



# VolleyWrite General Scoring – OHSBVA (Windows)



## Before the match begins

- Move through the tabs across the top from left to right.
- Click on the round question mark in the top right corner of each tab to open the user Help files.
- Plug your computer into a live power socket.



### Welcome Tab:

Insert a memory stick and define it as your backup.

### Rules Tab:

Click the **Open** button. Select

- OHSBVA Non-Varsity rules for Freshman/JV levels
- OHSBVA rules for varsity matches.
- Turn on Match Web Link on Customization page (opt.)

### Match Tab:

- Fill in the fields except for the Match File field.
- To upload varsity results, enter **OBVA** in the Match Web Link Code box and click the **Connect** button.

### Rosters Tab:

- Click an **Open** button and select a team – or –
- Enter a team name and player numbers.
- Optionally click the **Save** button.
- Mark any player who is not playing as “Not Present” by removing the check mark in front of that number. This can be done at any point during the match to a player who is on the bench.

### Set Tab:

- Click on the **Start** button.
- Select the radio button for the team with first serve.
- Use the **Chg Courts** button so your computer display matches the sides the teams occupy on the court.

## Before each set

- Enter lineups by clicking a number on the bench, then clicking a position on the lineup diagram. You can also click the **Auto** button, then click on the numbers on the bench in order. The **Last Lineup** button is also helpful after set 1.
- Enter captains using the drop-down boxes.
- Click the **Accept** button.
- If you make a **mistake**, click the **Undo** button
- Verify that the numbers on the computer screen match the players on the court, and that the correct team serves first.
- Liberos can now be moved onto the court as legal replacements recorded on the libero tracking sheet.

## During a set

- **Server Verification:** VolleyWrite highlights the serving position in green. Each time a player contacts a serve, verify whether the server is the correct player. When you substitute/replace into the service position, the verification box changes to contain the number of the new player. When you verify that the first server has contacted the serve, the set is in progress.
- Record points by clicking the **Point** button under the score on the appropriate side of the court.
- Record time-outs by clicking the **Time-out** button on the appropriate side of the court. Any timer window can be closed by clicking the **X** in the top right corner.
- Click the **Undo** button if you make a mistake. It will make the last action disappear.
- Enter **Substitutions** by clicking numbers on the bench then on the court (similar to lineup entry). If VolleyWrite tells you the substitution is not legal, inform the R2 immediately!
- Use the **Add Player** button when a player who is entering the court is not on the roster. Ask the R2 if you should apply a penalty.
- Enter **Libero Replacements** by clicking on the number in the libero box, then clicking on a back row position.
  - When the libero serves, that service position is marked with a blue triangle to help you keep track.
  - When a libero rotates to the front row, a yellow auto-replacement bubble appears which must be acknowledged before any rally point can be awarded.
- During any break in play, you can look at other tabs.
- If the **Predictive Assistance** feature is enabled, you will see prediction bubbles which can be answered or ignored.

## At the end of a set

- When the winning point is awarded, the interval timer will start. Get the R2's permission to enter his/her initials.
- Click on the **Next Set** button then enter lineups for the next set. (If you awarded the point to the wrong team, use the **Undo Last Action** button in the end of set dialog.)
- Before non-deciding sets, VolleyWrite switches courts between sets and alternates the team with first serve.
- Before a deciding set, VolleyWrite asks who serves first and which sides the teams will occupy.

## At the end of the match

- Enter the R2's initials with his/her permission.
- Click the **Save & Continue** button to save the match.
- In the last dialog, click on the green **Start Another Match** button to go back to the Rules tab, or exit VolleyWrite.