ASSISTS

Opponent: _____ **Game #** **1** **2** **3** **4** **5**

#	NAME	ATT	A	BHE

A player receives an attempt (**ATT**) whenever that player passes, sets or digs the ball to a teammate who attacks the ball.

A player is awarded an assist (**A**) whenever that player passes, sets or digs the ball to a teammate who attacks the ball for a kill. There are three possible outcomes of a ball that is being set:

1. An assist.
2. An assist error or ball handling error.
3. A zero assist. This occurs when a ball that is set does not directly lead to a kill.

A ball handling error (**BHE**) is a call made by the official that ends play. A player is charged with a ball handling error when the official calls:

1. A double hit.
2. A thrown ball.
3. A lifted ball.

The exceptions are:

1. A double hit called on service reception is a reception error, not a ball handling error.
2. A thrown ball during an attack is an attack error.
3. A thrown ball during a block is a blocking error.

ATTACKS

Opponent: _____ **Game #** **1** **2** **3** **4** **5**

#	NAME	ATT	K	E

An attack attempt (ATT) is recorded any time a player attempts to attack (hit aggressively) the ball into the opponent's court. The ball may be spiked, set, tipped or hit as an overhead contact. There are three possible outcomes of an attack attempt:

1. Thre can be a kill.
2. Threre can be an attack error.
3. The ball can stay in play. This is referred to as a "zero attack."

Any ball that is played over the net in an attempt to score a point or a 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. The exceptions to an attack are:

1. An attempt is not charged on a ball played over the net on serve reception that is kept in play by the opposing team. This is called an overpass.
2. An attempt is not charged on a free ball played over the net when, in the opinion of the statistician, it was done only to keep the ball in play.
3. An attempt is not charged to a player if, in the opinion of the statistician, the set isbad and the player plays the ball over the net only to keep the ball in play.
4. An attempt is not charged to a player if the player passes the ball over the net only to keep it in play.

A kill (**K**) is awarded to a player any time an attack is unreturnable by the opposition and is a direct cause of the opponent not returning the ball or any time the attack leads directly to a blocking error by the opposition. A kill leads directly to either a point or side-out. When a player is awarded a kill, the player is also awarded an attack attempt.

An attack error (**E**) is charged to a player whenever an attack or attacker:

1. Hits the ball out of bounds.
2. Hits the ball into the net leading to a four hit violation.
3. Is blocked down by the opposition to the same side as the attacker and cannot be kept in play as a direct result of the block.
4. Is called for a net violation.
5. Is called for a center-line violation.
6. Is called for an illegal contact on the attack.
7. Hits the ball into the antenna.

A zero attack is any attempt that is kept in play by the opposition.

BLOCKS

Opponent: _____ **Game #** **1** **2** **3** **4** **5**

#	NAME	BS	BA	BE	BT

A block is awarded when a player(s) blocks the ball into the opponent's court leading directly to a point or side-out.

A block solo (**BS**) is awarded when a player blocks the ball into the opposition's court leading directly to a point or side-out. That player is the only blocker attempting to block the ball.

A block assist (**BA**) is awarded when two or three players block the ball into the opponent's court leading directly to a point or a side-out. Each player blocking receives a block assist even if only one player blocks the ball.

A blocking error (**BE**) occurs when an official calls a blocker for a violation, such as:

1. A blocker goes into the net.
2. A blocker is called for a line violation.
3. A back row player is called for blocking the ball.
4. A blocker is called for reaching over the net.

A blocking tool (**BT**) occurs when the ball is unplayable after touching a blocker.

DIGS

Opponent: _____ **Game #** **1** **2** **3** **4** **5**

#	NAME	DIGS	DE	RE	TRE

A dig (D) is awarded when a player passes the ball that has been attacked by the opposition. Digs are given only when players receive an attacked ball and it is kept in play.

Philosophy: The pass or play of any ball which is attacked, is awarded a DIG. The ball can be kept in play on the digger's side of the net or can go back to the oppsition. In either case a DIG is awarded. **A DIG can not be awarded for receiving a served ball or a ball kept in play off of the opponent's block.**

An **ATTACK** is any time a player attempts to hit aggressively the ball into the opponent's court. The ball can be spiked, set, tipped or hit as an overhead contact.

Any ball that is played over the net in attempt to score a point or a 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. The exceptions to an attack attempt are:

1. There is no attack on a ball played over the net on serve reception that is kept in play by the opposing team. **This is called an overpass.**
2. There is no attack on a free ball played over the net when, in the opinion of the statistician, it was done only to keep the ball in play.
3. There is no attack if, in the opinion of the statistician, the set is bad and the player plays the ball over the net to keep the ball in play.
4. There is no attack if the player passes the ball over the net only to keep it in play.

A dig error (**DE**) is charged to a player who fails to kept a ball in play.

A reception error (**RE**) is charged to a player:

1. If the serve strikes the floor in the area of the player.
2. If the player passes the serve but it cannot be kept in play by the team.
3. If the player is called for a reception violation by the official (I.e lift or double hit)

Reception errors should not be charged to an individual when team reception errors (**TRE**). A team reception error is charged when:

1. A serve falls between players and the statistician cannot determine which player is responsible.
2. The receiving team is out of rotation.

SERVES

Opponent: _____ **Game #** **1** **2** **3** **4** **5**

#	NAME	SERVES	SA	SE

A serve is when a player attempts to hit the ball over the net from behind the end line intothe opponent's court. There are three possible outcomes for every seved ball:

1. A service ace.
2. A service error.
3. A zero serve. This occurs when a serve does not result in a service ace or service error but play continues.

A service ace (**SA**) is a serve that results directly in a point. A service ace is awarded to a player:

1. If the serve strikes the opponent's court untouched.
2. If the serve passes by the opponent but cannot be kept in play.
3. If the official calls a violation on the receiver (I.e. lift or double hit).
4. If the receiving team is out of rotation.

A service error (**SE**) is charged to a player:

1. If the serve hits the net or fails to clear the net.
2. If the serve is out of bounds or hits the antenna.
3. If the server foot faults or takes too much time (5 seconds).
4. If a player serves out of rotation. The service error (SE) is charged to the player who should have been serving.