

OHSVCA VOLLEYBALL STATISTICS RULES AND TERMINOLOGY

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, tipped, set, or hit with an overhand contact. PHILOSOPHY: Any ball that is played over the net (except on serve) in an attempt to score a point or side out should be considered an attack. Any ball played over the net simply to keep the ball alive should not be considered an attack attempt.
2. A KILL (K) is awarded to a player any time an attack is either: 1) untouched by an opponent landing within the court, 2) played by a single opponent but is unplayable thereafter, 3) or any time an attack leads directly to a blocking error by the opposition. A KILL leads directly to either a point or side out. A KILL is also an ATTACK ATTEMPT.
3. An ATTACK ERROR (KE) is charged to a player whenever an attack is: 1) Hit out of bounds, 2) Hit into the net, 3) Blocked down by the opponent for a point or a side out for the opposition. Also an ATTACK ERROR is charged if the hitter: 1) net fouls, 2) center line violation, 3) makes an illegal contact. An ATTACK ERROR is also an ATTACK ATTEMPT.
4. An "O" HIT (KO) is any ATTACK ATTEMPT that is kept in play by the opposition.
Hitting Formulas:
Total Attempts (TA) = (K) + (KE) + (KO)
Kill Average = (K)/Total Games Played
Kill Percentage = (K) / (TA)
Kill Efficiency = (K - KE) / (TA)
Attack Percentage = (TA-KE) / (TA)

SERVING

1. A SERVICE ACE is a service that results directly in a point. A SERVICE ACE (SA) is awarded if: 1) strikes the opponent's court untouched, 2) the serve is passed by the opponent but is not playable by either a teammate or the opposition, 3) the officials call a violation on the receiver, or 4) the receiving team is out of rotation.
2. A PLAYABLE SERVE (SP) is any that is over the net and in bounds. The opponents make a legal playable pass.
3. A SERVICE ERROR (SE) is charged to a player if the serve directly results in a side out by the server's team.
Serving Formulas:
Total Attempts (TA)=(SA)+(SP)+(SE)
Ace Percentage = (SA - SE)/TA
Ace Average (per game) = (SA)/Total games played
Ace Efficiency = (SA - SE)/TA
Serving Percentage = (TA - SE)/TA

DIGS

A DIG (D) is awarded to a player whenever they pass a ball that has been attacked by the opponent. DIGS are only awarded when a player receives a ball and it is kept in play by either her own teammates or returned to the opposition.
Dig Formula: Dig Average = Total Digs/Total games played

PASSING

1. A GOOD PASS (PG) is any pass or set that is passed to the designated setting area. This does not include or assist or serve receptions.
2. A PLAYABLE PASS (PP) is any pass or set that is outside the designated setting area and can be kept in play by any other teammate.
3. A PASSING ERROR (PE) is any pass or set that is hit illegally, is unplayable, passed unintentionally over the set, or cannot be kept in play by another teammate without a violation being called.
Passing Formula: Total Attempts (TA) = (PG) + (PP) + (PE)
Passing Percentage = (PG + PP)/TA

SERVE RECEPTION

1. A GOOD RECEPTION (SRG) is any contact from the serve which is passed to the designated setting area and can be kept in play by the setter.
2. A PLAYABLE RECEPTION (SRP) is any contact from a serve that is outside the designated setting area and can be kept in play by any teammate.
3. A RECEPTION ERROR (SRE) is charged to a player if: 1) the serve strikes the floor in the area of the player, 2) the player passes the serve but cannot be kept in play by her teammates, or 3) the player is called for a violation by the official.
Serve Reception Formula: Total Attempts (TA) = (SRG) + (SRP) + (SRE)
Reception Percentage = (SRG + SRP) /TA

SETTING

1. A SETTING ASSISTS (STA) is any pass or set to a teammate that leads directly to a kill. It must result in a point/sideout.
2. A PLAYABLE SET (STP) is a pass or set that allows the ball to remain in play but does not result in a point/sideout.
3. A SETTING ERROR (STE) is any pass or set that cannot be attacked due to 1) a setting violation, 2) set on top of, on the antenna, or over the net, 3) set so an attack cannot be made on the ball, resulting in a loss of point or side out. An error is not charged if the error is due to an attacking error.
Setting Formulas:
Total Attempts (TA)=(STA) + (STP + (STE)
Assists Average = (STA)/Total Games Played
Assist Percentage = (STA)/(TA)

BLOCKING

1. A BLOCK SOLO (BS) is awarded whenever a single player blocks the ball into the opposition's court leading directly to a point/side out.
2. A BLOCK ASSIST (BA) is awarded whenever 2 or 3 players block the ball into the opponent's court for a point/sideout. Each player receives a BLOCK ASSIST even if only one player actually blocked the ball.
3. A BLOCK/IN PLAY (BP) is awarded whenever a player blocks the ball, but is kept in play by either team.
4. A BLOCKING Error (BE) is charged whenever an official calls a blocker for any type of violation. A BLOCKING ERROR is not charged on a ball that is blocked out of bounds.

Blocking Formula: Blocking Avg = (BS + BA)/ Total Games Played