Recording Volleyball Statistics

Attacking:

An **attack** is a ball that is hit to go over the net with the intent of scoring a point. An attack can have three outcomes: an attempt results in play continuing, a kill results in a point being scored for the attacking team and play stops, and an error results in a point being scored for the receiving team and play stops.

An optional statistics that helps in the accuracy of attacking statistics is the unassisted kill. An unassisted kill is a kill that occurs without the ball being set to the hitter. This takes place when a free ball, an overpass or a "weak attack" occurs from the opponent's side of the net and the attacker kills it.

When analyzing the statistics for accuracy at the conclusion of the game, the total number of assists should equal the total number of kills minus the total number of unassisted kills.

Free Ball:

A **free ball** is a ball hit across the net with the sole intent of keeping the ball in play. An overpass results when a dug ball returns across the net without being touched by another player on the digger's team. If, however, an overpass or free ball scores a point after crossing the net, a kill is awarded to the player who sent the ball over the net. In the case of a free ball, an assist is given to the player who passed the ball to the attacker; if the kill was a result of an overpass, an unassisted kill is awarded.

The force of the hit does not determine whether a ball is a kill or not. Many times a ball is lightly struck (a "dink") with the intent of clearing the blockers and falling to the court before another defender can dig it.

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Setting:

A **set** is a pass from one player to another who then attacks the ball. Any player can set the ball for an attacker. The set can also come as a result of a dig. If the attacker scores a kill, the player who set the ball to the attacker is credited with an attack assist. Every kill is either accompanied by an assist or is unassisted.

A player is awarded an assist whenever that player passes, sets or digs the ball to a teammate who attacks the ball for a kill.

Situation 1:

Player A sets the ball over the net, where it is killed by Player B.

Result: Player A does not receive an assist. Assists are awarded only when a teammate records a kill.

Situation 2:

Player A passes the ball to a teammate who, on the second contact, scores a kill.

Result: Player A is awarded an assist. It does not matter on which contact the kill takes place. The pass preceding the kill is considered an assist.

Blocks:

A **block** occurs when an attack is immediately returned to the attacker's side and scores a point for the defending team. If only one defender blocks the ball, a block solo is given to that player. If two or three players are involved in the block, all players participating in the block are given a block assist. In order to participate in a block, a player must be a front-row player and have jumped from the floor. It is not necessary for a player to actually touch the ball. Players in the block must be close enough together so that the attacker must take them into consideration when making the attack attempt.

A blocking error occurs when a player on the blocking team does one of the following and is called by the official, stopping play:

1. Touches the net
2. Violates the center line
3. Reaches over the net
4. Is a back-row player and blocks at the net

If a blocking error is called, the player on the attacking team who attacked the ball is awarded a kill and if the ball was set to the attacker, the player who set the ball gets an assist.

Serving:

A **serve** is the means by which a player from the last team to score a point puts the ball into play. There can be three results of a serve:

1. The ball is kept in play by the receiving team
2. A service ace occurs. A service ace is a serve that results directly in a point. This happens when one of the following occurs
   a. The ball strikes the opponent's court untouched
   b. The ball is passed by an opponent but cannot be kept in play
   c. An official calls a violation by one of the receivers
   d. The receiving team is called for being out-of-rotation
3. A service error occurs. This happens when one of the following occurs
   a. The ball fails to clear the net and lands in the serving team's court
   b. The ball goes out of bounds or strikes an antenna
   c. The server foot-faults or takes too much time
   d. The server serves out-of-rotation. In this case, the player who should have served the ball is charged with the error.

For ever service ace by a server, the receiving team must be given a reception error. If a player receives the ball and cannot control it, that player is given a reception error. If the ball falls to the court untouched, the player who should have made the reception is given the reception error. The only exception to charging a player with a reception error is if the receiving team is called for an out-of-rotation violation by a player other than the server. In this case, the receiving team is given a team reception error.

Digs:

A **dig** is the reception of an **attack (not a free ball)** that keeps the ball in play by the first receiving player to pass the ball directly from an attack.

Situation 1:

Player A1 spikes the ball. The ball goes off the blocker Player B1 and is returned to Team A and passed by Player A2.

Result: Player B1 is not awarded a block, nor is Player A2 awarded a dig.

Situation 2:

Player A1 spikes the ball. The ball goes off the blocker Player B1 goes to Player B2, who keeps the ball in play.

Result: Player B1 is not awarded a block, but Player B2 is awarded a dig.

Situation 3:

Player A1 attacks the ball. The ball goes off Player B1 and is returned to Team A and passed by A1.

Result: Team B1 is not awarded a block, nor is A2 awarded a dig. A block is not considered an attack and, therefore, a player cannot be given a dig off a block.

Situation 4:

Player A1 attacks the ball. The ball goes off Player B1 goes to B2, who keeps the ball in play.

Result: Player B1 is not awarded a block, but Player B2 is awarded a dig.