

The following document was created with the intention of providing assistance for some common trouble areas of stat keeping for fall sports. Within in the document are several links to other helpful information.

Hints for Volleyball Stat Takers at Matches

ACE – An ace should come when a served ball is mishandled. Not when the serve reception is good but the setter doesn't get off a good set. Second hit errors on the receiving team do not count as aces for the team that served, unless the serve reception was unplayable and the second attempt was merely a desperation attempt. For every ace, the opponent **MUST** have a reception error. Only **ONE** error per ace.

ASSIST – In order to receive a setting assist, the ball must go down for the kill. You can never have more assists than kills. Rarely do the total assists equal the total kills, since they are registered on balls that are put back down on the opponent's side from overpasses, etc. In order to receive a setting assist, the ball must have been attacked, not blocked.

ATTACK – An attack is awarded off a tipped ball -- it doesn't have to be a hard-hit attack in order to count. Attack is the term used for the strategic hit, not the power used on the play. Any ball played over the net in an attempt to score a point should be considered an attack. Desperation hits or those simply to keep the ball alive count as free balls and no attack is awarded and no dig is given to the opponent. When a player hits into a block, they are charged with an attack error and the player who went up for the block receives a block solo (if alone on the play) or block assist (if she went up with another player, regardless of whether one or both players touched the ball on the block).

BLOCK – A block is never awarded unless play stops and a point is awarded. A blocking attempt in which a player blocks the ball out of bounds, does **NOT** result in a blocking error – that action counts as a kill for the opponent. A blocking error is a call made by an official that ends play. Check out the stats manual for the list of situations that constitute a blocking error. (Note: A kill is awarded to the attacking team when a blocking error is charged to the defending team.) A solo block is awarded if one player went up for the block. Block assists are awarded if two or more players go up for the block, even if only one makes contact with the ball. Blocks can **NEVER** total more than the opponent's hitting errors.

DIG – A dig is never awarded when a team brings up a ball that is sent to their side of the net via a blocking action (commonly referred to as a "putback") – only on an attacked ball. A dig can result from bringing up a tipped ball, not just a hard-hit attack. A serve reception does not count as a dig. In the situation where a player digs the ball and the next player kills the ball, award the player who dug the ball the dig and the assist. Team A's digs **CANNOT** total more than the opponent's total attacks minus their kills and errors. Those are the **ONLY** balls that can be dug.

KILL – A kill is awarded on an attack that goes down for a point.

STATS TIPS

If you only have one person to do your team's stats, have them sit next to the person doing the opposing team's stats – frequent checks are then possible to make sure that an attack is awarded a dig,

an ace is awarded a reception error, etc. Sitting on your team bench may be more familiar, but the purpose in being there to stat the match is to do the job correctly. The box score must balance at the end of the match, and it's a lot harder to go back afterward and try to make corrections. One team's blocks will also be reflected in the opponent's hitting errors; Aces must equal the opponent's serve reception errors; Don't give two players a reception error on the same serve. It must go to one person or the team; Digs cannot be more than the total attacks that did not go down for kills or errors.

Generally speaking, if your team ranks among the nation's leaders in categories that count for points, you should have a team that is over .500 – as you are one of the elite teams with such high numbers.

Rarely do teams rank among the leaders in both blocks and digs. Either the team is blocking the ball down at the net for a point (and is awarded a block) or the team is digging up an attacked ball (for a dig).

Be aware that often coaches count many more blocks for their player performance purposes than are actual statistical blocks. A block MUST be off an attacked ball and MUST go down for a point. Using bench stats is very often not an accurate way to maintain volleyball stats.

To do a rough addition of how the box score will balance out, if Team A def. Team B 25-21, 25-23, 25-20. Team A has 75 points, so you'd add up Team A's kills, service aces, Team B's attack errors, service errors and ball handling errors and the numbers should be very close. Team B finished with 64 points, and you'd add up their kills, service aces and to that total add in Team A's attack errors, service errors and ball handling errors. There are often a few points that don't go down on the box score – bad sets, miscommunication errors in which a player is not awarded an attack error when no one is there to hit the set, etc. but you CANNOT end up with more statistical points than a team finishes with on the scoring.

For further examples and interpretations from the NCAA, as well as free stat forms visit the website below:

www.ncaa.org/wps/wcm/connect/public/NCAA/Resources/Stats/statsmanuals.html

FOOTBALL TIPS AND TRICKS

PASS SACKS - For plays that end either on the line of scrimmage or beyond, there is no pass sack credited but rather it is considered a rushing play. There can be no pass sack without loss of yardage. A defensive team is credited with the sack of a player who is dropping back in an apparent attempt to pass. The offensive player does not need to be in a throwing motion for the defense to be credited with a sack. The sack is credited based on the intent of the play.

GAME PLAYED - The national per-game rankings are based on games an individual actually has played. It is a game played if a player is in the lineup for even one play, whether or not he touches the ball. Exceptions: If a player appears in a game only to hold the ball on kick attempts, he is not charged with a game played. If, however, he becomes statistically involved (e.g., runs, passes or kicks after an aborted kick attempt, recovers a fumble, or makes a tackle) he is charged with a game played. Clarification: If a

player is in the game for one play and there is a penalty on the play, he is charged with a game played only if time had run off the clock. He is charged with a game played even if the penalty is accepted.

