

# OFFICIAL VOLLEYBALL STATISTICS RULES

## I. ATTACKS

1. An **ATTACK ATTEMPT** is charged to a player any time the player attempts to hit the ball over the net into the opponent's court except on the serve. The ball may be spiked, set, tipped, or hit as an overhead contact.  
PHILOSOPHY – any ball that is played over the net (except on serve) in an attempt to score a point or 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. A forearm pass is not an attack!
2. A **KILL (K)** is awarded to a player any time an attack is unreturnable by the opposition or any time an attack leads directly to a blocking error by the opposition. A KILL leads directly to either a point or a side-out. A KILL is also an ATTACK ATTEMPT.
3. An **ATTACK ERROR (E)** is charged to a player whenever an attack is: a) hit out of bounds; b) hit into the net; c) blocked down by the opposition for a point or side-out for the opposition. Also, an ATTACK ERROR is charged if the hitter: a) goes into the net; b) commits a center line violation; c) hits the antenna; or d) makes an illegal contact. An ATTACK ERROR is also an ATTACK ATTEMPT.
4. An **( ) HIT** is any ATTACK ATTEMPT that is kept in play by the opposition. TOTAL ATTEMPTS (TA) equals the sum of KILLS, ERRORS and ( ) Hits.

## II. ASSISTS

1. A player is awarded an **ASSIST ATTEMPT (AST)** whenever that player passes or sets the ball to an attacker, and the attacker: a) attacks the balls; or b) attempts to keep the ball in play.
2. A player is awarded an **ASSIST (A)** whenever that player passes or sets the ball to a teammate who attacks the ball for a KILL. An ASSIST is also an ASSIST ATTEMPT.

## III. SERVING

1. A **SERVICE ACE (SA)** is a serve which directly results in a point. A SERVICE ACE is awarded if: a) serve strikes opponents' court untouched; b) serve is passed by the opponent but cannot be kept in play; c) the official calls a violation on the receiver; and d) the receiving team is out of order.
2. A **SERVICE ERROR (SE)** is charged to a player if the serve directly results in a side-out by the server's team.
3. A **RECEPTION ERROR (RE)** is charged to a player if: a) the serve strikes the floor in the area of the player; b) the player passes the serve but it cannot be kept in play by her team; and c) the player is called for a violation by the official.

## IV. FLOOR DEFENSE

A **DIG (G)** is awarded to a player whenever she passes a ball that has been attacked by the opposition. A DIG is only given when a player receives an attacked ball (NOT a serve) and **IT IS KEPT IN PLAY!**

PHILOSOPHY – the pass or play of any ball that is attacked is awarded a DIG. The ball must be kept in play on the digger's side of the net or returned to the opposition. In either case a DIG is awarded.

## V. BLOCKING

1. A **BLOCK SOLO (BS)** is awarded to a player whenever that player blocks the ball into the opposition's court leading directly to a point or a side-out. It must TERMINATE the play! That player is the only blocker attempting to block the ball.
2. A **BLOCK ASSIST (BA)** is awarded whenever 2 or 3 players block the ball into the opponent's court for a point or side-out. It must TERMINATE the play. Each player receives a BLOCK ASSIST even if only one player actually blocks the ball.
3. A **BLOCKING ERROR (BE)** occurs whenever an official calls a blocker for a violation, such as: a) a blocker going into the net; b) a blocker is called for a center line violation; c) a back row player is called for blocking the ball; and d) a blocker is called for reaching over the net.

## VI. CALCULATED CATEGORIES

Whenever a player enters a game, that player gets credit for participating. If the player only played front row, the game still counts against all statistical categories (SERVING ACES per game). Similarly, if the player only played back row, the game still counts against BLOCKS and KILLS per game. While totals in these categories may be zero, there is no statistical difference between front and back row games. A minimum of two games comprise a match.

Total Attempts (TA)	the sum of all attempts within a category
KILL AVERAGE	K/G = Total Kills / Total Games Played
ATTACK % (Kill %)	PCT = (Total Kills – Total Errors) / Total Attempts
ASSIST AVERAGE	ASST/G = Total # of Assists / Total Games Played
ASSIST %	PCT = Total # of Assists / Total # Assist Attempts
ACE AVERAGE	A/G = Total # of Aces / Total Games Played
DIG AVERAGE	D/G = Total # of Digs / Total Games Played
BLOCK AVERAGE	B/G = (Total # BS + Total # BA) / Total Games Played

Coaches – we must do a better job of keeping accurate statistics. And, everyone NEEDS to keep them using the criteria listed above.

For example, blocking – it only counts as a block if it ENDS the play. Blocking back into the opponents court does not count as a block if they keep it in play!