



# 2012 ECAC-SIDA CONVENTION

## TABLE TOPIC: IN-GAME VOLLEYBALL STATISTICS MODERATED BY ANNA COOPER (ITHACA) AND BILL MORGAL (SHIPPENSBURG)



### SHIP SPORTS INFORMATION'S CRUDE DIAGRAM OF ITS VOLLEYBALL STATS STRUCTURE



#### DICTATOR

ANNOUNCES ALL ENTRIES  
(PREFERABLY W/ STATCREW CODES)



#### SCRIBE

WRITES DOWN ALL CODE YELLED  
OUT BY THE DICTATOR, JOTS SCORE



#### CLERK

RECEIVES SHEET FROM SCRIBE,  
TYPES CODE INTO STATCREW

### OTHER TOPICS:

#### Q: HOW SHOULD I FORMAT THE SHEET WE USE FOR TRANSCRIBING PLAYS?

I feel that it simply comes down to what your scribe is most comfortable with. At Shippensburg, I began by formatting sheets with solid lines on them to delineate each entry.

However, my scribe mentioned his preference is to simply have an entirely blank sheet of paper in which he can allow his handwriting to do what it may, given he/she is writing quickly.

One thing that we do, however, is use a paper cutter to trim our paper into thin strips. Take about 40 pieces of printer paper, flip them so they are horizontal, and then cut them into thirds. Between the fronts and the backs, you should theoretically have enough for the match.

#### Q: SHOULD I BE WORRIED ABOUT WHO FULFILLS WHAT ROLE?

I think one of the biggest benefits of this system is the fact that common sense and patience are the only real requirements needed to fulfill the role of scribe or clerk. While a background in sports is always helpful, each role simply needs to follow the directions they are given.

The scribe simply needs to be able to hear the caller and write down the code somewhat quickly and cleanly. In fact, my scribe hardly looks up during a match to see what is going on.

The clerk is a glorified data entry person. They take the sheet from the scribe and enter it into the computer to process the plays. If they can read and type, they can do the job for you. That being said — only you know your work-study students the best. Assign accordingly.

#### Q: HOW CAN I ALLEVIATE MY CONCERNS FOR HOW THE STUDENTS WILL DO?

Practice, practice, practice. By heading out to a practice, the student workers can become familiar with the game and know roughly what you or another educated dictator will be yelling out over the course of a game.

Numbers are not as important in practice settings — its the execution of the plan. Also, if you know who your scribes will be in advance, let them have a copy of a code sheet and get them familiar with the types of letters you will be uttering and that they will be writing.

#### Q: HOW DOES ONE WITHSTAND LONG RALLIES AND NO TIME BETWEEN POINTS?

If you have a person in charge who is comfortable with the rules and with the proper methods of keeping statistics, then at the core, all is okay.

In such a stressful environment, the dictator is best when displaying a sense of external calm and composure, even if at times internally there may be trepidation.

This method of stats entry is very much a team concept, and by the leader showing trust in his/her staff, the result should be a trickle-down effect to the rest of the group.

### INHERENT PROBLEM

- Upon my assumption of the sports information director position at Shippensburg in 2008, I came to the realization that sooner, rather than later, we would need to begin trying to stat our matches live as our conference (PSAC) is one of the only leagues in the nation that does not require any form of in-game statistics provided by a sports information office. The common league practice in years passed had been for the teams to keep their own stats and pass them on to the SID to eventually enter into the computer.

### INITIAL PLAN OF ATTACK

- With a part-time GA and a work study staff of three students in my first year as a fledgling SID, live statistics were simply not maintained by our office.
- In Year 2, our initial attempt was to simply try to stat the game live with a caller and an entry person, using myself and my new graduate assistant to achieve this goal.
- However, given the overwhelming speed of the sport being conducted live, and our discomfort in either role (typing or calling), this method failed miserably as neither one of us had the skill set that many of my colleagues boast. We were simply unable to keep up.

### CHANGING COURSE

- Last year, with several new and trusted work study students in place, and with me now having to double as the public address announcer at our home matches, I decided to give our new method a try. This is what is detailed above. It requires myself and two other bodies to satisfy the needs of the match.

### POSITIVES

- Accuracy:** By streamlining responsibility, each role is allowed to focus solely on what their one job is in order to help move things along. Plus, by utilizing sheets, you have a written history of each play from the match in the event you need to make changes afterward.
- Stress Reduction:** While the writer still needs to be able to write somewhat quickly, it drastically reduces the burden on the entry worker, who is afforded the luxury of typing at his/her own pace.
- Shorter Night:** When you successfully complete live statistics for a volleyball match and don't have to make many changes, you can quickly distribute stats and results before writing a quick recap.
- Gratification:** Knowing that, as a team, yourself and your students could fulfill an important and difficult goal, it helps provide a sense of satisfaction to all; particularly the work-study students that contribute.

### DRAWBACKS

- Lacks Speed:** By allowing the worker to type and perform entry at his/her own pace, live statistics can fall several points behind — particularly with crazy rallies. This is disadvantageous at times — particularly between sets when stat printouts are useful for coaches.
- Accountability:** Each role has the ability to assist another — particularly the entry person filling in where needed. However, if one person is having an off night — the dictator and scribe especially — it can throw the entire method off kilter.
- Needs Bodies:** Three people are required. If someone does not show up, or if no one is trusted enough to be a dictator in your absence - then another method will be necessary. Consistency and familiarity are one's best friends with this method of stat entry.

# STAT CREW CODES/TIPS FOR VOLLEYBALL

## QUICK HITS:

- \* Utilizing the Over (O) function can be your best friend on many occasions.
- \* Make sure your entry person knows how to go from set 1 to set 2, etc.
- \* Never call receptions; StatCrew knows if labeled a dig to not assign as such.
- \* Always good to have one extra person on hand when available as a backup.
- \* Don't fret about subs in game if you're frantic - simply jot down for later.
- \* Brush up on the rules: NCAA.org has all the latest statistic manuals.

## Initial input codes

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

## Token "keyword":

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 #

## 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

## 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
". "	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

