

Volleyball Stat Crew Tips – by Diane Nordstrom

Location of stat crew

Do not sit at center of court – be as far down the scorer’s table as possible – 10-foot line or deeper or sit up in the stands so your view is not blocked.

Hiring of 2-person stat crew

Former players, local coaches, officials or recreational players to call; computer person to run stat program. You may want to use an additional writer, who writes the play-by-play in Stat Crew code, until you get the program down

Caller

Use a caller who is confident and WILL NOT STOP calling. Freezing up is the worst possible thing to do. Keep talking and calling! You may anticipate some calls (attacks) but may want to wait on some calls such as a touch or a blocking error.

Mistakes

Keep a sheet of paper and pen handy to write down the play number or series of plays where a mistake has occurred.

You may also want to print out a detailed play-by-play after each set in case of computer problems.

Trouble player

If you can’t see a player’s uniform number, enter a “trouble player number” (i.e. – 0) so you can go back and make a correction. You can also use “TM” for a team stat.

ESC

To exit out of a current play and start over

Quick edit

Right arrow - Edit the last 15 plays

Left arrow – Edit the game you are in

Down arrow – Edit any game

Up arrow – Edit situation (all plays involving a certain stat)

- Change score during live stats

J – Adjust stats

F Keys

F5 – Register the primary setter for both teams; when that person sets the ball, you can hit the comma [,]

F6 – to change sides

F7 – to enter players on the court

ALT

ALT+D – Delete last play

ALT+E – Edit last play entered

Sets

H – Ball-handling error (called by the official)

E – Bad set by the setter; use if a bad set and you don’t want to credit a hitter with an attack error

Serve Receptions

D – Call the pass a dig to record reception percentage

If you’ve already called the dig and there was a service ace on the reception, enter **E (Error)** on the dig and it will credit a service ace.

Overpass

If a ball crosses the plane of the net and a player uses two hands to put the ball down for a point, this is a KILL and not a block since there wasn’t a corresponding attack.

Over/Continue

Your two best friends!

OVER – If a ball is sent over the net with the intention of just keeping the ball in play (free ball).

CONTINUE – If the ball is blocked back to the SAME SIDE of the net and play continues

Block

SOLO – Only one player goes up

ASSIST – If two or more players go up, even if only one player has the block, give a block assist to all players

ERROR – Called by ref only; usually hands touch net

Free Balls

If a ball, which is played over the net just to be kept in play, lands on the floor, credit a kill to the player who sent the ball over the net. You can also credit an assist if you know the previous player who contacted the ball.

Boxes on the play-by-play

Typically means an error or a player has not been entered in that game. For some reason, boxes often show up in the first set, even with no errors, but are gone by the second set. You can clear this by correcting a play in the first set (even if there are no errors).

Bad Stat/Player has not played

In the Match setup menu, go to Home or Visitor roster, scroll down to that number, hit the “?” to show all the plays that you have for that player and make the quick edit there. You can also hit **ALT + V** or **ALT +H** to get to the rosters while in game mode.

Team error

Team reception error (if you can’t credit a particular player)

Deleting/Inserting a Play

Deleting a Play – Press one of the arrows (under Quick Edit), find the play and hit “**D**” to delete the play.

Inserting a Play – Press one of the arrows (under Quick Edit), find where to insert a play and press “**I**” to insert a play. You will have to enter the play as you want it to appear (i.e. – D:1 S:2 K:3)

Starting a new set

After the completion of each set, you must press “**G**” to select the game control menu and enter a new set (i.e. – 2, 3, 4 or 5)

Printing out play-by-play

Print out the play-by-play after each set in case of computer problems. You can re-enter stats from play-by-play if there are issues.