 11	N P	23 35 4 24 36 4	\times	5 2	1	5 41	5	6	5	77	5	91	5 1		47
1	15	6 19 6	22 (25) 6	2	6 2 6		"T"	14	6 16	6 ² /	(18 ²)	6	2	6	2	6	5	6	"T"	
1	3	7 3 7	3 7	3 7	3	7 3 7		:	3	7	3	7 3	7	3	7	3	7	3	7	7 : 1	10
'	4	8 4 8	4 8	4 8	4	8 4 8		:	4	8	4	8 4	8	4	8	4	8	4	8	:	

Before, during, or after the Game: Comments

In rare cases, a comment may need to be noted on the match sheet. However, this will always be announced and instructed by the referee.

If a comment is required, it is usually due to a delay in play. This means that the reason why a match may start later than scheduled must be noted.





After the Game: Final Score & Closing of the Game



The totals in the final result section ("Endresultat") are added together.

The total of all minutes played + the amount of breaks x 3 minutes need to match the total duration \rightarrow 81 minutes + 12 minutes = 1 hour 33 minutes

The winner of the match is noted together with the final set score.

	End	resu	ltat/l	Résulta	at final	/Ri	sulta	to fi	nale	•		
Mannschaft Equipe Gast Squadra					(B)	® VCT Mar						
"T"	S	W	Punkte Points Punti	Set	(Dauer) (Durée) (Durata)		Punkte Points Punti	W	S	"T'		
0	1	1	25	1. (19)	18	0	2	1		
2	2	1	25	2. (13)	23	0	2	2		
2	0	0	21	3. (14)	25	1	1	1		
2	2	0	20	4. (20)	25	1	1	2		
1	0	1	15	5. (15)	13	0	1	1		
7	5	3	106	Total (81)	104	2	7	7		
Begin	n/Débu	ıt/Inizio	,	Ende/Fin/	Fine	Dauer/Durée/Durata						
20 30 min 22 03 min 1 33 m									min			
Gev	Gewinner/Vainqueur/Vincitore											
*113114-00	Gast 3. 2											

Finally, the match sheet is signed in the following order:

- 1. Scorer
- 2. Captains Teams A + B
- 3. 2. Referee
- 4. 1. Referee

	Bestätig	gung/Approba	ation/Approva	azione					
Schiedsrichter Arbitres Arbitri	Name Nom Nome	Land Pays Paese	Lizenz-Nr. Licence-No Licenza-No	Unterschrift Signature Firma					
1.	T. Lindau		22.04.92	T. Lindau					
2.	N. Thoma		14.06.91	N. Thoma					
Schreiber Marqueur Marcatore	D. Name		05.04.01	D. Name					
Schreiber Ass. Marqueur adj. Marcatore ass.									
Linienrichter	1.		2.						
Juges de ligne Giudici di linea	3.		4.	4.					
Unterschrift Kap Signature Capit Firma Capitani		(A) B) N.	Schneider					

[→] No empty fields need to be crossed off here.

TIPS & TRICKS

Finally, a few recommendations for a real game situation...

Before the Game

• Be there on time – the first part (preparing the match sheet) takes the most time. I recommend arriving at the hall 35-40 minutes before the match starts. However, if you are not there 30 minutes before the start of the match, you will be fined and it will be very inconvenient for the team!

During the Game

- Always keep your index finger on the spot where the current person is serving (i.e., where the last small number was crossed off). If a question about the rotation is being asked, you can answer easily.
- Follow this sequence when there is a change of service: note the score of the server, deduct a point from the other team, deduct the small number from the new server. Sticking to that routine helps you stay on track.
- Always check who is going to the base line to serve and whether it is really the right person.
- Bring a watch and note the time immediately after the end of each set.
- Don't look at your cell phone while you are the Scorer. It's a distraction and unfortunately, you'll easily lose focus on what just happened in the game...
- Have fun and enjoy the volleyball game ©