Volleyball Lineup Tracker – Tutorial

1. Introduction

Volleyball Lineup Tracker is a handy utility for volleyball coaches to use before and during matches. Create multiple rosters including scheduled substitutions and optional libero. Track possession, score, time-outs, substitutions, libero swap, and rotations during a set. Includes support for rally or sideout scoring, side switches, and non-standard start/end scores. Replaces and far exceeds the functionality of a plastic rotation locator – it even reminds you when you have scheduled substitutions! Made by volleyball coaches for volleyball coaches – we use it ourselves for every match.

Volleyball has a huge number of variations. Different leagues have different rules, sets can end at different point totals, individual teams use different lineups and substitutions, etc. We kept this in mind when designing Volleyball Lineup Tracker, keeping the interface generic enough to handle these variations while still providing a useful tool to the coach. In this tutorial guide, we will cover some common examples of how a coach might use the app in different situations, but we can't cover everything. If you find that you are unsure how to handle a specific situation, please contact us and we will try to help you.

2. Creating and Managing Teams/Rosters

To get started, you will enter your team's roster. Typically, this will be a single roster for a single team. However, if you coach multiple teams, you can create a separate roster for each team. Another way rosters can be used is for a subset of a team (e.g., a club team is going to a weekend tournament and two of their players are missing due to conflicts or injury).

Create a New Team/Toster:

Step 1: From the Main screen, tap "Manage Lineups" to go to the Teams/Rosters screen.
Step 2: Tap the + button in the upper right corner to create a new team roster.
Step 3: Tap on the new "* New Team 1" team to go to the Roster screen.
Step 4: Tap on the Team Name "* New Team 1" to edit the name with the keyboard.
Step 5: Enter your team name and tap "return" on the keyboard to close it.

Add Players to the Roster:

Step 6: Tap the + button in the upper right corner to create a new player.
Step 7: Tap on the new player "* New Player 1" to go to the Edit Player screen.
Step 8: Tap on the edit fields to enter the Jersey #, Name, and Abbreviation (7 letters or less is best). [*Note: If your team does not have jersey numbers, simply keep the default numbers or make up numbers for each player and ignore them from here on.*]
Step 9: Tap Save in the upper right corner to save this player and return to the Roster screen.
Step 10: Repeat Steps 6-9 for each player in your roster until complete. [*Note: To delete a player from the roster, use the standard swipe gesture to bring up the Delete button. Since a player could be in an existing lineup, a warning message will be displayed.*]

3. Creating and Managing Lineups

After creating your team and entering your roster, you can create and manage lineups using that roster. **Please note that you must remember to tap "Save" at the end of this process in order to save your new lineup as pressing "Cancel " will return to the previous screen without saving! (See "Save New Lineup" at the end of the steps below.)**

Create a New Lineup:

Step 1: From the Roster screen for your team, tap "Lineups" in the bottom right corner to go to the Lineups screen.

Step 2: Tap the + button in the upper right corner to create a new lineup.

Step 3: Tap on the new "* New Lineup 1" lineup to go to the Edit Lineup screen. [*Note: when a lineup is incomplete it will appear in red and will not be usable in the New Set screen.*]

Step 4: Tap on the Lineup Name "* New Lineup 1" to edit the name with the keyboard.

Step 5: Enter the desired lineup name and tap "return" on the keyboard to close it.

Define the Serving Lineup:

Step 6: Tap on "Serving Lineup" to go to the Set Lineup screen. This is where you will enter your starting rotation if you start with service first (as opposed to serve receive).

Step 7: Tap on the box labeled "I", select your first server from the scroll list, and tap Done. This will place the player's jersey number and name into the 1 position.

Step 8: Repeat the procedures from the previous step for positions II-VI to complete the lineup.

Step 9: Optionally, if your lineup utilizes the libero position, tap the L box to select this player.

Step 10: Tap the Done button in the upper left corner when finished with all court positions.

Define the Serve Receive Lineup:

Step 11: From the Edit Lineup screen, tap on the selection box under "For Serve Receive:", choose from the available options, and tap "Done":
   a. Use Serving Lineup – Uses the same starting positions regardless of service or serve receive.
   b. Rotate Back One – Uses the serving lineup, but rotated back by one position, so that the first server starts in the II position and rotates to be the first server on your 1st side-out. [Note: *This is the most common choice.*]
   c. Alternate Lineup – Uses a completely different lineup from the service linuep. [*Note: This will be used rarely, if ever, and should only be used by advanced users.*]
      i. When selecting the Alternate Lineup option and tapping Done, use the Edit button to define the alternate serve receive lineup.

