

RALLY POINT SCORING (RPS – 2 out of 3 sets)

1. BEFORE THE MATCH

a) On the upper part of the first page of the scoresheet

- 1.1 Name of the Competition
- 1.2 Match N° (number from the daily schedule):
- 1.3 Site (city)
- 1.4 Beach (name of beach)
- 1.5 Court (number 1 or 2, etc or C for central)
- 1.6 Date (day / month / year ,dd/mm/yy)
- 1.7 Gender: Men or Women (put an x in the box)
- 1.8 Indicate Main Draw or Qualification (put an x in the box)
- 1.9 Round to be played (indicate as follows, with an x in the box):
 - Pool Play: **P.P.**
 - Double Elimination Winner bracket: **W.B.**
 - Single Elimination, Double Elimination Loser's bracket or play-off: **Class.**
 - Semi-Final round: **S-F**
 - Final round including all medal matches: **Finals**
- 1.10 Teams (write Team's name, same exact names and in the same order as the daily schedule of matches); leave the circles A, B, they should be filled in after the coin toss.
- 1.11 Country (use 3 letter country initials using upper case letters only, e.g.: SUI)

b) In the TEAMS section on the centre left hand side of the second page of the scoresheet

- 1.12 Country (use 3 letter country code, inserted between TEAM and the circles)
- 1.13 Players names (use BVIS players names and put in the same order as the daily schedule of matches); leave the circles for A, B blank.
- 1.14 Player's numbers: (number of the players from each team)
- 1.15 "C": when applicable, insert the name of the respective team's coach (use BVIS coaches names)
Note: All names of players and coaches should be in lower case except the first letter of the family name and initials, in case apply. e.g.: Smith, J.

c) In the APPROVAL section on the lower left hand side of the second page of the scoresheet (*Family Name, Initials*)

- 1.16 1st Referee (name, country)
- 1.17 2nd Referee (name, country)
- 1.18 Scorer (name, country)
- 1.19 Assistant Scorer (name, country)
- 1.20 Linejudges (family names and initials only, corresponding to their positions counter clockwise from the 1st referee. Position 1 and 2 shall be used for the two Linejudges officiating lay-out.

d) In the MEDICAL ASSISTANCE chart on the lower right hand side of the second page of the scoresheet, above the REMARKS SECTION

- 1.21 Country (use 3 letter country code, inserted below TEAM at the right side of the circles). Same order as the daily schedule of matches.
- 1.22 leave the circles A, B, they should be filled in after the coin toss.

2. AFTER THE COIN TOSS

Before starting the match, the Scorer must obtain the following information:

- 2.1 Immediately after the Coin Toss:
 - a) Signature of the captains (in CAPTAINS PRE-MATCH SIGNATURE box on page two of the scoresheet) after verifying points 1.13 and 1.14 (ie: checking that the players uniforms #1 and #2 correspond to the correctly spelt players name).
 - b) Indicating the captain with a circle around their player number in the TEAMS box.
 - c) Indicating each team's respective serving order. An asterisk * should be inserted into the TEAMS box next to the number of the relevant team's first server. This serving order only applies to the first set.

- d) In the bottom left-hand side of the REMARKS SECTION, record the team A or B (see 2.4) that won the Coin Toss for Set 1.
- e) When applicable, signature of the coaches (in COACH'S PRE-MATCH SIGNATURE box on page two of the scoresheet).

Note: If needed, the coach can also help writing or check the names and numbers of his/her players on the score sheet team roster, before signing it.

- 2.2 From the 2nd referee
 - a) The team that serves first
 - b) The side of the playing court where each team begins
- 2.3 The Scorer records in four circles (two for each team, Top section of page one and TEAMS section of page two) corresponding to the sides of the playing court in which each team begins the first set, either A or B (team A is on the left of the Scorer and B to the right of the Scorer) and is always recorded in upper case ie: A, B. No alteration is made to the A or B adjacent to the circles.
- 2.4 The Scorer then for the appropriate set, records A and B under TEAM – POINTS section. The order of the A and B depends on which team serves first in that set, being that for set one and set three this information is obtained by the officials directly after the Coin Toss. In set two this information is obtained from the officials after consulting with the teams.
- 2.5 The A and B allocated (left and right side at start of Set 1) to each team, remain with the respective team for set 2 and 3 even though they might not start on these respective left and right sides from the Scorer.
- 2.6 The Scorer records the service order recording firstly the serving teams, first server in line marked I: e.g.: Team A (see TEAM – POINTS section), player 2, then on line III mark the other player from the team serving first. e.g.: player 1.
Put in boxes II and IV the other teams (receiving first) service order.
- 2.7 Under TEAM – POINTS: (in the centre section of each set) inside the box and on the right side of the circle, record the country code of the respective teams. If necessary, the Scorer can record in pencil the teams' colour e.g.: Green (beside the word POINTS).

