

Volleyball Clock Cheat Sheet

How Tos:

New Game:

CLICK MENU → See New Game? CLICK ENTER

This clears the scoreboard and resets timeouts and period

Set Main Clock:

CLICK SET MAIN CLOCK → TYPE IN TIME → CLICK ENTER

This sets the main clock to whatever time you need.

Green Start Button Starts the Time. Red Stop Button Stops the Time.

Automatically, the clock is set for 15 seconds - reset this for warm up times, time before start of game, etc.

****PRO TIP!** There is no time needed during the match, so having the "Timeout 1:15" Ready on the clock can save you some time!

Add Points:

Make sure to click under Home (green) or Guest (red) Boxes

ADD: CLICK Score +1/+2/+3

SUBTRACT: CLICK Score -1

Sets Won:

Make sure to click under Home (green) or Guest (red) Boxes

CLICK Sets Won +1 Key or Sets Won -1

"Sets Won" will show up in the "Fouls" Section on the scoreboard

Timeouts:

Make sure to click under Home (green) or Guest (red) Boxes

START: CLICK TIME OUT

CLICK ENTER - Timeout will start as soon as you click enter

STOP: Time stops automatically when time expires or Click TIMEOUT again to stop it

Timeouts Left (TOL) will show up on the "T.O.I." Section of the scoreboard

Change Sets:

CLICK +1 SET

Sets will show up on the "Period" section of the scoreboard

Change Match Number:

CLICK +1 MATCH

Matches will show up on the "Player Foul" section of the scoreboard

Serve Possession:

Home/Guest Serve Key (shows up as an arrow)

To Fix Anything!

Use the EDIT Key while under the setting that you want to fix. Confirm with ENTER Key

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What to Know:

Game:

- Best of 3 Sets
- First Team to 25 points
 - *If tied at 24, the team to be up by 2 points wins. No cap on points per set*
- 3:00 between sets
- If 5 sets are played, the 5th set goes only until 15 points.

Time Outs:

- 2 Timeouts Per Set Allowed Per Team
- 75 Seconds Per Timeout Allowed

Point Happens When:

- Ball contacts the opponent's court
- Opposing team commits a fault
- Opposing team is assessed a penalty or a team member is disqualified

Rallies and Possession:

- If serving team wins a rally, 1 point is awarded and team continues to serve
- If the receiving team wins a rally, 1 point is awarded and the receiving team gains the right to serve, players rotate one position clockwise before serving.

Substitutions:

- Substitutions must be recorded in the game book throughout the game.

Aces, Kills, Blocks, Digs:

- Stats must be recorded in the game book throughout the game.