# In-Game Volleyball Statistics

**First and foremost, familiarize yourself with the rules**
- Video: http://s3.amazonaws.com/ncaa/web_video/volleyball/statistics/index.html
- Statistics Manual: http://ncaa.org/wps/wcm/myconnect/public/ncaa/resources/stats/volleyball/statsmanuals.html

**During home matches, have extra hands on deck**
- If there are any scrimmages or early season matches at local colleges that your team is not playing in, take a student to mock stat a match. Talk through scenarios and explain the general rules.
- Student familiar with "calling" writes the play sequence, preferably in code, and adds the score in a column to the left once a point has been awarded.
- Student familiar with volleyball terminology and StatCrew inputs data while I call.
- If the inputter misses a play, tell the writer which play so he/she can circle it and add the StatCrew line number to streamline fixing it during a timeout or between sets.

**While traveling to stat matches alone from the bench**
- Check visitor season stats and familiarize yourself with their setter, attackers, blockers, etc. to help identify numbers on the fly.
- Have a pad and paper handy to track starters and substitutes – edit accordingly following the match if unable to do so during the action.
- Do not track sets, just digs and attacks – it allows you to remove a few key strokes and speed up the inputting process. You must track the sets in your head to assure accuracy in adding the assist following a point.

**Important functions/things to know**
- Always balance your stats at the conclusion of a match.
- Actively use over/continue when applicable.
- Recognize that the "blue box" around the team name indicates which side of the net the ball is on – particularly helpful if you get into a bind.
- Input a dig as the result following a serve – StatCrew automatically registers this as a reception attempt and does not count it as a dig.
- Always have the StatCrew cheat sheet (attached) and manual on hand.
- Keep an avid eye on the scoreboard. I alert my coaches if my score differs from that on the scoreboard, as I sit on the bench with them while traveling to keep stats. While at home, I check with the scorekeeper myself.

# For Volleyball
## Play Editor

Play keywords for for each portion of a rally must be kept on the same play list "line":

- D:1 A:3
- D:1 K:3 (enter assist at prompt)
- D:1 A:3,E
- D:1 A:3 BE:10 (enter assist at prompt)
- D:1 A:3 B:10,11
- D:1 OVER:
- SERVE:1,A RE:TM

| Token "keyword": | Meaning: |
|---|---|
| TEAM:x | x = team abbreviation character |
| SERVE:# | serve by player # |
| SERVE:#,A RE:# | service ace/reception error by #'s |
| SERVE:#,E | service error by player # |
| D:# | dig by player # |
| S:# | set by player # |
| A:# | attack by player # |
| A:#,E | attack error by player # |
| K:# | kill by player # |
| B:# | block solo by player # |
| B:#,# | block assist by player #'s |
| BE:# | block error by player # |
| CONT: | continue |
| OVER: | pass OVER the net (no attack) |
| S:#,E | bad set by player # |
| S:#,H | ball handling error by player # |

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# For Volleyball
## Key game management steps
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**Initial first-time setup:**
- Install the software onto your hard disk
- Setup in-game and report options
- Select your printer type and create a games directory

**Pre-game setup:**
- Create the team rosters using Utilities|Roster maintenance
- Start the In-game scoring program from the TAS VB Menu
- Verify options, printer, games directory, and rules are correct
- Use Game setup to select teams and enter general game info

**At the start of the game:**
- Select Main|Scoresheet|Input to display the Play Input window
- Press "V" to begin the first serve
- Press the appropriate keys to continue scoring the game

**While scoring the game:**
- Use the right (→) or left (←) arrow keys to edit plays
- Press Alt+R or Alt+# to view or print reports

**At the end of each game:**
- Print box score and play-by-play reports as desired

**At the start of each new game:**
- Select Game control|Game No. to start the new game
- Access the Play Input window
- Press "V" to begin scoring on the serve

**At the end of the game:**
- Select Game wrapup, enter team records, game times
- Print final reports and save game to disk

# Play Input Codes

**Initial input codes**

| | | | |
|---|---|---|---|
| V – | Serve | A – | Attack | O – Over |

V – Serve   A – Attack   O – Over
D – Dig   K – Kill   I – Subs
S – Set   B – Block   J – Adjust
G – Game cntrl   C – Cmt   R – Recalc

**Game control input codes (press "G")**

G – Game No.   R – Rally
S – Starters   T – Timeout
B – Sub   # – Adjust score
U – Uni change   J – Adjust stats
   M – Media timeout

**To enter assists after a kill:**
1. Select Options.
2. Enter "Y" in the Assist after K field.

## Edit command keys

↓    Last 15 plays
↑    Current game
↓    Select game
→    Situations
Alt+E   Edit last play
Alt+D   Delete last play
F10   Clear input lines
-.-   Clear last line
".s   Current tokens

## Quick keys

Alt+V   Edit vis roster
Alt+H   Edit home roster
Alt+R   Reports menu
Alt+S   Save game file
Alt+1   NCAA box score
Alt+2   Detailed box
Alt+3   Short box score
Alt+P   Play-by-play
Alt+O   In-game options
Alt+G   Game info

# Play result codes

**SERVE result codes:**
- X   Ace (prompt for receive error)
- E   Service error
- D   Dig (serve reception by defense)

**SET, DIG result codes:**
- S   Set attempt by teammate
- A   Attack by teammate
- E   Assist error (bad set)
- H   Ball handling error (BHE)
- O   Passed to opponents court (Overpass or other *non-attack*)
- E   (Dig) error - after serve or attack

**ATTACK result codes:**
- K   Kill (prompt for assist)
- E   Attack error
- B   Block (prompt for block result)
- C   Continue (back in attacker's court)
- D   Dig (by opposing team)

**BLOCK result codes:**
- S   Block solo (attack error charged)
- A   Block assist (enter 1-3 uni #'s)
- E   Block error (kill awarded)
- Z   Zero block (same as "Continue")

**Press "D" for "DIG" on:**
- Serve reception
- Defensive dig-off an attack
- Note: "Dig" has no effect after an overpass or after a "continue" command