3. DURING THE MATCH

- 3.1 In the top section of each set, in START TIME: record the actual starting time of the first serve in hours and minutes (24 hours' clock, 00:00). This is the actual time that the referee whistles for the first service of that particular set.
- 3.2 The Scorer checks the ORDER OF SERVICE according to the order in which the players were recorded opposite the roman numerals I to IV printed on the left side of the SERVICE ORDER section for each set 1-3.
- 3.3 The Scorer records the services of each player and controls the result of each service following the order of the boxes numbered 1 to 21. The scorer works through the boxes corresponding to the service order I 1 box II 1 box etc. The scorer then proceeds as follows:
 - a) The first service (I) is indicated by crossing or ticking off the number of the box marked 1 in the column of the serving player. Once the team has lost the service, they record in the box the total number of points scored by the serving team to that point in the game.
 - b) The Scorer then passes to the other team section of the SERVICE ORDER (II) and crosses off or ticks the number of the box marked 1 in the column of the serving player.
 - c) In the middle of the scoresheet there is a TEAM – POINTS row for each team. This is numbered from 1 to 44. This is the row to record from left to right the score of the corresponding team by crossing through the number of points scored. When the team loses service, the last number marked in the TEAM – POINTS row is recorded under the box whose crossed off number corresponds to the player who had the service.
- 3.4 During the set recording will continue this way until the following things may occur:
 - a) The Scorer continues in this way (SERVICE ORDERS I, II, III, IV) successively until the end of the set, which has its END TIME recorded in the END TIME section (right side of each set). This is the exact time at which the set finished.
 - b) If there is a tie 20:20, the set continues until a 2 point lead is achieved (22: 20 etc).
 - c) The numbers not crossed off in the TEAM – POINTS row of each team are cancelled.

- d) In the SERVICE ORDER box of each team the score for each team's last server is circled even if they have not yet commenced serving. If the receiving team won the set, the last point is noted in the SERVICE ORDER box of the player who would have served, but without crossing or ticking the boxes number.
- e) The score in the SERVICE ORDER box should be the same as the TEAM – POINTS row at the completion of each set.
- 3.5 The Scorer must record in the COURT SWITCH SCORE box the score for team A on the left and the score for team B on the right. The addition of these two scores should add up to multiples of 7 (i.e., 7, 14, ...), any unused boxes should be crossed off at the end of each set. Should an error occur which is greater than a multiple of 7 (or 5 in a 3rd set) it is still recorded as it actually occurred.
- 3.6 The Scorer must record any Technical Timeouts in the COURT SWITCH SCORE box with the score for team A on the left and the score for team B on the right. Technical Timeouts occur only during Sets 1 and 2 when the addition of the two team's scores equal 21 points. The COURT SWITCH SCORE box for this circumstance is specially indicated.
- 3.7 The Scorer continues in this way successively until the end of the set. At the final whistle, they write down the time in the END TIME box on the lower right-hand side of each SET box.
- 3.8 **Third and deciding set:**
After the Coin Toss the Scorer writes down:
a) In the TEAM – POINTS section the A and B assigned to each team (instruction 2.6)
b) In the bottom left-hand side of the REMARKS SECTION, record the team A or B (see 2.4) that won the Coin Toss for Set 3 (2.1. d).
The Scorer then follows the same procedure established for sets 1 and 2 noting that:
a) The change of courts occurs after multiples of 5 points
b) If there is a tie 14:14, the set continues until a team obtains a two point lead over the other.
- 3.9 **Time-Outs:**
Below the SERVICE ORDER sections are the boxes for recording time-outs:
a) When a team calls its time-out, the Scorer records, in the appropriate box, the points scored by both teams up to that moment.
b) The first score (i.e.: on the left) is always the number of points scored (at the time of the time-out) by the team that is requesting the time-out. (i.e.: on the left side, the opponent on the right).
c) A Technical Time-Out is recorded as per score sheet instruction 3.6
d) If there is a tie 14:14, the set continues until a team obtains a two point lead over the other.
- 3.10 **Improper request:**
The Scorer records the first "Improper Request" by a team, by inserting the appropriate "A", or "B" at the circles available at the bottom right-hand side of the REMARKS SECTION.
- 3.11 **Formal Warnings and Sanctions**
Formal Warnings:
a) Formal Warnings (for minor misconduct) must be recorded in the FORMAL WARN box of the concerned Team, respectively at the SERVICE ORDER and PLAYER section, or at the COACH line, when applicable.
b) The score should be recorded on the appropriate line corresponding to the team member that has been issued the warning.
c) The first score (ie: on the left) is always the number of points scored by the team whose member has been issued the warning (same as 3.9 b).
d) After a Formal Warning or any misconduct Sanction being issued to a team, the Scorer crosses off any FORMAL WARN box(s) left open for that team in that set. The team has reached its sanctioning level for the match.
e) In this case, before the start of any eventual following set(s), the Scorer, after completing the scoresheet with the information received from the 2nd referee (see 2.7 and 2.8) must then cross off the FORMAL WARN boxes for that team in that set.
Misconduct Sanctions:
a) All sanctions must be recorded in the MISCONDUCT SANCTIONS boxes within each respective set.
b) The first score (ie: on the left) is always the number of points scored (at the time of the sanction, not after the sanction) by the team member that is penalised (same as 3.9 b).

