

## Stat Terminology & Descriptions

Serving	<b>A/G</b>	Aces Per Game	The average number of aces acquired during a game over the season.
	<b>Ace %</b>	Aces/SA	The ace percentage is the total aces divided by the total service attempts.
	<b>SA</b>	Service Attempt	Total number of service attempts for the game (season). A service attempt is given any time a player attempts to serve the ball. A service attempt is also assigned to a player who - because they were out of rotation - did not serve, but should have served, this person is also charged with a Service Error.
	<b>A</b>	Service Ace	A service ace is awarded when a serve results <i>directly</i> in a point. An ace is also awarded if the receiving team is out of rotation or commits a lift or carry on the first touch.
	<b>SE</b>	Service Error	A service error is given when the serve lands out of bounds, does not go over the net, or hits the antenna. A service error is also given if the server commits a foot fault, takes too much time or serves out of rotation (given to the player who should have been serving).
	<b>PTS</b>	Rotation Points	Total number of points scored by the <i>team</i> while this player was serving. A rotation point is awarded each time this player serves <i>and</i> the team wins the rally.
Attacking	<b>K/G</b>	Kills Per Game	The average number of kills acquired during a game over the season.
	<b>H%</b>	Hitting Percentage	$(\text{Kills} - \text{Errors}) / \text{Attempts}$ The hitting percentage is the total game (season) kills, less any hitting errors, divided by the total hitting attempts during the game (season).
	<b>K%</b>	Kill Percentage	$\text{Kills} / \text{Attempts}$ The total kills divided by the total hitting attempts for the game (season).
	<b>ATT</b>	Attack Attempt	An attack attempt is recorded any time a player <i>attempts</i> to attack the ball into the opponents court. The ball may be spiked, set, tipped <i>or</i> hit in the attempt.
	<b>K</b>	Attack Kill	A kill is awarded to a player any time an attack is unreturnable by the opposing team and is a <i>direct</i> cause of the opposing team not returning the ball. A kill is also awarded to the attacker any time the opposing team commits a blocking error.
	<b>E</b>	Attack Error	An attack error is given any time a player hits the ball out of bounds, into the antenna or into the net. An attack that is blocked <i>and</i> not returned by the attacking team is also an attack error. An attack error is also given if the player commits a net foul, center line violation, lift, carry, or backrow attack.
Serve Receiving	<b>SRG</b>	Serve Receptions / Games Played	The average number of serve receptions successfully completed per game.
	<b>R</b>	Service Reception	A service reception is awarded when a player continues play by successfully passing a served ball <i>and</i> the pass does not result in a kill (an overpass).
	<b>RE</b>	Service Reception Error	A service reception error is given to a player when the serve hits the floor in the area of the player <i>or</i> if the player passes the serve but it cannot be kept in play by a teammate. A service reception error is also given if the player lifts or carries the served ball on the receiving team's first contact.
Blocking	<b>B/G</b>	Blocks Per Game	The average number of blocks during a game throughout the season.
	<b>B</b>	Total Blocks	Solo Blocks + Assisted Blocks
	<b>BS</b>	Block Solo	A solo block is awarded when a single player blocks the ball into the opposing team's court leading directly to a point. The blocker must be the <i>only blocker attempting</i> to block the ball. <i>Simply making ball contact that does not result directly in a point during a block attempt is NOT recorded as any kind of block.</i>
	<b>BA</b>	Block Assist	An assisted block is awarded when two or three players block the ball back into the opponent's court for a point. <i>Each</i> player attempting to block receives an assist even if it is obvious that only one player actually makes contact with the ball.
	<b>BE</b>	Block Error	A blocking error is assigned when one of the players attempting to block is called for a violation by the referee during a blocking attempt. Generally this occurs when the blocker commits a net violation, crosses the center line, reaches over the net, lift/carries the ball or attempts to block from the back row.
Ball Handling	<b>A/G</b>	Assists Per Game	The average number of assists during a game throughout the season.
	<b>BHA</b>	Ball Handling Attempts	The total number of ball handling attempts (sets).
	<b>AST</b>	Assists	A player is awarded an assist whenever that player passes, sets <i>or</i> digs the ball to a teammate who attacks the ball for a kill.
	<b>BHE</b>	Ball Handling Error	A ball handling error is a call made by the referee that ends the play. Generally this is a double, lift, carry, etc.
Digging	<b>D/G</b>	Digs Per Game	The average number of digs during the game (season).
	<b>D</b>	Digs	A dig is awarded when the player passed the ball that has been <i>attacked</i> by the opposition. When an attack is blocked back into the attacker's court, a pass of the blocked ball is NOT considered a dig. <i>Passing a "free ball" (ie- a ball played over the net by an opponent simply attempting to "keep the ball in play" - not score a point) is NOT recorded as a "dig".</i>
	<b>DE</b>	Digging Error	A dig error is given when an <i>attacked</i> ball hits the floor within the area of the player <i>or</i> the player passes an attacked ball that cannot be controlled and returned to the opposing team. This stat is not currently tracked.