Define Scheduled Substitutions:

Step 12: To add a scheduled substitution to your lineup, tap the + button in the "Scheduled Subs" area at the bottom of the Edit Lineup screen to go to the Substitution screen.

Step 13: Tap the selection box next to "Sub:", select the player who will be subbing in off the bench, then tap "Done".

Step 14: Tap on the selection box next to "For:", select the player on the court who will be replaced, then tap "Done".

Step 15: Tap on the selection box next to "Player reaches position", select the court position where this substitution should take place, and tap "Done". [*When the player on the court rotates into ("reaches") the designated position, this substitution will be triggered.*]

Step 16: Tap "Save" in the upper right corner to save this substitution and return to the Edit Lineup screen.

Step 17: Repeat the steps in this section for each scheduled substitution. [*Note: If you are using subs to swap front row and back row players, make sure to enter **both** of the substitutions, one for the front row player coming in and one for the back row player coming back in. For example, if you have paired a Defensive Specialist (DS) with a Middle Blocker (MB), you will enter two scheduled subs. One with the DS for the MB at position 1 and one for the MB for the DS at position 4. As the libero switch is not considered a substitution, it should not be entered here.*]

Save New Lineup:

Step 18: After completing your lineup, the "Save" in the upper right corner to save the lineup and return to the Lineups screen. [*Press Cancel **only** to return to the Lineups screen **without saving**.*]

Create Additional Lineups:

Step 19: Repeat from Step 2 above for each lineup desired and tap the "Roster" button in the upper left corner when you are finished. [*Note: As a shortcut, tap and hold an existing lineup to make a copy of it.*]

Step 20: Tap the "Teams/Rosters" button in the upper left corner to return to the Teams/Rosters screen and then tap "Done" in the upper left corner to return to the Main screen.

4. Setting Defaults for Game Day

Once you have the details of the format for your game day matches, you can enter these as defaults. From the main screen, simply tap on "Defaults" and then enter values for the number of timeouts and substitutions allowed, the starting and ending scores for standard (typically non-deciding) sets, and the scoring method (rally or side-out). These values are saved as defaults for the app and will not change unless you change them again, so if your matches always follow the same format, you should never need to return to this screen. [*Note: For most sets, the "Starting at:" value will be 0 pts, but some matches use a 3-sets-to-21 format where each set starts at 4 and end at 25. These options can be used for these types of situations.*] When you are finished setting these defaults, tap "Done" to return to the Main screen.

5. Game Time – Starting a New Set

Now that the set up portions are completed, the rest of this tutorial covers how Volleyball Lineup Tracker can help you once your matches begin. Although we made the interface simple enough to use

by yourself, you can also easily have someone else (Assistant Coach or other helper) take over from this point if you prefer.

Before the First Set:

Step 1: From the Main screen tap "New Set" to go to the New Set screen. Here you will see some of the values previously set in the Defaults screen, including the starting and ending points, rally vs. side-out scoring, and number of substitutions and timeouts.

Step 2: Tap on the Team selection box at the top, choose your team from the list, and press "Done".

Starting the Set:

Step 3: Tap on the Lineup selection box, choose the desired lineup, and press "Done".

Step 4: If the current set uses scoring other than the defaults, you can change them by tapping on the starting or ending score and changing it to the desired value. [*e.g., for a deciding set you might change the "To:" field from 25 to 15.*]

Step 5: Once you know which side of the court you are on and whether you have service or serve receive, tap the appropriate options to select them. [*Note: The side is defined by which side of the net your bench is on. If the net is to your right, then you are on the left side, and vice versa.*]

Step 6: Tap "Begin" in the top right corner to begin the set and go to the In-Game screen.

Understanding the In-Game Screen:

Before describing the typical steps used during a set, it would be helpful to become familiar with the interface. The In-Game screen shows a number of different useful items:
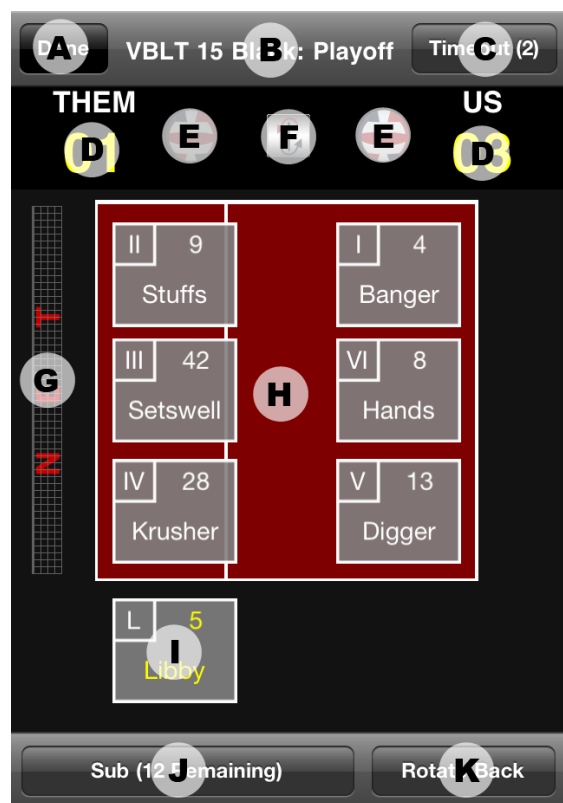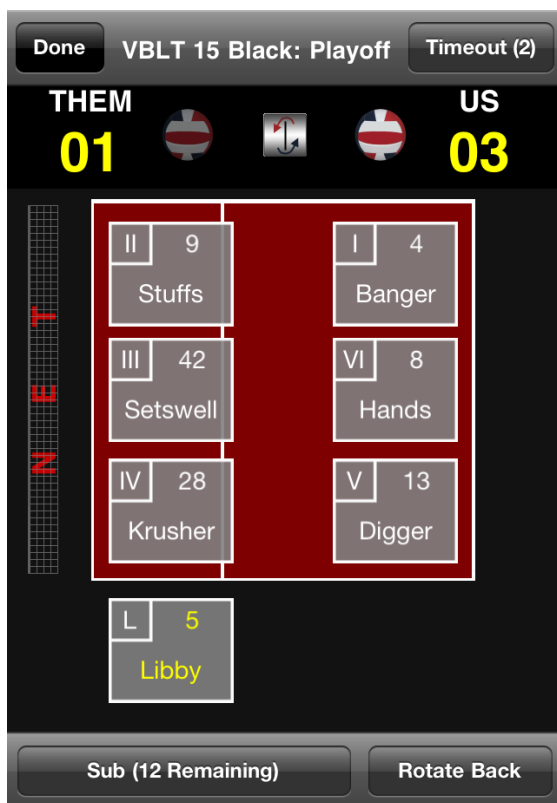
A. In the upper banner, the upper left contains the "Done" button used to exit the In-Game screen and terminate the current set. [*Note: This will prompt you with a confirmation in order to avoid ending the set inadvertently.*]

B. In the upper center is the name of the current roster and lineup selected.

C. In the upper right corner of the upper banner is the "Timeout" button and the number of timeouts remaining.

D. Just below the upper banner is the score for both teams, labeled US and THEM. Tapping and holding a score will allow you to type in a score in case a correction is needed.

E. Next to each score, there is a ball button used when that team wins the current rally. The ball is highlighted for the team that currently has service possession.

F. Between the service possession balls is a side switch button that is used to switch sides of the court at the half-way point of a deciding set.

G. Along either the left or right side of the court the net is shown, based on the side of the court you are currently on.

H. In the center of the screen, the court is shown with boxes for the I-VI positions, each box containing the jersey number and abbreviation for the player currently in that position.

I. If a libero is included in the current lineup, an additional box with an L will appear below the court and contain the jersey number and abbreviation of the current libero.

J. In the lower banner in the bottom left is the Sub button for manual substitutions (non-scheduled) and the number of substitutions remaining.

K. In the bottom right corner is the "Rotate Back" button, used to rotate the players back by one position. [*Note: This can be used if there is a mistake made by the officials or scorekeepers and you need to undo a rotation.*]

During the Set:

1. **Libero**: If the libero is active, swap them in at any time by double-tapping any back-row player (positions I, V, or VI). This will swap the jersey number and abbreviated name of the libero and the selected player. To manually swap out the libero, simply double click the on court box that contains the libero. [*Note: The libero is shown in yellow text instead of white.*] Swapping the libero in and out can be done at any time.

2. **Rally Completion**: As each rally is completed, tap the ball for the team that wins the rally. This will automatically affect the following items:
    a. Serve possession, denoted by highlighting of the ball button.
    b. Score, based on the scoring type selected:
        i. If rally scoring is used, this will always result in a point being awarded to the rally winning team.
        ii. If side-out scoring is used, a point will only be awarded if the rally winning team already had serve possession, otherwise only the serve possession will change and no points will be awarded.
    c. Rotation, but only when your team sides-out, taking over service possession.
        i. If the libero was in the V position and would rotate into the front row, a pop-up reminds you to swap the libero out, and then automatically makes the swap.
        ii. If the rotation triggers scheduled subs, a pop-up reminds you of the substitutions and takes you to the Substitutions screen (*see the section on Substitutions below* for details).