- c) The score should be recorded on the appropriate line corresponding to the team member to be penalised as sanctions are applied individually.
- d) Points scored due to a sanction for misconduct of the opponent must be circled in the TEAM POINTS row.

3.12 Delay Sanctions:

- a) Delay Warnings and Delay Penalties must be recorded in the DELAY SANCTIONS sections within each respective set.
- b) The first score is always the number of points scored at the moment of the team being penalised, not the score after the sanction. (ie: on the left side, the opponent on the right).
- c) After a Delay Warning has been issued to a team, any subsequent delays of any type by that team in the match are a fault and sanctioned with a Delay Penalty.
- d) In the case a Delay Warning has been issued to a team, before the start of any eventual following set(s), the Scorer, after completing the scoresheet with the information received from the 2nd referee (see 2.7 and 2.8) must then cross off the WARN box at the DELAY SANCTIONS section for that team in that set.
- e) The Delay Penalty entails the loss of a rally. The Scorer records this by following the normal procedure of circling it in the TEAM - POINTS row (as per 3.10.e), after having completed the appropriate boxes as in a) and b) above.

3.13 Use of Medical Assistance protocols:

- a) In addition to the relevant Remark, use of Medical Assistance protocols must be recorded in the MEDICAL ASSISTANCE CHART on the second page of the scoresheet above the REMARKS SECTION.
- b) Medical Time Outs (blood injury), must be recorded with an “X” at the first box of the relevant player’s line, at the column “MTO Blood”. Any subsequent Medical Time Outs by the same player in the match, are recorded in the next “MTO Blood” box and following.
- c) Recovery Interruption (traumatic, non-traumatic, and non-contact injuries that are not bleeding related), must be recorded with an “X” at the relevant box of the concerned player’s line, at the column “RIT Not Blood Related”. After this, the Scorer crosses off with a dash “—“ the “RIT Weather” and the “RIT Toilets” boxes left open for that player. The player has reached its use of “RIT” for the match.
- d) Recovery Interruption (severe weather conditions), must be recorded with an “X” at the relevant box of the concerned player’s line, at the column “RIT Weather”. After this, the Scorer crosses off with a dash “—“ the “RIT Not Blood Related” and the “RIT Toilets” boxes left open for that player. The player has reached its use of “RIT” for the match.
- e) Recovery Interruption (Use of Toilets), must be recorded with an “X” at the relevant box of the concerned player’s line, at the column “RIT Toilets”. After this, the Scorer crosses off with a dash “—“ the “RIT Not Blood Related” and the “RIT Weather” boxes left open for that player. The player has reached its use of “RIT” for the match.
- f) In case of overuse of the column/boxes “MTO Blood”, any subsequent use of any of these “Medical Assistance” protocol shall be recorded by circling the “X” at the first respective box/line and following.

3.14 Ball Mark protocol:

In the case of a Ball Mark protocol request by any of the teams or the Referee the following actions may be required by the match officials:

- a) **Team BMP request.** this means there is a decision made by the referee which will be then questioned. The scorer will **First assign the point** corresponding to the referee decision. Then:
 - a. The Scorer records the BMP request details at the BVB-52 form / BMP version (start time; set; score; team serving; request by team A or B).
 - b. After the result of the BMP is communicated, sufficient details should be recorded relating to the decision (e.g.: BMP Outcome ("successful" or "unsuccessful", or “mark unavailable”); Score after decision; Time match resumed; Total duration).
 - c. In case the BMP is "unsuccessful" the score is confirmed with keeping the same team/player serving. (for the purpose of the relevant form filled in by the ASC “BVB-51” (BMP version) the team making the request loses one of their BMP requests for that set).
 - d. In case the BMP is "successful" the scorer then has to "invert score" with this changing the serving team; The team making the request keeps their BMP requests, nothing to record at the BVB-51 (BMP version).
 - e. In case the outcome of the BMP is "mark unavailable" (i.e.: been altered due to natural occurrences or deliberate action by teams/players, preventing its review), the referee

call stands. The exception is where the winning team deliberately alters the line, in this case the rally must be replayed. Then despite the outcome of the situation not being in favour of the requesting team, it will still keep the number of BMP requests available. Nothing to record at the BVB-51 (BMP version).

