

Statistic Explanations and Definitions

TEAM		ATTACK					SET			SERVE					PASS			DEF	BLOCK			POINTS
NO.	Name	GP	TA	K	E	PCT.	TA	A	BHE	TA	SP	SA	SE	PCT.	TA	RE	PCT.	DIG	BS	BA	BE	TOTAL
9	A. Davis	4	35	19	3	45.71%	34	18	1	16	10	3	1	93.75%	18	1	94.44%	26	1	4	1	25

GP (Games Played) - Recorded anytime a player enters a game no matter how many rotations or points they are in for.

TA (Total Attacks Attempts) - Any overhead contact of the ball designed to score. An ATTACK ATTEMPT is recorded whenever a kill is awarded regardless of how the ball was contacted (i.e. forearm pass).

E (Attack Error) - Any overhead contact of the ball that...

- is hit out of bounds
- is hit into the net leading to a four-hit violation
- hits the antenna
- is blocked down by the opposition on the same side of the attacker leading to a point
- makes a centerline violation
- is called for an illegal contact

K (Kill) - Any attack that lands for a point. Also, award a KILL when:

- a free ball crosses the net and lands on the floor
- a set, intentional or not, crosses the net and lands on the floor
- an attack is blocked out of bounds or in the net
- when an opposing blocker is in the net, or has a centerline violation
- a dig attempt that crosses the net and lands on the floor for a point the attacking team
- an attack followed immediately by an official's called blocking error (see block error)

PCT (Attack Percentage) – Percent of attacks that land for kills. Calculated: $(19 \text{ kills} - 3 \text{ errors}) / 35 \text{ total attacks} = 2/25 = 45.71\%$

TA (Total Reception Attempts) - A reception attempt is awarded when we attempt to receive an opponent's serve.

RE (Reception Error) - is awarded when...

- the serve hits the floor near a player
- player passes the ball, but it can't be kept in play
- player is called for a lift
- Note: A reception error occurs anytime the opponent serves an ace.

PCT (Reception Percentage) – Percent of time the ball stays in play when opponent serves. Calculated:
 $(18 \text{ TA} - 1 \text{ RE}) / 18 \text{ TA} = 17/18 = 94.44\%$

DIG - Awarded when a defensive player keeps a bona fide attack in play with a pass

- a dig is only awarded off an attack attempt from the opposing team.
- Thus, a dig is NOT awarded when we continue play off an opponent's block attempt as it is not an attack attempt.
- a dig is NOT awarded on a serve attempt, as this is a serve reception

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TA (Total Assist Attempts) – recorded for player that contacts the ball directly before an attack attempt (most often the setter).

A (Assist) - Awarded to the player who passes the ball to a teammate who attacks the ball for a kill

- an assist generally is the second contact in a play sequence, followed immediately by a kill on the third contact
- an assist can be awarded off a dig (first contact), provided the attack comes on the second contact

BHE (Ball Handling Error) - A ball handling error is a call made by the referee that ends the play. Generally this is a double contact, lift, carry, etc.

BLOCKS - are awarded when a player blocks the ball to the opposition's court leading directly to a point without a successful dig

- A block solo and block assist cannot be recorded on the same play. During the same rally, only one team block (block solo or block assists) can be awarded
- A block (solo or assisted) is not credited if the opposing team successfully digs the block attempt.

BS (Solo Block) - when only one blocker is up

BA (Assisted Block) - when more than one blocker is up, awarded to all contributing blockers regardless if only one person blocks the ball. Generally, a block assist occurs with two blockers, but may occur occasionally with three blockers. However, all three blockers must go up at the same time and provide an overlap.

BE (Blocking Error) - is awarded when...

- blocker is in the net or steps over the center line
- back row blocker
- blocker is called for reaching over the net
- A blocking error is not given for poor technique (i.e. touch that goes out of bounds).
- In general, a blocking error only is given after a referee's call. Also, a kill is awarded to the opposing attacker on a blocking error if an attack was occurring at the time of the block error

TOTAL BLOCKS - Total blocks are calculated by adding the total number of block solos and adding to half the total of block assists.

Example:: BS = 1, BA = 4 (TOTAL BLOCKS = 1 + (4/2) = 3)

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TA (Service Attempts) - awarded anytime the player is supposed to be serving and the first official beckons for serve.

SP (Service Points) - awarded to a player that has initiated play with a serve and her team has won the rally.

SA (Service Ace) - is awarded when...

- a serve lands untouched on the opponent's side
- the receiving team has overlapped or is out of rotation
- if the passer is whistled for a reception error
- the serve is passed, but cannot be kept in play

SE (Service Error) - is awarded when...

- the server foot faults
- the serve doesn't advance past net, is out of bounds, or hits antenna
- the server is out of rotation (service error is charged to the person who should have served)
- Note: A ball that hits the net but continues over to the opponents side and remains in bounds is not a service error (2001 Rule Change)

PCT (Service Percentage) – Service Attempts minus Service Errors, divided by Service Attempts. Calculated:

$$(16 \text{ TA} - 1 \text{ SE} / 16 \text{ TA} = 15/16 = 93.75\%)$$

TOTAL POINTS – Perhaps one of the most important stats. This is the actual impact each player has per match.

This is calculated: Kills + Aces + Total Blocks = Total Points

$$19 + 3 + 3 = 25$$

The result is the total number of points that player scored for her team during the match.