Georgia High School Volleyball Coaches' Association
Official Statistics Manual

(This manual can be used to determine the definitions of volleyball skills, how to determine percentages and how to use the raw data sheet that is attached. All formulas are consistent with collegiate statistic formats except for serve receive.)

(Revised August 1, 2001)

RECEIVE EFFICIENCY: The number of serve receives that go to the setter divided by the total number of receives. (NOTE: This is NOT the same formula used by college coaches.)

ATTACK PERCENTAGE: The number of kills minus the number of errors divided by total attempts.

DIGS PER GAME: The number of digs divided by number of games.

BLOCKS PER GAME: 1/2 the block assists + the block solos divided by number of games.

ACES PER GAME: The number of service aces divided by total number of games.

ASSISTS PER GAME: The number of assists divided by number of games.

This data is used by the Georgia High School Volleyball Coaches' Association and should be consistent. The accompanying raw data sheet is one method by which to collect volleyball statistics. The following is an explanation of how to collect data using the attached raw data sheet.

SERVE RECEIVE EFFICIENCY:

1. Draw a slash mark ("/") every time a player receives a serve.
2. Change the slash to an "X" if the ball goes to anyone but the setter; i.e., another player other than the setter, over the net to an opponent, etc.
3. Change the slash mark to an "E" if the ball is shanked and is not touched by a second player. Also, charge the player with an "E" who is closest to a served ball that hits the floor without being touched. (In essence, these players have been "Aced!" and the "E" stands for error.)
4. Divide the number of "slash marks" (good passes) by the number of total passes ("/'s" + "X's" + "E's") and that is SERVE RECEIVE EFFICIENCY.

NOTE: THIS IS NOT THE COLLEGIATE METHOD OF DETERMINING SERVE RECEIVE EFFICIENCY AND YOUR SERVE RECEIVE EFFICIENCY RESULT WILL BE LOWER THAN THE COLLEGIATE PLAYER. THEREFORE; WHEN CONTACTING COLLEGIATE COACHES YOU SHOULD MAKE THEM AWARE OF THIS DEFINITION THAT IS USED BY GEORGIA HIGH SCHOOL VOLLEYBALL COACHES ASSOCIATION OR SIMPLY DO NOT REPORT YOUR ATHLETE'S SERVE RECEIVE ABILITIES IN STATISTICAL FORM.

ATTACK PERCENTAGE:

1. Place a slash mark every time a player sends the ball over the net in an aggressive attempt to score a point or side out; i.e., spike, roll shot, tip and "dumps" by the setter, in the attack column. This does not include attempts to just keep the ball in play; i.e., free balls. Note: balls kept in play by the opponents remain as slashes and are included in total attempts.
2. Change the slash to a "K" if the attack results in a "kill." This is defined as a ball that hits the ground directly or is not touched by more than one player on the opposing team.
3. Change the slash to an "E" (error) if the attack attempt resulted in a fault by the attacker; i.e., hit into the net on a third hit, hit out of bounds, blocked, hit into the net on second hit and not recovered by her teammates, etc.
4. Subtract the number of errors from the number of kills and divide by total attempts.
   Kills (K) - Errors (E) divided by total attempts (balls kept in play (slash marks) + kills + errors.)

DIGS PER GAMES:

1. Place a slash in the DIG column every time a player keeps an attacked ball (tip, spike, dump, etc.) from hitting the ground AND is touched by a second player on the court (on either team). A ball that is dug but is shanked into the stands is not considered a dig. There are no negative marks for digging.
2. Divide the number of digs by the number of games played by this athlete.

BLOCKS PER GAME

1. Place a slash mark in the BLOCK column when a ball is blocked. Place this slash for each of the individuals engaged in the block (1, 2, or 3.). Do not place a mark if the ball was not blocked. A block has occurred only if the play has ended in the blocker's favor. Therefore, a blocked ball that goes out of bounds and is a point or side out for the spiker is not counted as a block. DO NOT RECORD BLOCK ATTEMPTS.
2. If two or more people go up on the block then change the slash to an "A" (assist) for each of the players involved in the block, EVEN THOUGH YOU CAN IDENTIFY WHO ACTUALLY TOUCHED THE BALL
3. If there was only one person on the block then change the slash to an "S" (solo).
4. Add the number of solo blocks plus 1/2 the number of assists and divide by the number of games. "S" + " 1/2 A" divided by number of games.

ASSISTS PER GAME:

1. Put an "A" (assist" in setter's assist column) when a set is turned into a kill.
2. Divide the number of assists by the number of games.

SERVICE ACES PER GAME:

1. Place a slash in the serving column each time a player serves the ball.
2. Change the slash to an "A" (ace) if the ball hits the ground directly or is not touched by more than one player on either team; i.e., shanked into the stands, the net, etc.
3. Change the slash into an "E" (error) if the service is not legally completed; i.e., served into net, out of bounds, etc.

RAW DATA SHEET SAMPLE EXERCISE

#	NAME	GAMES	SERVE RECEIVE				ATTACK				DEFENSE		SERVING		
			/	X	E	%	K	E	TA	%	Digs	Blocks	SA	SE	TA
3	Sally	3	6	2	2	0.600	6	2	10	0.400	3	2	4	2	10
		/ / /	/ / E / / X X / /				K E K / / K K K K E				/ / /	S A A	E / A A A E / / / A		
			ASSISTS												
6	Jenny	3	8				1	1	4	0.000					
		/ / /	A A A A A A A A				K / / E								

RECORD PERFORMANCES FOR SALLY:

TOTAL KILLS = 6 ATTACK % = .400 KILLS PER GAME = 2 (6 kills/3 games)
TOTAL DIGS = 3 DIGS PER GAME = 1 (3 digs/3 games)
TOTAL BLOCKS = 2 (1 solo + 2 assists) BLOCKS PER GAME = .666
TOTAL ACES = 4 ACES PER GAME = 1.333

RECORD PERFORMANCES FOR JENNY:

TOTAL ASSISTS = 8 ASSISTS PER GAME = 2.666