3. **Timeouts**: The number of timeouts you have remaining are shown on the far right of the upper banner. Tap "Timeout" when you call a timeout in order to keep track of the number remaining.

4. **Substitutions**:
    a. **Scheduled Substitutions**: If your lineup includes scheduled substitutions, the "Substitution Alert" is triggered any time players rotate into the specified court positions defined [*See **Define Scheduled Substitutions** in **Creating and Managing Lineups** above.*], reminding you of these substitutions. Tapping "Ok" will automatically go to the Substitutions screen with the scheduled substitutions shown in the "Scheduled Subs" area. To skip these substitutions, simply tap "Cancel" in the upper banner. To perform one or more scheduled sub, follow these steps:

        Step 1: For each sub in the "Scheduled Subs:" list that you wish to perform, tap the blue "+" to the left of the item. This moves the sub up into the "Subs to Perform:" list with a red "X" to the left of it.

Step 2: After all desired scheduled subs have been added to the "Subs to Perform:" list, tap on "Sub" in the upper banner to perform the substitutions. [*Note: Alternatively, if you wish to make additional unscheduled subs at the same time, continue from Step 2 of* **Unscheduled Substitutions** *below.*]

b. **Unscheduled Substitutions**: In addition to the scheduled substitutions, you may perform additional substitutions any time you wish. To make a manual unscheduled substitution during a set, follow these steps:

Step 1: From the In-Game Screen, tap on the "Sub" button in the bottom banner to go to the Substitutions screen. [*Note: If you have 0 substitutions remaining, this button will be disabled and do nothing. You cannot make more than the maximum number of substitutions as defined previously in the Defaults screen.*]

Step 2: Tap "Unscheduled" in the bottom banner to change to the Unscheduled Subs interface.

Step 3: Tap the selection box next to "Sub:", select the player who will be subbing in off the bench, then tap "Done".

Step 4: Tap on the selection box next to "For:", select the player on the court who will be replaced, then tap "Done".

Step 5: Tap "Add" to add this unscheduled substitution to the "Subs to Perform" list. [*Note: Volleyball Lineup Tracker informs you if the substitution is illegal and will not allow you to add it to the list. Because of this helpful feature, "continuous substitution" or "continuous rotation" - where the bench players rotate in and out at specific positions rather than being exchanged for specific players - is not currently supported as it breaks the standard substitution rules.*]

Step 6: Repeat the last three steps for each substitution you wish to make and then tap "Sub" in the upper right corner to perform the list of substitutions or "Cancel" in the upper left corner to not performing any substitutions. [*Note: The number of substitutions remaining, shown to the right of "Subs to Perform:", displays the number you will have left* **after** *all of the substitutions in the list are performed.*] Either of these actions will return to the In-Game screen.

Take care when performing unscheduled substitutions with a lineup that contains scheduled substitutions. Removing a player from the court that is part of a scheduled substitution will mean that the scheduled substitution's condition will no longer be triggered (e.g., the player reaches position 4) and the usual reminder will not display.

5. **Side Switch**: If there is a side switch (typically during a deciding tie-breaker set), tap the Side Switch button to change sides, affecting both the court view and the score positions.

6. **Corrections**: Occasionally, a call is reversed or a problem occurs with the scorekeeping table that requires a correction to be made. The following corrections are currently supported:

a. **<u>Score</u>**: Tap and hold the incorrect score, enter the new score using the number pad, and tap "Done" to update the score.

b. **<u>Rotation</u>**: Tap "Rotate Back" in the bottom banner to rotate players back by one position. [*Note: Any substitutions performed cannot be undone or swapped back at this time.*]

7. **<u>End of Set</u>**: Once one of the teams (hopefully yours) reaches the ending score defined for the current set and is ahead by at least 2 points, the score will turn green, indicating the set has been won. When the set is complete, tap "Done" in the left corner of the upper banner and tap "Yes" to return to the New Set screen.

Additional Sets:

Return to the steps for **Starting the Set** at the start of each additional set during game day.

6. Further Help

Email us at vblineuptracker@gmail.com for additional help with using Volleyball Lineup Tracker, request features for a future version, or simply to give us your feedback. We'd love to hear from you!