- f. For situations where the BMP requests are not accepted (for instance, the referee from his/her position judges that the ball touched the line before contacting the sand slightly away of the line's position) nothing shall be recorded.
- b) **Referee BMP request**, this means there was NO decision made by the referee. The scorer will **Not assign any point**. Then:
 - a. Upon the request, the scorer records the BMP request details at the BVB-52 form / BMP version (start time; set; score; team serving; request by REF)
 - b. After the result of the BMP is communicated, sufficient details should be recorded relating to the decision (e.g.: BMP Outcome (for a Referee BMP this would be: « IN or OUT »); Score after decision (in this case this would correspond to "assigning a point" to the relevant team as per the result of the BMP); Followed by Time match resumed; Total duration).
 - c. In case the the BMP is "mark unavailable" the previous rally must be replayed. After this decision is communicated sufficient details should be recorded relating to the decision (e.g.: BMP Outcome "mark unavailable"; Score after decision (in this case this would be confirming score with keeping the same team/player serving). Followed by: Time match resumed; Total duration).

4. AFTER THE MATCH

- 4.1 At the RESULTS box, in the column entitled SET DURATION, they put the time that each set lasted in total minutes. A set starts from the referees' whistle for the first service of each set and ends with the referees' whistle for the last point of each set. It is obtained by subtracting the START TIME from the END TIME for each set. They then record the sum of the set's duration in minutes at the box corresponding to the TOTAL row at the SET DURATION column. This does not include the duration of the set intervals.
- 4.2 TOTAL MATCH DURATION of a match starts from the referees' whistle for the first service of the match and ends with the referees' whistle for the last point of the final set. This is recorded in the TOTAL MATCH DURATION box in hours and minutes and is obtained by subtracting the MATCH STARTING TIME from the MATCH ENDING TIME which must have been previously recorded also in hours and minutes.
- 4.3 If there is any information which affects the duration (eg: weather delay) in the RESULTS section, the DURATION must have an * next to it, both in the applicable set(s) and the TOTAL rows.
- 4.4 In the column marked POINTS of each team, they write in the box corresponding to each set, the points scored by the respective teams, and in the box corresponding to the TOTAL row, they record the sum of the points scored in all the sets played.
- 4.5 In the column marked WINS, in the box corresponding to each set, they record 1 on the side of the team that won the set, and 0 on the side of the team that lost the set. They then record the sum of the sets won and sets lost by each team in the box corresponding to the TOTAL row.
- 4.6 In the column marked TIME-OUTS, they record, in the box corresponding to each set, the number of time-outs granted to the respective team. In the TOTAL row they record the sum of the time-outs granted to each team during all the sets played.
- 4.7 For DURATION, POINTS, WINS or TIME-OUTS a numeric number must be entered, not '- '.
- 4.8 On the last line WINNING TEAM, they record
 - a) the Team name of the winning team (same as at the header of the first page of the scoresheet)
 - b) its country code in the respective box
 - c) the set score 2:0 or 2:1
- 4.9 The Scorer records (or allows with the permission of the first referee the recording of) any protest presented under the Protest Protocol regulations. The team captain will dictate or write the protest in the REMARKS SECTION of the scoresheet. (Refer 5 Remarks Section)
- 4.10 Finally, in the respective square of the APPROVAL box, the signatures are recorded in the following order:

- a) The two captains (CAPTAINS POST MATCH SIGNATURE box)
 - b) The scorer
 - c) The assistant scorer
 - d) The second referee
 - e) The first referee
- 4.11 If for any reason the scoresheet is unsigned by any of the team captain's, this must be noted in the REMARKS SECTION and duly communicated to the relevant FIVB Delegate(s).

