



## iStatVball 2 Stat Guidelines

Stat definitions often vary by coach or team, but here are some general guidelines to help in your stat taking efforts.

Note that all attempts corresponding to events such as Serving-Ace, Hitting-Kill, Setting-Error, etc. are automatically recorded.

Serving		
<b>ATT</b>	Attempt	Any attempt to serve the ball to the opposing team.
<b>ACE</b>	Ace	The serve was not returnable by the other team. Specifically, it either hit the floor untouched or was contacted by no more than one player. Typically corresponds to a '0' pass.
<b>ERR</b>	Error	The serve was out, did not make it over the net, or server had a foot-fault violation.

Hitting		
<b>ATT</b>	Attempt	Any attempt to direct the ball over the net, not including a serve.
<b>KILL</b>	Kill	The hit was not returned by the other team. Specifically, it either hit the floor untouched or was contacted by no more than one player.
<b>ERR</b>	Error	The hit was out, did not make it over the net, or the hitter committed a violation (net, under, double-contact, etc.)

Passing		
<b>0</b>	0-pass	A passing error. The ball was not returned to the opposing team. The ball either hit the floor untouched or was not contacted by anyone other than the passer.
<b>1</b>	1-pass	A bad pass. The ball is returned to the opposing team but a quality set is not possible.

<b>2</b>	2-pass	A good pass, but not “in-system”. The setter is able to set a hitter but not run a set play.
<b>3</b>	3-pass	An excellent, “in-system” pass. The setter is able to set any available hitter and run set plays.

<b>Blocking</b>		
<b>ATT</b>	Attempt	Any attempt to block an opposing hit. <i>Not available when using the optional 0-4 serve format.</i>
<b>BLK</b>	Block	Blocker had a “solo” block with no other players involved. The hit was returned to the other side for an immediate point (hit the ground untouched or was contacted by no more than one player).
<b>ASST</b>	Assist	Blocker participated in a successful block with one or more other players. All involved players are awarded an assist.
<b>ERR</b>	Error	Blocker hit the net, was called for double-contact, etc.

<b>Setting</b>		
<b>ATT</b>	Attempt	Any attempt to set a player who is attempting a hit.
<b>ASST</b>	Assist	Set resulted in a kill (see Hitting-Kill guideline).
<b>ERR</b>	Error	Set was entirely un-hittable or setter was called for a violation (double-contact, lift, net, etc.)

<b>Defense</b>		
<b>ATT</b>	Attempt	Any first contact other than serve receive. Some teams may choose to record “free ball” attempts as a pass rather than a dig. Some teams may only use Dig, while others may prefer to use Attempt vs. Dig to differentiate the quality of the dig.
<b>DIG</b>	Dig	A successfully played defensive attempt that can be returned to the opposing team.
<b>ERR</b>	Error	Ball could not be returned to the opposing team or player was called for a violation (net, double-contact, etc.)

## Optional Formats

Serving (0-4)		
<b>0</b>	0-serve	Ace. Corresponds to a 0-pass by the opposing team.
<b>1</b>	1-serve	Corresponds to a 1-pass by the opposing team.
<b>2</b>	2-serve	Corresponds to a 2-pass by the opposing team.
<b>3</b>	3-serve	Corresponds to a 3-pass by the opposing team.
<b>4</b>	4-serve	Error. The serve was out, did not make it over the net, or server had a foot-fault violation.

Serving (4-0)		
<b>4</b>	4-serve	Ace. Corresponds to a 0-pass by the opposing team.
<b>3</b>	3-serve	Corresponds to a 1-pass by the opposing team.
<b>2</b>	2-serve	Corresponds to a 2-pass by the opposing team.
<b>1</b>	1-serve	Corresponds to a 3-pass by the opposing team.
<b>0</b>	0-serve	Error. The serve was out, did not make it over the net, or server had a foot-fault violation.