SECTION 1—ATTACKS

Article 1. An attack attempt (ATT) is recorded any time a player attempts to attack (hit strategically) 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. There can be a kill.
2. There can be an attack error.
3. The ball can stay in play. This is referred to as a “0 attack (zero attack).”

Philosophy. Any ball that is played over the net in an attempt to score a point 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. 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, the free ball is passed 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 is bad 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, in the opinion of the statistician, the player passes the ball over the net only to keep it in play.

However, if in any of the four above-mentioned instances the action results directly in a point for the team playing the ball, a kill (see Article 2), and therefore an attack attempt, must be awarded.

Article 2. 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 a point. When a player is awarded a kill, the player also is awarded an attack attempt.

Article 3. 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 resulting in 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. Goes into the net.
5. Is called for a center-line fault.
6. Is called for an illegal contact on the attack.
7. Is called for an antenna fault.
8. Is called for a 3-meter (10-foot) line violation.
9. Is called for a thrown ball or an illegal hit during an attack attempt.

When a player is charged with an attack error, it also counts as an attack attempt and is counted in the player’s total attacks.

Article 4. A “0 attack” (zero attack) is any attack attempt that is kept in play by the opposition. Total attempts (TA) equal the sum of kills, errors and “0 attacks.” Documentation is required on the work sheet for this play and should be included in the individuals’ totals on the Box Score Form.

NOTE: Effective in 2008, the term “game” has been changed to “set” to comply with the rule changes proposed by the NCAA Women’s Volleyball Rules Committee and approved by the Playing Rules Oversight Panel.
There are three possible outcomes of a ball that is being set: sets or digs the ball to a teammate who attacks the ball for a kill. (b) Team White player hits a down ball (an overhead contact made by the hitter while standing on the floor) for a kill. (c) Team White player passes over a free ball. RULING: In (a) and (b), Team White player is awarded a kill. Team White player is a back-row attacker. In (c), an attack attempt is not awarded.

A.R. 10. Team White player is a back-row player. (a) Team White player hits the ball into the net or out of bounds. (b) Team White player hits a down ball into the net or out of bounds. (c) Team White player is called for a 3-meter (10-foot) line violation on the attack. RULING: In all cases, Team White player is charged with an attack error.

A.R. 11. Team White player passes a free ball out of bounds or into the net. RULING: An attack error is not charged.

A.R. 12. Team White's back-row player attacks the ball legally from behind the 3-meter (10-foot) line. (a) Team White player hits a ball that is kept in play. (b) Team White player hits a down ball that is kept in play. RULING: In both cases, a "0 attack" is awarded in the opinion of the statistician, the Team White player is making an aggressive play to earn a point.

A.R. 13. Team White player hits the ball off of Team Blue's block. The ball goes off the block (a) out of bounds or into the net but cannot be kept in play; or (b) and stays on Team Blue's side of the net but cannot be kept in play; or (c) and is kept in play by Team Blue. RULING: In (a) and (b), Team White player receives a kill. In (c), Team White player receives a "0 attack," and Team Blue player who passes the ball off her teammates' attempted block is awarded a dig.

A.R. 14. Team Blue player passes a free ball or overpass low over the net. Team White player jumps and puts it down with a two-handed motion. RULING: Although this motion is similar to a block solo, the Team White player is awarded an unassisted kill. In order for a block solo to be awarded, the action by the Team Blue player would have had to be deemed an attack, as blocks can be awarded only on attack attempts, not free balls or overpasses.

A.R. 15. Team Blue player passes a free ball or overpass over the net that is unreturned by Team White, resulting in the end of play. RULING: The Team Blue player who passed the ball is awarded a kill, and therefore an attack attempt.

SECTION 2—ASSISTS

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 for 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 does not result in a serve ace or service error, but play continues. Documentation on the work sheet is required only if the statistician is calculating serve percentage.

A.R. 1. Team White player sets the ball over the net where it is killed by a Team Blue player. RULING: Team White player does not receive an assist. Assists are awarded only when a teammate records a kill.

A.R. 2. Team White player forearm passes the ball to a teammate who kills it for a point. RULING: Team White player is awarded an assist. The ball may be set or passed to a teammate and result in an assist.

A.R. 3. Team White player passes the ball to a teammate who, on the second contact, scores a kill. RULING: Team White player is awarded an assist. It does not matter on which contact the kill takes place. The pass before the kill is considered an assist.

A.R. 4. Team White player makes a great play to keep the ball in play. Team White back-row attacker puts the ball away for a kill off of that pass. RULING: Team White player receives an assist.

SECTION 3—SERVES

Article 1. A serve is when a player attempts to serve the ball over the net into the opponent's court. There are three possible outcomes for every served ball:

(1) A service ace.
(2) A service error.
(3) A zero serve. This occurs when a serve does not result in a serve ace or service error, but play continues. Documentation on the work sheet is required only if the statistician is calculating serve percentage.

