

COVBC Volleyball, 15-Black

Date: _____

Team Statistic Sheet

Attacks and Assists

(Separate games with a "G")

Opponent: _____

Player And Number	In	Attack Kill (1) (our hitter earned a point)		Assist Kill (1) (passed ball to hitter for kill)	
		Attack Zero (0) (others kept ball in play)	Attack Error (-) (our hitter gave up a point)	Assist Zero (0) (passed ball to hitter is kept in play or hitter error)	Assist Error (called by referee) or Overpass (-)
Maria (10)	1 2 3				
Brynn (11)	1 2 3				
Molly (12)	1 2 3				
Bria (14)	1 2 3				
Jessica (15)	1 2 3				
Erin (16)	1 2 3				
Jackie (17)	1 2 3				
Stephanie (18)	1 2 3				
Annie (19)	1 2 3				
Kayla (20)	1 2 3				

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Date: _____

Team Statistic Sheet

Serves and Blocks

Opponent: _____

(Separate games with a "G")

Player And Number	In	Service <i>Ace</i> (2) (our server earned the point)	Other Setter or player had to scramble (1)	Block <i>Solo STUFF</i> (2)	Block <i>Assist STUFF</i> (1) (to each)
		Other Setter easily got to ball (0)	Serve Error (-) (our server gave up a point)	Block <i>touched and kept in play</i> (0)	Block Error (-) (called by referee)
Maria (10)	1 2 3				
Brynn (11)	1 2 3				
Molly (12)	1 2 3				
Bria (14)	1 2 3				
Jessica (15)	1 2 3				
Erin (16)	1 2 3				
Jackie (17)	1 2 3				
Stephanie (18)	1 2 3				
Annie (19)	1 2 3				
Kayla (20)	1 2 3				

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Date: _____

Team Statistic Sheet

Serve Receive and Digs

Opponent: _____

(Separate games with a "G")

Player And Number	In	Service receive (2) (our Setter easily got to the ball)	Our setter got to the ball, but had to work a bit (1)	Dig (1) (dig off attack (spike or tip), kept in play)
		We were lucky to get the ball back over the net (0)	Serve Receive Error (-) or overpass (our passer gave up a point or the ball)	
Maria (10)	1 2 3			
Brynn (11)	1 2 3			
Molly (12)	1 2 3			
Bria (14)	1 2 3			
Jessica (15)	1 2 3			
Erin (16)	1 2 3			
Jackie (17)	1 2 3			
Stephanie (18)	1 2 3			
Annie (19)	1 2 3			
Kayla (20)	1 2 3			

General Instructions for the Stats Worksheets

The method we use to track volleyball statistics is similar to pre-existing common systems, such as those for NCAA and Ohio High School, but a bit different.

Each stat recording sheet is used to record two skill sets that are separated by time when the game is in progress, making it easier for one observer to record 2 skills.

The observer records one of 4 codes for the outcome of a skill attempt; some skills are rated using all 4 of the codes, and some use only 1.

Each stat-sheet has the codes at the top of the sheet and a brief description, but each stat. Sheet is different.

Generally the steps to record the statistics are:

1. Record the Date and the Opponent (for the current Match).
2. In the "In" column, circle the game number for each player who enters each game.
3. Observe the team, looking for a player attempting one of the 2 skills listed on the worksheet.
4. Once you observe the skill attempt, find the row for the player's number and record the code as if you would write a sentence.
5. Keep doing this until the game is over then end all tracked codes (sentences) with a "G".
6. For the next game, continue on the same worksheet, writing the codes following the previous "G".

For example, a player's code box for a 3 game match for serving might look like the following:

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"2220--2-0002G----20022-G222211-11--00002"
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Instructions for Serve Receive

Serve Receives are when a player is passing a served ball.

A Serve Receive "2" is awarded to a player who passes the ball to within 2 steps of the setter's zone while the team is receiving the serve. The setter's zone is 1 meter to the right of the middle of the net and extends off (away from) the net about 1 meter.

