

Maine Volleyball Coaches' Association

Volleyball Statistics Definitions

ATTACKS

- 1) An **ATTACK ATTEMPT** is charged to a player any time the player attempts to hit the ball over the net into the opponent's court except on a serve. The ball may be spiked, set, tipped or hit as an overhead contact. **Philosophy:** Any ball played over the net except a serve in an attempt to score a point should be considered an attack. Any ball played over the net simply to keep the ball alive should not be considered an attack attempt. A forearm pass is not an attack.
- 2) A **KILL (K)** is awarded to a player any time an attack is unreturnable by the opposition or any time an attack leads directly to a blocking error by the opposition. A KILL leads directly to point. A KILL is also an ATTACK ATTEMPT.
- 3) An **ATTACK ERROR (E)** is charged to a player whenever an attack is: 1) a hit out of bounds; 2) a hit into the net; 3) a hit blocked down by opposition for a point. An ATTACK ERROR is charged when a player: 1) hits the net; 2) commits center line violation; 3) hits the antenna; 4) makes an illegal contact. An ATTACK ERROR is also an ATTACK ATTEMPT.
- 4) A **HIT (H)** is any ATTACK ATTEMPT that is kept in play by the opposition.

TOTAL ATTACK ATTEMPTS = KILLS + ERRORS + HITS

ASSISTS

- 1) **ASSIST ATTEMPT (AST)** is awarded to a player whenever the player passes or sets a ball to an attacker and the attacker attacks the ball or attempts to attack the ball.
- 2) An **ASSIST (A)** is awarded to a player whenever the player passes or sets a ball to a teammate who attacks the ball for a KILL. An ASSIST is also an ASSIST ATTEMPT.

SERVING

- 1) A **SERVICE ACE (SA)** is a serve which directly results in a point. A SERVICE ACE is awarded if: 1) a serve strikes the opponents' court untouched; 2.) a serve is passed by opponent but cannot be kept in play; 3.) the official calls a violation on the receiver.
- 2) A **SERVICE ERROR (SE)** is charged to a player if the serve directly results in a point for the opposing team.
- 3) A **RECEPTION ERROR (RE)** is charged to a player if: 1.) the serve hits the floor in the area of the player; 2.) the player passes the serve but it cannot be kept in play by her team; 3.) the player is called for a violation by the official.

FLOOR DEFENSE

- 1) A **DIG (D)** is awarded to a player whenever she passes a ball that has been attacked by the opposition. A DIG is only given when a player receives an ATTACKED ball, not a serve and IT IS KEPT IN PLAY. **Philosophy:** The pass or play of any ball that is ATTACKED is awarded a DIG. The ball must be kept in play or returned to the opposition.

BLOCKING

- 1) A **BLOCK SOLO (BS)** is awarded to a player whenever that player blocks the ball into opponent's court to TERMINATE the play. The player is the only player blocking the ball.
- 2) A **BLOCK ASSIST (BA)** is awarded whenever 2 or 3 players block the ball into the opponent's court to TERMINATE the play. Each player receives a BLOCK ASSIST even if only one player actually blocks the ball.
- 3) A **BLOCK ERROR (BE)** occurs whenever an official calls a blocker for a violation. (line, net, reaching over, illegal back-row blocker)

CALCULATED CATEGORIES Whenever a player enters a game, the player gets credit for participating.

TOTAL ATTEMPTS (TA) Sum of all attempts within a category

ATTACK EFFICIENCY ____ = (TOTAL KILLS – TOTAL ERRORS)/TOTAL ATTEMPTS

ASSIST % PCT = TOTAL # of ASSISTS / TOTAL # ASSIST ATTEMPTS

ACE AVERAGE A/G = TOTAL # of ACES / TOTAL GAMES PLAYED

KILL AVERAGE K/G = TOTAL KILLS / TOTAL GAMES PLAYED

ASSIST AVERAGE AST/G = TOTAL # ASSISTS /TOTAL GAMES PLAYED

BLOCK AVERAGE B/G = TOTAL # BS + TOTAL # BA / TOTAL GAMES PLAYED

DIG AVERAGE D/G = TOTAL # of DIGS / TOTAL GAMES PLAYED