Article 2. 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 is passed by the opponent but cannot be kept in play.
(3) If the referee calls a violation on the receiver (i.e., lift, double hit).
(4) If the receiving team is out of rotation (i.e., overlap).

Article 3. A service error (SE) is charged to a player:

(1) If the serve fails to go over the net and lands on the side of the serving team.
(2) If the serve is out of bounds or hits the antenna.
(3) If the server foot-faults or takes too much time.
(4) If the server tosses more than once for service.
(5) If a player serves out of rotation. The service error (SE) is charged to the player who should have been serving.

Article 4. A serve reception is when a player attempts to pass a successful serve attempt. There are two possible outcomes when a player attempts to pass a served ball:

(1) A service reception error.
(2) A zero service reception. This occurs when a player continues play by successfully passing a served ball and the pass does not result in a kill or lead directly to a kill by a teammate. Note: Documentation on the work sheet is required only if the statistician is calculating serve reception percentage.

Article 5. 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 his or her team.
(3) If the player is called for a reception violation by the referee (i.e., lift, double hit).

Article 6. Reception errors should not be charged to an individual when team reception errors (TRE) are charged. A team reception error is charged when:

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

In both cases, the server receives an ace. The team reception error should be noted on the work sheet and tabulated in the team totals on the Box Score Form.

Article 7. When a service ace is awarded to one team, a reception error is charged to the other team. In the final compilation of the statistics, the total number of reception errors of one team must equal the total number of service aces of the other team.

A.R. 1. Team Blue player serves the ball. The ball hits the floor (a) near Team White player or (b) between two Team White players. RULING: Team Blue player is awarded a service ace in both cases. In (a), Team White player receives a reception error. In (b), the reception error is charged as a team reception error if, in the opinion of the statistician, it cannot be distinguished who is responsible. Only one team reception error is given.
SECTION 4—DIGS

A.R. 1. Team White attacks the ball. Team Blue player No. 1 makes a good pass, but, (a) Team White player No. 2 keeps the ball in play and Team White player No. 3 returns the ball or (b) Team White player No. 2 hits the ball into the net. RULING: In (a), a reception error is not charged. In (b), a reception error is not charged. While Team White player No.1 made a good pass, it was kept in play by Team White player No. 2. The third contact by Team White player No. 3 is when the error occurred and Team White player No. 1 should not be penalized for a teammate’s bad play after the ball was kept in play.

A.R. 2. Team White player No. 1 serves the ball. However, the referee calls Team Blue for a server out of rotation. The server should have been Team Blue player No. 2. RULING: Team Blue player No. 2 receives a service error, not Team Blue player No. 1 who was serving at the time that the infraction was called.

SECTION 5—BLOCKS

Article 1. A block is awarded when a player(s) blocks the ball that comes off an attack into the opponent’s court, leading directly to a point. There are three possible outcomes when a player(s) is blocking:

1. The player(s) is credited with a successful block solo or block assist.
2. The player is charged with a block error.
3. The attack attempt is deflected off the blocker’s hands and is kept in play by one of the teams.

Article 2. A block solo (BS) is awarded when a single player blocks the ball into the opponent’s court leading directly to a point. Each player blocking receives a block assist, even if only one player actually makes contact with the ball.

Note: Both a block solo and a block assist cannot be awarded on the same play.

Article 4. A blocking error (BE) is a call made by the referee that ends play.

Article 5. A player is charged with a blocking error when:

1. A block goes into the net.
2. A block is called for a center-line fault.
3. A block is called for reaching over the net.
4. A back-row player is called for blocking.
5. A block is called for a thrown ball during a block.

Note: A kill is awarded to the attacking team when a blocking error is charged to the defending team.

A.R. 1. Team Blue serves the ball. Team Blue player No. 1 and Team Blue player No. 2 go up together and block the ball. RULING: Both players receive a block assist. Even though one player may appear to block the block, the other player assisted in setting the block. A block assist is given when only one player goes up and blocks the ball.

A.R. 2. Team Blue player No. 1 attacks the ball. Team Blue blocks the ball, but it is kept in play by Team White. RULING: No block is awarded to a player on Team Blue or a dig given to a Team White player, as the ball is coming off a block attempt, not an attack attempt.

A.R. 3. Team White player No. 1 attacks the ball. Team Blue player No. 1 is not awarded a block nor is Team White player No. 2 awarded a dig. A block is not considered an attack and therefore a player cannot be given a dig or a block attempt. In (b), Team Blue player No. 1 is not awarded a block but Team Blue player No. 2 is awarded a dig.

A.R. 4. Team White player No. 2 goes up together and block the ball down. The ball appears to be blocked by Team Blue player No. 1. RULING: Both players receive a block assist. Even though one player may appear to block the ball, each gets credit for a block assist. Both players get credit because even though only one may touch the ball on the block, the other player assisted in setting the block. A block solo is given when only one player goes up and blocks the ball.