A Serve Receive "1" is awarded to a player who passes the ball such that the setter gets to the ball somewhat comfortably, but needs more than 2 steps to do so.

A Serve Receive "0" is awarded to a player who passes the ball while receiving the serve, but the pass is far outside the setter's zone and our setter or another teammate is able to have a playable attempt with the ball.

A Serve Receive "-" is awarded to a player who passes the ball, but the result is an inability to play the ball; thus, the result is a point given to the other team, OR the ball passes back to the other team (an overpass).

Examples:

A player has a pass to the setter in her zone, where she is able to set it with only 2 steps.
Award the passer a "2".

A player passes the ball up and backwards, but a teammate runs off the court and gets a decent pass on the ball.
Award the original passer a "0".

A player passes the ball up and backwards, a teammate runs off the court but shanks her pass.
Award the original passer a "-".

A player passes the ball over the net to the opponents, and the opponents play the ball.
Award the passer a "-".

A player passes the ball over the net to the opponents, and the opponents let the ball hit their floor.
Award the passer a "-".

A player allows a ball to hit the floor in front of her.
Award the passer a "-".

2 players allow a ball to hit the floor between them.
Generally we teach the players to pass to their right, so award the player on her left with a "-".

A player passes ball into the net, and a teammate is able to play it out.
Award the passer a "0".

A player passes ball into the net, and a teammate is NOT able to play it out.
Award the passer a "-".

Instructions for Digs

Digs are when a player receives an **attack** from the opponent. An attack is defined as a spike, set, tip, or any hit as an overhead contact performed with the purposeful intent to score a point. Any ball played over the net simply to keep the ball in play should not be considered an attack. It is **not** required that the attacker jumps; however, a forearm pass is never counted as an attack.

A Dig "**1**" is awarded to a player who digs an attack and the ball is kept in play (by either team).

We do not record "-" for Digs.

Examples:

A player passes the ball after a blocker has popped it up into the air.
Nothing is recorded.

A player passes a ball that is "dumped" by the opposing setter, and the team is able to setup an attack.

Award the passer a "1".

A player touches an attack but is not able to do anything else with it; a point is given to the other team.

Nothing is recorded.

An attack falls near a player; the player does not touch it, nor attempts to.

Nothing is recorded.

Instructions for Serves

Serves are when a player initiates play from behind the end line (serves).

A Serve "2" is awarded to a player who earns a point (ace) directly off her serve. This includes the ball hitting the opponent's floor, the serve being passed but not kept in play, a ball handling error call upon the receiving team, and the receiving team being out of position or rotation (overlap).

A Serve "1" is awarded to a player who serves the ball in a way that results in the ball being set or passed by someone other than the setter, OR having the setter really scrambling to get to the ball (but a point was not earned off the serve).

A Serve "0" is awarded to a player whose serve is easily retrieved by the opposing setter.

A Serve "-" is awarded to a player whose serve attempt results in a point being given to the opponent.

Examples:

An opponent passes the serve up and backwards, but a teammate runs off the court and gets a decent pass on the ball.

Award the server a "1".

An opponent passes the serve up and backwards, a teammate runs off the court but shanks her pass.

Award the server a "2".

An opponent passes the serve over the net, and we are able to play the ball.

Award the server a "1".

An opponent passes the serve over the net, and we allow it to hit our floor.

Award the server a "1".

A player serves the ball into the net.

Award the server a "-".

A player serves the ball "out".

Award the server a "-".

Instructions for Blocks

Blocks are when a player (or players) attempts to prevent the ball from entering into our playing space, while at the net, with some type of contact with the ball (or net) occurring.

There must be a touch on the ball or the net in order to count blocks.

A Block "**2**" is awarded to THE player who blocks alone and earns a point off her block.

A Block "**1**" is awarded to each player who participates in a block that earns a point.

A Block "**0**" is awarded to each player who participates in a block that is kept in play by either team.

A Block "**-**" is awarded to THE player whose blocking action results in a whistle from the referee, and the award of a point to the other team. The umpire will signal the number of the player committing the violation.

Examples:

A player blocks a ball OUT, and a point is given to the opponent.
Nothing is recorded.

