Schreiberwesen

Cheat sheet

Spielinformationen (game infos)

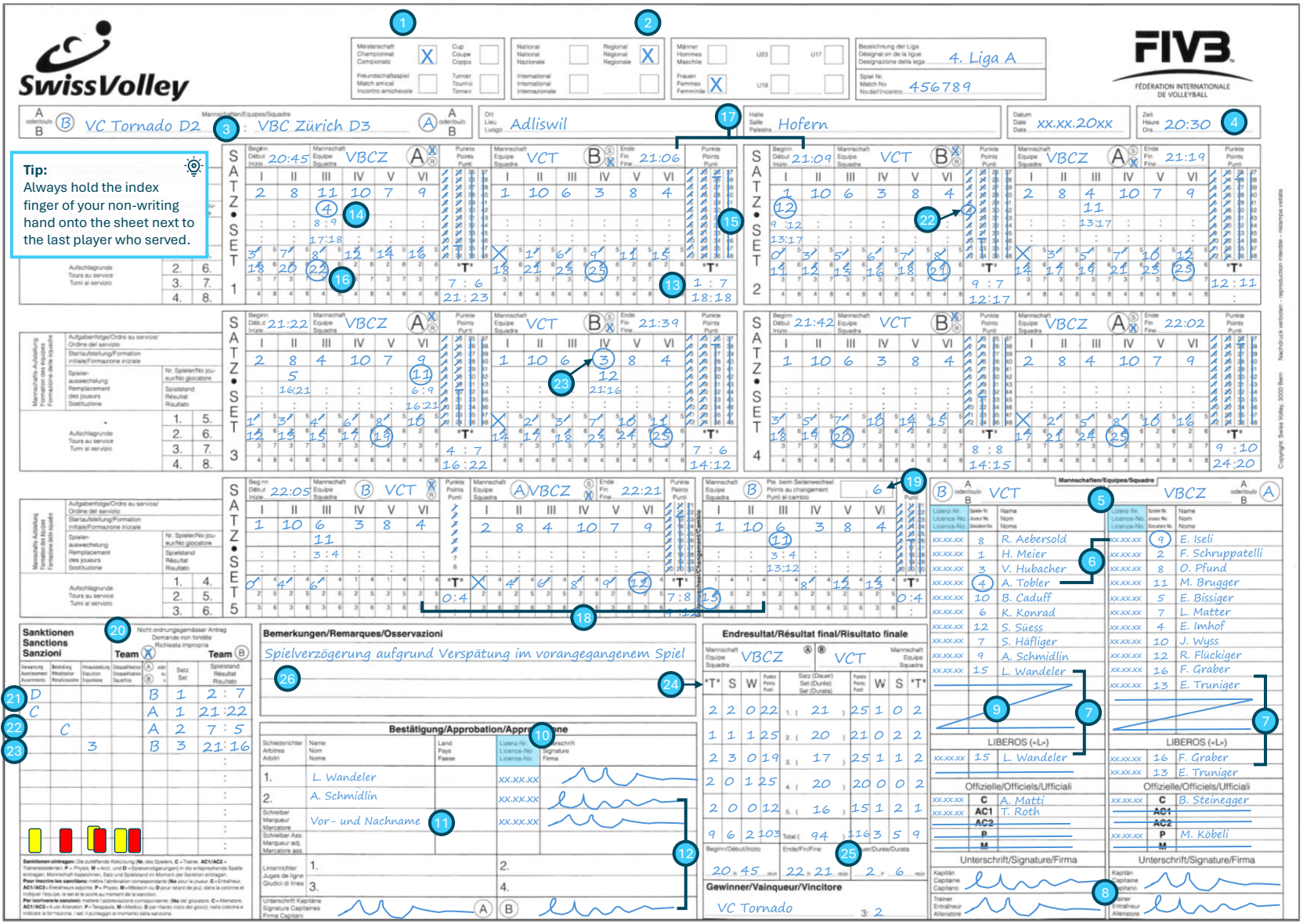
1) «Meisterschaft» (normal games) or «Cup» (Züri-Cup / Mobiliar Cup)
2) «National» (Mobiliar Cup) or «Regional» (normal games / Züri-Cup)
3) Home team → always a VCT team on the left
4) Spielstart → Officially scheduled start of the game

Manschaften (teams)

5) «Lizenz-Nr.» → Date of birth accoring to an official document
6) Captains → Circle the number
7) Liberos → list them twice
8) Signatures → after coin toss
9) Empty fields→ Cross out 3 mins before the start of the game

Bestätigung (confirmation)

10) «Lizenz-Nr.» → Date of birth accoring to an official document
11) Schreiber (Scorer) → full first and last name
12) Signatures → after the game ended



Tip:
Always hold the index finger of your non-writing hand onto the sheet next to the last player who served.

Generelles (general)

- Team A or B → the teams, which starts left of the scorer table, is Team A. The team on the right side is B.
- S = Service → ⓑ ⓐ → ↗
  R = Reception → ⓑ ⓐ → ⤫
- Lineup → After receipt, check whether the listed player numbers exist!
- Score for player substitution, time-outs and sanctions → always from the perspective of the team responsible for it / causing it,

13) e.g. the score is 7:1 for "VBC Zurich". A time-out taken by "VCT" is recorded as 1:7.
14) Player re-substitution → The substituted player is circled.

Satzende (end of the set)

15) Points → A T-line is drawn under the last point.
16) Final Score → always note and circle the final score.
17) Time → The time is noted at the end of the set. The next set always starts +3 min.

Spezielles im 5. Satz (special features 5th set)

- Coin Toss → During the set break, the service and sides are drawn again.

18) Before the sideswitch → Note lineups, points, timeouts and player substitutions twice.
19) At the sideswitch (when the first team reaches 8 points) → Enter the score of the team on the left.

Sanktionen (sanctions)

- Initiator → D = Team (game delay); <Nr.> = player; C, AC, P, etc. = Coach, Assistant, Physio

20) «Nicht-ordnungsgemässer Antrag» (z.B. 3rd Time-Out) by the team→ No effect on the game.
21) Warning (yellow) → No effect on the game.
22) Punishment (red) → Point (is circled) and service right for the opponent.
23) Suspension / disqualification (yellow-red together / separately) → Player suspended for the rest of the set / match. If a player was on the court, there is a player substitution (circle the number).

Endresultat (final score)

24) T = amout of timeouts
    S = amount of player substitutions
    W = Winner (1) or loser (0) of the set
25) Time check → „Total" + amount of set breaks x 3 minutes = «Dauer» (duration)

Bemerkungen (remarks)

26) The referees tell the scorer if an official remark is needed, e.g. if there is a delay in the start of the game.