5. REMARKS SECTION

- 5.1 Before, during or after a match the Scorer may be required to record details in the REMARKS SECTION on the second page of the scoresheet.
- 5.2 The REMARKS SECTION should clearly indicate the nature of the recorded remark.
- 5.3 In the lines provided in the REMARKS SECTION sufficient details should be recorded relating to the remarks (e.g.: Set, Score (first score must always be the one of the team serving at the time of the request/occurrence), Team, Player Number, Time etc.)
- 5.4 As appropriate the REMARKS SECTION must be signed by the First Referee, etc.
- 5.5 In the bottom left-hand side of the REMARKS SECTION, the Scorer must record the winner of the Set 1 and Set 3 Coin Toss (2.1. d) and (3.8.b).
- 5.6 In the bottom right-hand side of the REMARKS SECTION, the Scorer must record the first "Improper Request" by a team by inserting the appropriate "A" or "B" at the circles available (3.10).
- 5.7 In the case of sanctions (penalty or higher) being issued by the referee due to action of equipment or officials abuse and/or on court personnel abuse by players, the referee must at the end of the game clearly describe in the REMARKS SECTION the nature (type) of the offence in accordance to the "misconduct sanction fee scale".
- 5.8 In case the offence will occur in the competition area after the end of the match during the post match administration process the same procedure as in 5.6 above applies. Relevant player must be informed.
- 5.9 In the case of a protest protocol the following actions may be requested by the match officials:
- a) If the Protest Protocol is enacted and subsequently is rejected the words REJECTED LEVEL 1 should be recorded in the remarks section.
 - b) If the Protest Protocol is enacted and subsequently is accepted the words ACCEPTED LEVEL 1 should be recorded in the remarks section.
 - c) If after the protest being rejected at Level 1 player(s) state their wish to request a Protest Protocol at Level 2, the words REJECTED / PENDING LEVEL 1 should be recorded in the remarks section.
 - d) If after the protest being accepted at Level 1 player(s) state their wish to request a Protest Protocol at Level 2, the words ACCEPTED / PENDING LEVEL 1 should be recorded in the remarks section.
 - e) If the Protest Protocol is not able to be undertaken (after the relevant FIVB official was requested to enter the field of play) the words PENDING LEVEL 1 should be recorded in the remarks section.
- 5.10 In the case of a Video Challenge request the following actions may be requested by the match officials:
- a) **If a team challenges after the end of a rally** this means there a decision already made by the referee which will be then challenged. This decision could either be assign a point, or replay the rally. Depending on the decision, the scorer will respectively: **First assign the point** corresponding to the referee decision, or **do nothing** if its a replay. Then:
 - b) **With the decision being "YES" point assigned**
 - d. The Scorer records the challenge request details at the BVB-52 VCS form (start time; set; score; team serving; request by team A or B; type of challenge).
 - e. After the result of the challenge is communicated, sufficient details should be recorded relating to the decision (e.g.: Challenge Outcome ("successful" or "unsuccessful", etc); Score after decision; Time match resumed; Total duration).
 - f. In case the challenge is "unsuccessful" the score is confirmed with keeping the same team/player serving. (for the purpose of the relevant form filled in by the ASC "BVB-

- 51 VCS” form the team making the request loses one of their challenge requests for that set).
- g. In case the challenge is "successful" the scorer then has to apply one of the three following options:
 - i. "invert score" with this changing the serving team;
 - ii. "delete last point" with this giving the service back to the same team/player previously serving;
 - iii. "confirm score" with this confirming the existing score and the service order regardless of the fact that the challenge request was successful.

Note: for all cases above the team making the request keeps their challenge requests, nothing to record at the BVB-51 VCS form.
 - h. In case the footage is "unavailable" due to some technical failure in principle the point must be replayed. After this decision is communicated sufficient details should be recorded relating to the decision (e.g.: Challenge Outcome ("footage unavailable"); Score after decision (in this case this would be "delete the last point" with this corresponding to the replay of the previous rally and giving the service back to the same team/player previously serving).
 - i. Followed by: Time match resumed; Total duration. (the team making the request keeps their challenge requests, nothing to record at the BVB-51 VCS form).
- c) **With the decision being “Was a Replay”**
- a. The Scorer records the challenge request details at the BVB-52 VCS form (start time; set; score; team serving; request by team A or B; type of challenge).
 - b. After the result of the challenge is communicated, sufficient details should be recorded relating to the decision (e.g.: Challenge Outcome ("successful" or "unsuccessful", etc); Score after decision; Time match resumed; Total duration).
 - c. In case the challenge is "unsuccessful" the score is confirmed with keeping the same team/player serving. (for the purpose of the relevant form filled in by the ASC “BVB-51 VCS” form the team making the request loses one of their challenge requests for that set).
 - d. In case the challenge is "successful", in line with the outcome of the challenge the scorer then has to choose between the three following options:
 - i. "Point to team XXX“;
 - ii. “No score change“;
 - iii. "Point to team YYY”.