3 players attempt to block the ball, it clearly touches only one player, and the opponent is able to keep the ball in play.
Award EACH player a "0".

2 players attempt to block the ball, and one of them is called for touching the net.
Award that ONE player a "-".

2 players attempt to block the ball, it pops up, and we are able to keep it in play.
Award EACH player a "0".

2 players attempt to block the ball, it clearly touches one player and lands in the opponents court; we get a point.
Award EACH player a "1".

1 player blocks the ball out of the Middle, and it lands in the opponent's court; we get a point.
Award that player an "S".

2 players attempt to black the ball, but the opposing hitter hits the ball directly into the net.
Record nothing (neither player touched the ball during their block attempt).

Instructions for Attacks

Attacks are whenever a player attempts to send the ball over the net with an overhead playing action, with the purposeful intent to score a point. Any ball played over the net simply to keep the ball in play should not be considered an attack.

An attack is attempted only when the player is directly trying to earn a point.

An Attack "**1**" is awarded to the player who attacks the ball, and directly earns a point.

An Attack "**0**" is awarded to the player who attacks the ball, but either team is able to keep in the ball in play.

An Attack "**-**" is awarded to the player whose attack results in a point being given to the other team.

If in the opinion of the stat recorder the set is bad, and the player is playing the ball only to keep the ball in play, then we have NO attack, and an Attack "-" is NOT given; record NOTHING in the attack record.

Examples:

A player attacks a good set, hitting the opponent's floor.
Award the attacker a "1".

A player attacks a good set, hitting an opponent, who shanks it.
Award the attacker a "1".

A player attacks a good set, hitting an opponent, who digs the ball to a teammate.
Award the attacker a "0".

A player attempts to play a set that is below the top of the net, and is blocked, giving up a point.
Nothing is recorded (if in your judgment, the player was trying to keep the ball alive).

A player attacks a good set, hitting the ball OUT.
Award the attacker a "-".

A player attacks a set and drives the ball into the net; another player plays the ball, and the referee calls a 4-touch violation.
Award the attacker a "-".

A player attacks a set, and the opponents block it into our court, hitting the floor.
Award the attacker a "-".

A player attacks a set, the opponents block it into our court, and a teammate plays the ball up, and play continues.
Award the attacker a "0".

A player attacks a set, and the opponents block it into their court, hitting the floor.
Award the attacker a "1".

Instructions for Assists

An **assist** attempt is when a player passes, sets, or digs the ball to a teammate who **attacks** the ball.

The definition of an **attack** is any attempt to send the ball over the net with an overhead playing action, with the purposeful intent to score a point. Any ball played over the net simply to keep the ball in play should not be considered an attack.

An Assist "**1**" is awarded to the player who passes, sets, or digs the ball to a teammate, who then attacks the ball and directly earns a point.

An Assist "**0**" is awarded to the player who passes, sets, or digs the ball to a teammate, who then attacks the ball, but either team is able to keep in the ball in play, OR the attacker commits an attack error (an Attack "-").

An Assist "**-**" is awarded to the player who is attempting to set the ball up for an attack, but is called by the official for a ball handling violation.

Examples:

A player sets the ball, and the attacker hits the ball to the opponent's floor.
Award the player an assist "1".

A player digs the ball, and a teammate attacks it for a kill.
Award the passer an assist "1".

The setter sets the ball over the net, and the opponent kills the ball to our floor.
Nothing is recorded.

A player sets the ball, and the attacker makes an attack error (receiving a "-").
Award the passer an assist "0".

The setter sets the ball, the attacker hits it, and the opponent keeps the ball in play.
Award the setter an assist "0".

The setter is attempting to set the ball, and the setter falls into the net resulting in a whistle from the official.
Nothing is recorded.

The setter attempts to set the ball, but it is not a "good" set, it hits the antenna, and we give up a point.
Nothing is recorded.

The setter attempts to set the ball, but it is not a "good" set, and the "attacker" simply plays the ball, trying to keep it in play (our definition of "attack" is not met).
Nothing is recorded.