

WIAA Volleyball Statistics Guide

ATTACK STATISTICS

An attack is recorded when a player attempts to attack the ball towards the opponent's side of the court. An attack can be a spike, tip, set or a hit as an over-the-head contact. The only three outcomes possible when there is an attack attempt are 1) a kill; 2) an attack error; or 3) a zero attack, which is a ball dug by the opponent that stays in play on either side of the net. If it is determined that a player hits the ball over the net for the sole reason to avoid a four-hit violation, NO attack attempt credited.

Key Definitions:

Kill (K) - A kill is awarded any time an attack attempt is unreturnable or uncontrolled by the opponent for a point or side out, or any time the attack attempt leads directly to a block error.

Error (E) - An attack error is charged any time an attack attempt directly results in a point or side out for the opponent based on the following criteria:

1. Hitting the ball out of bounds (including into the antenna)
2. Hitting the ball into the net, which leads to a four-hit violation
3. Opponent blocking the ball for a point or side out
4. Being called for a net or center line violation during the attack attempt
5. Being called for illegal contact during an attack attempt (including a back row attack violation)

Total Attempts (TA) - Total attempts is the sum of kills, errors and zero attacks.

Attack Percentage - To calculate a hitter's attack percentage, use the following formula:
$$\frac{\text{Kills} - \text{Errors}}{\text{Total Attempts}} = \text{Attack Percentage}$$

SETTING STATISTICS

The only three possible outcomes when a player sets a ball are 1) an assist; 2) a ball-handling error; or 3) a zero assist, which occurs when a set does not directly lead to a kill. A zero assist is recorded only if schools wish to keep assist percentage.

Key Definitions:

Assist (A) - An assist is awarded to the player who passes, sets or digs a ball directly to a teammate who is credited with a kill.

SERVING STATISTICS

The only three possible outcomes when a player attempts a serve are 1) a service ace; 2) a service error; or 3) a zero serve, which occurs when a serve is kept in play by the opponent. A zero serve is recorded only if schools wish to keep serve percentage. When a service ace is awarded to a team, a receiving error MUST BE charged to the other team.

Key Definitions:

Ace (SA) - An ace is a serve that directly leads to a point and is awarded based on the following criteria:

1. The serve strikes the opponents side of the court untouched or is passed into or uncontrollably in a manner which the ball can not be kept in play.
2. A violation is called on the receiver of the serve, including a lift or double hit
3. The receiving team is called for an out-of-rotation violation

Service Error (SE) - A serving error is charged to a player if:

1. The serve hits or fails to go over the net
2. The serve goes out-of-bounds
3. The server is called for a foot or time violation
4. The server serves out of rotation. In this case, the player who should have served is charged with the error.

RECEIVING STATISTICS

A receiving error is charged to a player or team when a service ace is awarded to the serving team. Therefore, one team's service aces is equal to the other team's receiving errors.

Key Definitions:

Receiving Error (RE) - A player receiving error is charged based on the following criteria:

1. The serve hits the floor in the area of the player
2. The player passes the serve uncontrollably into the net or in a manner the pass can not be kept in play by a teammate.
3. The player is called for an illegal lift or double hit when attempting to pass the serve

Team Receiving Error (TRE) - A receiving error is charged to the team instead of charging it to a player when:

1. A serve hits the floor between two players and it can not be determined which player is responsible
2. The receiving team is called for being out of rotation

DIG STATISTICS

Key Definitions:

Digs (D) - A dig is only awarded when a player successfully passes a ball that has been determined to be an attack attempt by the opponent. If an opponent's hit over the net is not determined as an attack attempt (i.e. when a player is just trying to get the ball over the net to avoid a four-hit violation), NO dig is awarded.

Important Note: When an attack attempt by Team A is deflected at the net by a player on Team B, and is kept in play by a second player on Team B, the second player is credited with the dig. The player deflecting the ball is not credited with a block or dig.

BLOCKING STATISTICS

A block is credited when a player(s) blocks the ball onto the opponent's court or off an opponent and goes out-of-bounds which leads directly to a point or side out. The only three possible outcomes when a player(s) is blocking are 1) a blocking solo or blocking assists; 2) a blocking error; or 3) the attack attempt is deflected and kept in play off the blocker(s) on either side of the court. In this case, no blocking statistic is recorded. Total team blocks are calculated by adding all block solos and 1/2 of the number of block assists.

Key Definitions:

Block Solo (BS) - A block solo is credited when only one player at the area of contact blocks the ball onto the opponent's court or deflects the ball off an opponent out-of-bounds leading directly to a point or side out.

Block Assists (BA) - Block assists are credited when two or three players at the net in the area of contact blocks the ball onto the opponent's court or deflects the ball off an opponent out-of-bounds leading directly to a point or side out. EACH player attempting to block at the area of contact receives a block assist, regardless if just one player actually blocks the ball.

Block Error (BE) - A block error is charged when a player attempting to block an attack attempt:

1. Is called for a net or center line violation
2. Is called for reaching over the net
3. Is called for back-row player blocking violation

BALL HANDLING ERROR STATISTICS

Key Definitions:

Ball Handling Error (BHE) - A player is charged with a ball handling error when an official calls a violation for a lifted ball, double hit or thrown ball other than on a serve reception (which is a reception error only), on an attack attempt (which is a kill error), or on a block attempt (which is a block error).

ACCURACY CHECKS

1. One team's service aces MUST equal the other teams receiving errors.
2. One team's assists are nearly equal to, but NEVER more than, that team's kills. The difference is on kills off free balls from over passes by the opponent.
3. One team's total team blocks MUST NOT be more than the other team's attack errors.
4. One team's total attack attempts are nearly equal to its kills + errors + opponent's digs. The difference are attack attempts deflected by the opponent but stay in play on the attacker's side of the court.