DETERMINING THE YARD LINE AND SPOTTING THE BALL

- If any part of the football rests on or above any yard stripe, future action is to be computed from that yard line. However, if all of the football has been advanced beyond any yard stripe, future action is computed from the first yard line in advance of the football (or nearest the intended goal). This principle is to be followed on all spotting situations, regardless of the down, with the following exceptions: a. In certain situations (any down but the first) when there is less than one yard to gain for a first down, it may be necessary to spot the ball back one yard to conform with the principle that there must always be, for statistical purposes, at least one yard remaining to be gained for a first down (or for a touchdown).

Examples:

(1) First down and 10. A player carries the ball to within six inches of a first down. Credit him with nine yards gained because he has not advanced to a first down.

(2) Third down and goal from the three. A player carries the ball to within an inch of the goal line. Credit him with two yards gained.

The next ball carrier scores the touchdown. Credit the latter with a one-yard gain.

b. When, on a first down, the ball rests just outside a defensive team's 10-yard line, it will be necessary to designate the scrimmage line as the 11-yard line, inasmuch as it would be possible for the offensive team to advance for a first down without scoring a touchdown. A.R. 1. Team A's ball, first down just outside Team B's 20. (The ball is spotted on the 20.) Adams rushes for sufficient yardage for a first down, just outside Team B's 10. Credit Adams with a rush of 10 yards and Team A with a first down by rushing. Spot the ball on Team B's 11.

c. When there is a change of possession, the yard line for one team may not be the same as that of the other team. Example:

A fourth down play by Team A ending on Team B's three-and one-half-yard line will be the three-yard line for the team giving up the ball but the four-yard line for the team taking over. When the stakes are moved, the other end of the ball now becomes the forward point for future measurements.

d. The original spot of the ball is to be maintained if the official errs in re-spotting the ball after a play. A.R. 2. Team A's ball between its 39 and 40. (The ball is spotted on the 40.) After Adams' incomplete pass, the official places the ball on Team A's 39. Compute future action from Team A's 40.

PENALTY YARDAGE - The amount of penalty yards recorded should at all times be the actual distance lost by penalty (not, however, to include the yards nullified by penalty), rather than the amount of yards assessed by the official. Example: The ball is on Team A's eight-yard line when Team A is penalized for

holding. The penalty assessed by the official is 10 yards, but Team A cannot be penalized more than half the distance to its goal line. Thus, the number of penalty yards recorded is four. For a complete list of “Basic Interpretations”, refer to the Statistical Manual and pages 4-15

For further examples and interpretations from the NCAA, download the NCAA Football Statisticians’ Manual via the web address below.

www.ncaa.org/wps/wcm/connect/public/NCAA/Resources/Stats/statsmanuals.html

Soccer Statistical Tips

Shots, Shots on Goal, Shots Faced - As simple as it might look, “shots” can be a tough category for some who aren’t as familiar with soccer. By definition, a shot is an attempt to score by an offensive player. A shot on goal is a type of shot that either finds its way to the back of the net or is stopped by the other team’s keeper. So, obviously, you can’t have more shots on goal than shots on your box score at the end of the game. Remember, a shot that hits either post or the crossbar is NOT a shot on goal, unless it was deflected by the keeper and judged by the official scorer as a ball that would have crossed into the goal without the deflection.

Shots faced is another category that affects your team’s defensive backbone, the keeper. A keeper’s shots faced should equal the opponents goals plus your keeper’s saves.

Anything else is out of balance and incorrect. So, if Team A’s Jane Doe allows a goal and posts nine saves in a match, she faced 10 shots on the day.

The Own Goal - Own goals are rare, and you don’t think about them until that “uh-oh” moment comes in a match and you’re faced with entering them into the stat program. It’s pretty easy to remember, though. Enter a shot as if you were going to give it to a player, but enter “team” as the player taking the shot. This will credit your team with the goal and it will properly affect your opponent’s statistics, as well.

Fouls - The thing to remember is that we’re not playing basketball, here. A player can’t foul out, and in reality, you don’t even need to know numbers of fouls on individual players for your statistics to be official. Fouls are a team statistical category, and not an official individual statistical category. Another important fact to remember about fouls is that if your team is whistled for a hand-ball, it is a foul. However, offsides is not a foul, and neither is simply kicking the ball out of bounds.

Corner Kicks - When entering a corner kick, the time recorded should be the time the ball was put in play, not the time that the player began moving toward the corner to take the kick. This timing statistic really only affects corner kicks that result in a goal scored. You should check all of your goals that came off of corners at the end of the game to make sure it is noted in the box score that the goal came off of a corner kick.

Assists - If you’re scoring a game that features five goals scored, there’s a possibility that 10 assists occurred. Be careful about assists, though. Not every pass should count as an assist. By definition, “an

assist is awarded for a pass leading directly to a goal. Not more than two assists may be credited on any one scoring play. Each assist shall count one point in the player's statistical record."

The statistical manual gives a couple of more good tips about assists. "If a scoring play consists of two consecutive passes without a defender gaining control of the ball, two assists may be awarded, provided the second player does not have to elude a defender to make the final pass. Both passes must have a direct influence on the outcome of a goal scored. If the second player needs to elude a defender before passing to the goal-scorer, credit only that assist."

"No assist is awarded when a player gains control from the defensive team and scores," and, "A corner kick, throw-in or free kick leading to a goal each counts as a pass in awarding assists."

For further examples and interpretations from the NCAA, please click the link below

<http://www.ncaa.org/wps/wcm/connect/public/ncaa/resources/stats/m+soccer/statsmanuals.html>