Note: for all cases above the team making the request keeps their challenge requests, nothing to record at the BVB-51 VCS form.
 - e. In case the footage is "unavailable", as the referee prior decision was to replay the point no point shall be assigned to any team by the scorer with the service remaining with the same team/player. After this decision is communicated sufficient details should be recorded relating to the decision (e.g.: Challenge Outcome ("footage unavailable"). Followed by: Time match resumed; Total duration. (the team making the request keeps their challenge requests, nothing to record at the BVB-51 VCS form).
- d) **For the cases where a team challenges with interrupting the rally**, the procedure is that the scorer will NOT assign any point because a decision has not been made. Then:
- a. The Scorer records the challenge request details at the BVB-52 VCS form (start time; set; score; team serving; request by team A or B; type of challenge).
 - b. After the result of the challenge is communicated, sufficient details should be recorded relating to the decision (e.g.: Challenge Outcome ("successful" or "unsuccessful", etc); Score after decision; Time match resumed; Total duration).
 - c. In case the challenge is "unsuccessful" the scorer shall “assign a point” and the service to the opponent team. (for the purpose of the “BVB-51 VCS” form the team making the request loses one of their challenge requests for that set).
 - d. In case the challenge is "successful" the scorer then has to apply one of the three following options:
 - i. “assign a point to team X” (not the team making the request). (the team making the request keeps their challenge requests, nothing to record at the BVB-51 VCS form);
 - ii. “assign a point to team Y” (the team making the request). (the team making the request keeps their challenge requests, nothing to record at the BVB-51 VCS form);

- iii. assign no point, with this corresponding to the replay of the previous rally. (the team making the request keeps their challenge requests, nothing to record at the BVB-51 VCS form).
- e. In case the footage is "unavailable" due to some technical failure the previous rally must be replayed. After this decision is communicated sufficient details should be recorded relating to the decision (e.g.: Challenge Outcome ("footage unavailable"); Score after decision (in this case this would be confirming score with keeping the same team/player serving).
- f. Followed by: Time match resumed; Total duration. (the team making the request keeps their challenge requests, nothing to record at the BVB-51 VCS form).
- e) **For the cases where the referee asks for a challenge**, the procedure is that the scorer will NOT assign any point because a decision has not been made. Then:
 - a. Upon the request, the scorer records the challenge request details at the BVB-52 VCS form (start time; set; score; team serving; request by REF; type of challenge)
 - b. After the result of the challenge is communicated, sufficient details should be recorded relating to the decision (e.g.: Challenge Outcome (for a referee challenge this would be: « IN or OUT » ; « FAULT or NO FAULT » ; « TOUCH or NO TOUCH » ; Score after decision (in this case this would correspond to “assigning a point” to the relevant team as per the result of the challenge); Followed by Time match resumed; Total duration).
 - c. In case the footage is "unavailable" the previous rally must be replayed. After this decision is communicated sufficient details should be recorded relating to the decision (e.g.: Challenge Outcome ("footage unavailable"); Score after decision (in this case this would be confirming score with keeping the same team/player serving).
 - d. Followed by: Time match resumed; Total duration.

Note 1: at the end of the match, in case at least one Challenge Request has been completed, the Challenge Referee shall verify and validate all data recorded at the BVB-52 VCS form, by signing it. In case an eventual error is identified at the BVB-52 VCS form, the correct data must be then recorded at the REMARKS SECTION on the second page of the scoresheet.

Note 2: as above mentioned for every possible scenario, within the all process, the Assistant Scorer (or the Reserve Referee in case applicable) is responsible for filling in the “BVB-51 Challenge System Unsuccessful requests control sheet” allowing to monitor when a team reaches the limit of unsuccessful requests in a given set.

Note 3: at the end of the match, make the sum of all Challenge requests duration and add it into the « Total match duration adjustment » at the Remarks section. The BVB-52 VCS form (and the BVB-51 VCS form in case applicable) must be attached to the scoresheet. Cross off the « additional information » box at the top right corner of the Remarks section.

- 5.11 In the case of forfeit, defaults, and incomplete teams, the following occurrences must be clearly identified at the remarks section of the scoresheet, as follows:
 - a) Case of an injury forfeit of a team (team is at the court on time for the start of their match, however cannot start the match due to injury) /Remark: “Team ... forfeits the match due to ... (injury as confirmed by the official medical personnel) of player # Appropriate official medical personnel came to the court. Both teams and players were present”
 - b) Case of an injury forfeit or an eventual disqualification of a team after the start of the match / Remark: “At time, set ..., score, team ... serving, team ... forfeits the match due to ... (injury as confirmed by the official medical personnel; or disqualification) of player #”
 - c) Case of a forfeit due to no show of the team before the start of their match / Remark: “Team ... forfeits the match due to no show”.
- 5.12 In the case the POINTS row or SERVICE ORDER boxes being fully used up, the procedure followed must be recorded at the REMARKS SECTION (as per 6.2 hereunder).

