

Volleyball Stat Definitions

Serving:

Service Error: The serve hits the net. The serve is out of bounds. The server foot-faults on the serve. The player serves out of rotation.

Service Ace: A Service Ace is a serve which results directly in a point. Examples: The serve strikes the opponent's court untouched. The serve is passed by the opponent but can not be kept in play. The receiving team is out of rotation.

Serve Percentage: Serve percentage is calculated by adding together the Aces, and serves that stay in bounds, and divide that sum by the total number of attempts.

Hitting:

Kill: A Kill is awarded to a player any time an attack is unreturnable by the opposition or any time the attack leads directly to a blocking error by the opposition. A Kill leads directly to either a point or a side-out.

Attack Error: An Attack Error is charged to a player whenever an attack is: Hit out of bounds, hit into the net leading to a four hit or dead ball violation, or the ball is blocked down by the opposition on to the same side as the attacker and cannot be kept in play.

Hitting Efficiency: This is figured by taking the total number of kills the attacker gets, subtracting the errors, then dividing by the total number of attempts. These numbers are compared in a similar range to a batting average. A player that hits over ".300" is considered good. $\text{Hitting Efficiency} = (\text{Kills} - \text{Errors}) / \text{Total Attempts}$

Blocking:

Total Blocks: Total blocks is a players Block Assists added to their Block Solos.

Block Assist: A Block Assist is awarded whenever 2 or 3 players block the ball into the opponent's court for a point or side-out. Each player receives a Block Assist even if only one player actually blocks the ball.

Block Solo: A Block Solo is awarded to a player whenever that player blocks the ball into the opposition's court leading directly to a point or side out.

Blocking Error: A Blocking Error occurs whenever an official calls a blocker for a violation (almost always the violation is contacting the net) that results immediately in a point or side out.

Setting:

Assist: A player is awarded an Assist whenever that player passes or sets the ball to a teammate who attacks the ball for a Kill.

Ball Handling Error: A Ball Handling Error is a call made by the official which ends the play. The official calls a double hit, a thrown ball, or a lifted ball. The exception is on a serve reception, it is a receive error.

Passing & Digging:

Serve Receive: A pass of served ball that stays in play on the receiver's side of the net. A reception error is not charged if the ball stays in play as a result of the pass on either side of the net. Passes are rated on a 0-3 scale with 3 being a perfect pass and 0 being a shank.

Dig: A Dig is awarded to a player whenever a player passes the ball which has been attacked by the opposition. Digs are only given when players receive an attacked ball and it is kept in play.