A.R. 5. Team Blue player No. 1 attacks the ball. The ball goes off Team Blue player No. 1 and (a) no one on Team Blue can keep the ball in play or (b) the ball stays in play. RULING: In (a), a dig is not awarded. In (b), Team Blue player No. 1 is awarded a dig.

A.R. 6. Team Blue player No. 2 attack the ball. Team Blue blocks the ball, but it is kept in play by Team White. RULING: No block is awarded to a player on Team Blue or a dig given to a Team White player, as the ball is coming off a block attempt, not an attack attempt.

A.R. 7. Team White player attacks the ball. Team White player No. 1 and Team Blue player No. 2 go up together and block the ball, but are separated by three to four feet at the net. Team Blue player No. 1 blocks the ball down. RULING: If, in the opinion of the statistician, there is an overlap in the area covered by each blocker, then a block assist should be awarded to each blocker, even though Team Blue player No. 1 blocked the ball. If there is not an overlap, Team Blue player No. 1 would receive a block solo. Even though the two blockers may not be directly next to each other, if the two blockers are working together to deflect the attacker’s attempt, then they receive block assists.

A.R. 8. Team White player attacks the ball. The ball goes off of a Team Blue player and cannot be kept in play by Team Blue. RULING: A blocking error is not given. Note: A kill hit off of the block may be due to poor blocking technique or it may occur because of a good play by the attacker. The statistician should not evaluate technique. To keep this play from being a subjective evaluation by the statistician, it is being defined as no penalty to the blocker, but a kill for the hitter.

A.R. 9. Team Blue player blocks the ball and is whistled for a throw by the official. RULING: A blocking error is charged. Team White player is awarded a kill.

A.R. 10. Team White player attacks the ball. Team Blue player, while attempting to block, goes into the net. The referee indicates the kill while the umpire simultaneously calls the net violation on the block. RULING: Award the kill to Team White player. Charge a blocking error to the Team Blue player for the indicated net violation.
SECTION 6—CALCULATED CATEGORIES

When a player enters the set, that player gets credit statistically for participating. If the player only played front row, the set still counts for all statistical categories (e.g., aces per set). Similarly, if the player only played back row, the set still counts for blocks and kills per set. While totals in these categories may be zero, there is no discrimination between front-row sets and back-row sets.

Total attempts (TA) are the total of all attempts within a category.

**Article 1**

**Kills Per Set**

\[
K/S = \frac{\text{Total Kills}}{\text{Total Sets Played}}
\]

**Hitting Percentage**

\[
Pct. = \frac{\text{Total Kills} - \text{Total Errors}}{\text{Total Attempts}}
\]

**Article 2**

**Assists Per Set**

\[
AST/S = \frac{\text{Total Assists}}{\text{Total Sets Played}}
\]

**Article 3**

**Service Aces Per Set**

\[
A/S = \frac{\text{Total Aces}}{\text{Total Sets Played}}
\]

**Article 4**

**Digs Per Set**

\[
D/S = \frac{\text{Total Digs}}{\text{Total Sets Played}}
\]

**Article 5**

**Blocks Per Set**

**Individual**

\[
B/S = \frac{(\text{Total BS}) + (\text{Total BA})}{\text{Total Sets Played}}
\]

**Team**

\[
B/S = \frac{(\text{Total BS}) + (1/2 \text{Total BA})}{\text{Total Sets Played}}
\]

SECTION 7—STATISTICS PROGRAM, GENERAL REPORTING PROCEDURES

**Article 1.** For a member institution to be eligible for either an individual or a team national statistics title, it shall have filed reports with the national office on a consistent basis during the regular season. If a conference office files the reports, both the league and the institution share responsibility for providing updates on a regular basis as described above.

**Article 2.** Filing a statistics report does not ensure automatically a member institution's inclusion in the NCAA statistics rankings. The report shall be mathematically accurate. Unusual statistics that cannot be promptly supported will not be included in the rankings. The NCAA shall withhold such reports from the ranking until an appropriate official of the member institution involved submits a satisfactory explanation and substantiation of the statistics.

“KEEPING STANDARDIZED VOLLEYBALL STATISTICS”

This DVD was developed as a means of increasing overall statistical awareness, and through consistent use of both the manual and the videotape, a standard application of volleyball’s statistical categories will evolve.

The “Keeping Standardized Volleyball Statistics” DVD can be purchased from the American Volleyball Coaches Association by calling 866/544-2822 or writing to: AVCA, 2365 Harrodsburg Road, Suite A325, Lexington, Kentucky 40504.

Prices: AVCA Members – $30 Nonmembers – $35

**VOLLEYBALL STATISTICIANS’ MANUAL EXAMPLE VIDEOS**

These free, online-only videos were created in 2007 to offer highlights of examples from the NCAA Volleyball Statisticians’ Manual. To access the videos, go to www.NCAA.org/stats/volleyball/video/index.html and select one of the categories: attacks, assists, serves, digs and blocks.