

# NCAA® VOLLEYBALL BOX SCORE FORM

## BOX SCORE SHEET

The box score sheet cannot be completed until the conclusion of the match. However, team rosters, referees, date, etc., can be entered before the match.

1. Place the visiting team on the top of the form. List the starters, then the remaining players (include first and last names).
2. Place the home team on the bottom of the form. List the starters, then the remaining players (include first and last names).
3. After each game, enter the attack totals and the scores from the work sheet.
4. The team line may be used only when individual responsibility cannot be determined.
5. Enter the positive and negative section information.
6. Check to see that the game totals add up to the same as the team totals.
7. Enter the final scores and circle the winner of the match
8. Enter the won-lost records of each team.

## ATTACK WORK SHEET

Using the appropriate symbol, record the outcome of every attack attempt in the appropriate column for each player. One way is: Ø = kill; ● = error; O = ball stays in play; TA = total attempts (Ø + ● + O). Other statistics may be recorded with a hash mark (/) symbol.

At the conclusion of the game:

1. Total each individual and team statistic for that game.
2. Figure the team attack percentages for that game (kills – errors ÷ total attempts).
  - a. Figure percentages to three places (e.g.; .999).
  - b. Transfer all percentages to the box score sheet.

## STATISTICAL CREW

### Three-Person Crew

1. **Caller.** The caller will call out play as it occurs.
2. **Home Team Recorder.** One individual will record all statistical information for the home team.
3. **Visiting Team Recorder.** One individual will record all statistical information for the visiting team.

### Two-Person Crew

1. **Attack Form Recorder.** One individual will record all attack form information for both teams. Action must be observed and recorded.
2. **Positive/Negative Form Recorder.** One individual will record all positive/negative information for both teams. Action must be observed and recorded.

## SECTION 1 – ATTACK

An attack attempt is recorded any time a player attempts to attack the ball into the opponent's court. The ball may be spiked, set, tipped or hit as an overhead contact. There are three possible outcomes of an attack attempt: 1. A kill; 2. An attack error; 3. The ball is dug by the opposition and stays in play, which is referred to as a "0 attack." A set without a spike is not recorded for or against the spiker.

K --- (KILL) --- A kill is awarded any time an attack attempt is unreturnable by the opposition or any time the attack attempt leads directly to a blocking error by the opponent.

E --- (ERROR) --- An attack is charged any time an attack attempt directly results in a point or sideout for the opponent.

Indicated in this category are:

1. Hitting the ball out of bounds or into the antenna;
2. Hitting the ball into the net, leading to a four hit violation;
3. Opponent blocking the ball for a point or sideout;
4. Committing a net or center-line violation while attacking the ball;
5. Illegal contact while attempting to attack.

TA --- (TOTAL ATTEMPTS) --- Total attempts equal the sum of kills, errors and "0 attacks."

## SECTION 2 – SET

A --- (ASSIST) --- An assist is awarded when a player passes, sets or digs a ball to a teammate who attacks the ball for a kill.

There are three possible outcomes when a ball has been set: 1. An assist; 2. An assist error or ball-handling error (BHE); 3. A zero assist, which occurs when the ensuing attack does not result in a kill.

### SECTION 3 – SERVE

SA --- (SERVICE ACE) --- A service ace is a serve that directly results in a point. A service ace is awarded if:

1. The serve strikes the opponent's court untouched;
2. The serve is passed irretrievably into the net;
3. The serve is passed by the opponent but cannot be kept in play;
4. The official calls a violation on the receiver (i.e.; lift, double hit);
5. The receiving team is out of rotation.

When a service ace is awarded to one team, a receiving error must be charged to the other team.

SE --- (SERVICE ERROR) --- A service error is charged if:

1. The serve hits or fails to clear the net;
2. The serve is long or wide;
3. The server foot faults or takes too much time;
4. A player serves out of rotation, in which case the player who should have been serving is charged with the service error.