6. SPECIAL CIRCUMSTANCES

- 6.1 In the case of forfeit, defaults, and incomplete teams the scoresheet is completed with all information necessary to complete the match result. This involves as a minimum:
 - a) recording the `Before The Match` instructions (1.1 – 1.19)
 - b) crossing of the required points in each set in the TEAM - POINTS row and

- c) completing the RESULTS section of the scoresheet
- d) completing the REMARKS section of the scoresheet (see 5.9 above)

Note 1: by default, the complete team is declared “A”, awarded the first service and winner of the coin toss

Note 2: if a service order is not available from the team then 1 followed by 2 should be recorded as the team’s service order

- 6.2 In the case of the POINTS row or SERVICE ORDER boxes being fully used up, a second scoresheet must be used with its front page at the upper part duly filled in, with all appropriate service order details transposed from the original on to the second scoresheet. The use of this scoresheet must be noted in the REMARKS section of the original scoresheet and the 1st referee must confirm its validity after the match by signing it in the respective REMARKS section. With the exception of the eventual data to be recorded at the points row, court-switch and service order boxes on the second scoresheet, the set in question must be completed on the original scoresheet for any boxes where space is still available.
- 6.3 Only in the case of Misconduct or Delay ‘Penalty’ sanctions, are any POINTS scored, circled.
- 6.4 A Formal Warning for Misconduct – which is not a sanction – is possible only once in a match for a given team (unless a Misconduct Sanction has preceded it / first been awarded), regardless if issued to the team or to an individual player in the team.
- 6.5 MISCONDUCT SANCTIONS are not cumulative from one individual set to another.
- 6.6 DELAY SANCTIONS are cumulative for the match. Therefore only one Delay Warning is possible for a given team in the match.

7. POST MATCH RESPONSIBILITIES BY THE REFEREES

- 7.1 At the completion of the match, the referees (2nd referee and 1st referee, by this order) must revise all details recorded on the scoresheet before they will sign, validating the final result and all data recorded.
- 7.2 Among these, they should ensure that the REMARKS section of the scoresheet has been completed with all the required information as indicated by any protocols that were undertaken during the match such as Medical Assistance, Forfeit, Default, or Protest. Examples are included here for the Protest, Medical Assistance, and Forfeit.
- 7.3 If the Referee Coach (RC) is not present at the court at the completion of the match, the 1st referee must ensure that any cases of Protest, Medical Assistance, penalties leading to fines, forfeit, defaults, and incomplete teams (especially in the case of pool play) plus other relevant remarks will be informed to the RC and/or the TD (as appropriate) simultaneously with submitting the scoresheet to the BVIS operators.
- 7.4 Referees must also report to the FIVB Technical Delegate any eventual incidents that may occur outside of the competition area, after the post match administration process is being completed, etc. The Technical Delegate is the highest authority on site representing the FIVB, and will be responsible to follow up on this kind of matters. In case required, a written report must be presented in order to support an eventual inquiry.

BVB/11 - FIVB BEACH VOLLEYBALL INTERNATIONAL SCORESHEET RPS-2 out of 3 sets

Name of Competition: **FIVB WORLD CHAMPIONSHIPS U19** 2023 Edition

Match No.: **18** Site: **PHUKET** Beach: **BANGTAO BEACH** Court: **1** Date: **29 / 09 / 23** Men Women Main Draw Qual P.F. W.B. Class S-F Finals

A or B **B** **Rotar** / **Canet** Country **[F,R,A]** TEAM VS. A or B **A** **Saviak** / **Kais** Country **[E,S,T]**