### SECTION 4 – PASS

RE --- (RECEIVING ERROR) --- A reception error is charged to a player if:

1. The serve strikes the floor in the area of the player;
2. The player passes the serve irretrievably into the net;
3. The player passes the serve but it cannot be kept in play by the player's team;
4. The player is called for a violation while attempting to pass the serve (i.e.; life, double hit)

When a receiving error is charged to one team, a service ace must be awarded to the other team. A receiving error should not be charged to an individual when team reception errors (TRE) are charged.

TRE --- (TEAM RECEPTION ERROR) --- A team reception error is charged when:

1. A serve falls between two players and the statistician cannot determine which player is responsible;
2. The receiving team is out of rotation.

In both cases, the server receives an ace. The team reception error should be noted on the work sheet and tabulated in the team totals on the Box Score Form.

### SECTION 5 – DEFENSE

D --- (DIG) --- A dig is awarded when a player successfully passes a ball that has been attacked by the opposition. **Digs are given only when players receive an attacked ball and it is kept in play.**

### SECTION 6 – BLOCK

A block is awarded when a player(s) blocks the ball into the opponent's court or out of bounds off the opposition leading directly to a point or sideout. There are three possible outcomes when a player(s) is blocking: 1. The player(s) is credited with a successful block solo or block assist; 2. The player is charged with a blocking error; 3. The attacking attempt is deflected off the blocker(s) and is kept in play, in which case there is no documentation on the work sheet.

BS --- (BLOCK SOLO) --- A block solo is awarded when **one** player blocks the ball into the opposition's court or out of bounds off the opposition leading directly to a point or sideout.

BA --- (BLOCK ASSIST) --- A block assist is awarded when two or three players block the ball into the opposition's court or out of bounds off the opposition leading directly to a point or sideout. **Each** player attempting to block receives a block assist even if only one player actually blocks the ball.

BE --- (BLOCKING ERROR) --- A blocking error is charged when a blocker:

1. Is called for a violation;
2. Is called for a center-line violation;
3. Is called for reaching over the net;
4. Is called for blocking as a back-row player.

Total team blocks are derived by adding all block solos to one half of the block assists.

### SECTION 7 – GENERAL

BHE --- (BALL-HANDLING ERROR) --- A ball-handling error is charged when the official calls a lifted ball, a thrown ball or a double hit. The exceptions are:

1. A double hit call on a serve reception is a receiving error (RE);
2. A throw or lifted ball during an attack attempt is an attack error (E);
3. A thrown ball during a block attempt is a blocking error (BE).

## VOLLEYBALL STATISTICS ACCURACY CHECK

It is possible to spot errors or major discrepancies in your statistics compilations by completing these cross-checks:

- (1) One team's total service aces must equal the other team's total reception errors. If one team had 10 service aces, then the other team must have 10 reception errors. (Team reception errors should be included in the total of reception errors.)
- (2) One team's total assists are nearly equal to, but never more than, that team's kills. The difference would be due to the other team's overpasses which Team A kills. The possibility of assists and kills being equal exists, but is unlikely.
- (3) One team's total team blocks must not exceed the other team's hitting errors.
- (4) The total number of individual blocks is the sum of block solos and block assists. Each counts one point. The total number of team blocks is the sum of block solos and one half of the block assists.
- (5) When a ball is attacked, there are only a certain number of situations that can occur. The ball can stay in play, there can be a kill or there can be an error by the attacker. There can be a dig (also a "0 attack"), a block solo or assist (also an attack error), or a block error by the opposition (also a kill). The ball can be kept in play off the block attempt (a "0 attack"). The check is: One team's attacks are nearly equal to its own kills + errors + the other team's digs. The difference would be due to balls that are blocked by the other team, but stay on **your** side of the court and are kept in play.

Always apply common sense to the final compilation. Follow the logical sequence of the game. As explained above, one statistic affects another. The statistics accuracy checks enable you to be more precise when completing the Box Score Form.