1st SET										Start time: 0 9 : 0 0		Court switch A : B																	
service order	player no.	Formal Warn.	Pen.	Pen.	Exp.	Disq.																							
I	2						2	6	9	15	19	21	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	4	3
III	1						3	7	10	16	20	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	6	8
C																				10 : 11									
Time Out		Warn.		Pen.		Pen.		Pen.		A or B B FRA										13 : 15									
16 : 16																				16 : 19									
10 : 13										13 : 16		A or B A EST										X							
Time Out		Warn.		Pen.		Pen.		Pen.		C										X									
16 : 16																				X									
service order	player no.	Formal Warn.	Pen.	Pen.	Exp.	Disq.																							
II	1						2	5	8	13	17	4	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	7	7
IV	2						4	6	10	16	18	4	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	7	7
C																				11 : 10									
Time Out		Warn.		Pen.		Pen.		Pen.		A or B B FRA										15 : 13									
10 : 13																				17 : 18									
20 : 19										13 : 16		A or B A EST										X							
Time Out		Warn.		Pen.		Pen.		Pen.		C										X									
16 : 16																				X									
service order	player no.	Formal Warn.	Pen.	Pen.	Exp.	Disq.																							
II	2						2	6	8	15	17	20	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	4	3
IV	1						5	7	14	16	19	22	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	7	7
C																				11 : 10									
Time Out		Warn.		Pen.		Pen.		Pen.		A or B B FRA										15 : 13									
10 : 13																				17 : 18									
20 : 19										13 : 16		A or B A EST										X							
Time Out		Warn.		Pen.		Pen.		Pen.		C										X									
16 : 16																				X									
service order	player no.	Formal Warn.	Pen.	Pen.	Exp.	Disq.																							
II	2						2	6	8	15	17	20	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	4	3
IV	1						5	7	14	16	19	22	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	7	7
C																				11 : 10									
Time Out		Warn.		Pen.		Pen.		Pen.		A or B B FRA										15 : 13									
10 : 13																				17 : 18									
20 : 19										13 : 16		A or B A EST										X							
Time Out		Warn.		Pen.		Pen.		Pen.		C										X									
16 : 16																				X									
service order	player no.	Formal Warn.	Pen.	Pen.	Exp.	Disq.																							
II	2						2	6	8	15	17	20	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	4	3
IV	1						5	7	14	16	19	22	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	7	7
C																				11 : 10									
Time Out		Warn.		Pen.		Pen.		Pen.		A or B B FRA										15 : 13									
10 : 13																				17 : 18									
20 : 19										13 : 16		A or B A EST										X							
Time Out		Warn.		Pen.		Pen.		Pen.		C										X									
16 : 16																				X									
service order	player no.	Formal Warn.	Pen.	Pen.	Exp.	Disq.																							
II	2						2	6	8	15	17	20	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	4	3
IV	1						5	7	14	16	19	22	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	7	7
C																				11 : 10									
Time Out		Warn.		Pen.		Pen.		Pen.		A or B B FRA										15 : 13									
10 : 13																				17 : 18									
20 : 19										13 : 16		A or B A EST										X							
Time Out		Warn.		Pen.		Pen.		Pen.		C										X									
16 : 16																				X									
service order	player no.	Formal Warn.	Pen.	Pen.	Exp.	Disq.																							
II	2						2	6	8	15	17	20	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	4	3
IV	1						5	7	14	16	19	22	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	7	7
C																				11 : 10									
Time Out		Warn.		Pen.		Pen.		Pen.		A or B B FRA										15 : 13									
10 : 13																				17 : 18									
20 : 19										13 : 16		A or B A EST										X							
Time Out		Warn.		Pen.		Pen.		Pen.		C										X									
16 : 16																				X									

Fig 1 – completed scoresheet – standard, with coach (front page)

3rd SET										Start time: 1 0 : 0 2		Court switch A : B																	
service order	player no.	Formal Warn.	Pen.	Pen.	Exp.	Disq.																							
I	1						1	4	7	9	11	13	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	2	3
III	2						2	6	8	10	12	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	6	4
C																				8 : 7									
Time Out		Warn.		Pen.		Pen.		Pen.		A or B A EST										9 : 11									
9 : 11																				12 : 13									
4 : 6										13 : 16		A or B B FRA										X							
Time Out		Warn.		Pen.		Pen.		Pen.		C										X									
16 : 16																				X									
service order	player no.	Formal Warn.	Pen.	Pen.	Exp.	Disq.																							
II	1						2	4	8	11	13	15	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	2	3
IV	2						3	6	9	12	14	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	6	4
C																				8 : 7									
Time Out		Warn.		Pen.		Pen.		Pen.		A or B B FRA										9 : 11									
9 : 11																				12 : 13									
4 : 6										13 : 16		A or B A EST										X							
Time Out		Warn.		Pen.		Pen.		Pen.		C										X									
16 : 16																				X									
service order	player no.	Formal Warn.	Pen.	Pen.	Exp.	Disq.																							
II	1						2	4	8	11	13	15	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	2	3
IV	2						3	6	9	12	14	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	6	4
C																				8 : 7									
Time Out		Warn.		Pen.		Pen.		Pen.		A or B B FRA										9 : 11									
9 : 11																				12 : 13									
4 : 6										13 : 16		A or B A EST										X							
Time Out		Warn.		Pen.		Pen.		Pen.		C										X									
16 : 16																				X									
service order	player no.	Formal Warn.	Pen.	Pen.	Exp.	Disq.																							
II	1						2	4	8	11	13	15	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	2	3
IV	2						3	6	9	12	14	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	6	4
C																				8 : 7									
Time Out		Warn.		Pen.		Pen.		Pen.		A or B B FRA										9 : 11									
9 : 11																				12 : 13									
4 : 6										13 : 16		A or B A EST										X							
Time Out		Warn.		Pen.		Pen.		Pen.		C										X									
16 : 16																				X									
service order	player no.	Formal Warn.	Pen.	Pen.	Exp.	Disq.																							
II	1						2	4	8	11	13	15	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	2	3
IV	2						3	6	9	12	14	6	7	8	9	10													

