

## Volleymetrics Statistics Explanations

Player Information Section	
Points (Points Generated By Player)	Number of points directly created by this player through Kills, Service Aces, and Block Stuffs.
Games Play Section	
GP (Games Played)	Number of games/sets that this individual played in within the dataset.
GP% (Games Played Percentage)	Number of games/sets that this individual played within the dataset divided by the number of games/sets that their team played within the dataset.
Attacking Section	
Att (Attack Attempt Count)	Number of attack attempts.
Ks (Kill Count)	Number of attack Kills.
Ks% (Kill Percentage)	Number of attack Kills divided by the number of attack attempts
Eff (Attack Efficiency)	$(\text{Kills} - \text{Errors} - \text{Block Stuffed}) / \text{Attack Attempts}$
Effic (Attack Efficacy)	Modification to the Efficiency calculation that accounts for how well the individual performs rally-continuing attacks: $(\text{Kills} + \text{Positive Attacks (P0)} - \text{Errors} - \text{Block Stuffed} - \text{Negative Attacks(M0)}) / \text{Attack Attempts}$
Es (Attack Error Count)	Number of attack errors.
Es% (Attack Error Percentage)	Number of attack errors divided by Number of attack attempts.
Bs (Block Stuffed Attack Count)	Number of attack attempts that are Stuffs Blocked.
Bs% (Block Stuffed Attack Percentage)	Number of attack attempts that are Stuffs Blocked

	by the opponent divided by Number of attack attempts.
FBSO (First Ball Side Out Phase Efficiency)	Attack Efficiency of the rallies beginning with a Reception.
TRANS (Transition Phase Efficiency)	Attack Efficiency of that individual on the rallies not beginning with a Reception
P0% (Percentage of Attacks that did not score but were positive)	Number of attack attempts that are rally-continuing but doesn't allow their opponent to attack on the next possession divided by Number of attack attempts.
M0% (Percentage of Attacks that did not score but were negative)	Number of attack attempts that are rally-continuing and allows their opponent to attack on the next possession divided by Number of attack attempts.
<b>Reception Section</b>	
Att (Passing Attempt Count)	Number of receptions.
Ind3 (Average Passing Grade (3 Point Scale))	Receptions are graded by location of the following set on a 3-point scale, 3 being the best 0 being an error. The average of all reception scores is displayed.
Ind4 (Average Passing Grade (4 Point Scale))	Receptions are graded by location of the following set on a 4-point scale, 4 being the best 0 being an error. The average of all reception scores is displayed.
GP (Good Pass Count)	Number of Good receptions (3 on a 3-point scale or 3 and 4 on a 4-point scale).
GP% (Good Pass Percentage)	Number of Good receptions divided by Number of receptions.
FBSO% (First Ball Side Out Percentage)	Team FBSO% when the reception is performed by the specified team or player.
E&OP% (Errors and Overpasses Percentage)	Number of Errors and Overpasses divided by Number of receptions.
R(1-6)% (Rotation 1-6 Good Pass	Good Pass Percentage within a specific

Percentage)	rotation.
J (Jump Serve Reception Count)	Number of receptions occurring after an opponent Jump Serve/ Jump Spin Serve.
J% (Jump Serve Good Pass Percentage)	Good Pass Percentage occurring after a Jump Spin Serve.
JF (Jump Float Reception Count)	Number of receptions occurring after a Jump Float Serve.
JF% (Jump Float Serve Good Pass Percentage)	Good Pass Percentage occurring after a Jump Float Serve.
SF (Standing Float Serve Reception Count)	Number of receptions occurring after a Standing Float Serve.
SF% (Standing Float Serve Good Pass Percentage)	Good Pass Percentage occurring after a Standing Float Serve.
<b>Serving Section</b>	
Att (Serve Attempt Count)	Number of Serve attempts.
Ind3 (Serving Efficiency (3 Point Scale))	(3 - Average Passing Grade) (calculated above) for all Receptions after this individual Serves.
Ind4 (Serving Efficiency (4 Point Scale))	(4 - Average Passing Grade) (calculated above) for all Receptions after this individual Serves.
Aces (Ace Count)	Number of Service Aces.
Aces% (Aces Percentage)	Number of Service Aces divided by the number of serve attempts.
Err (Serving Error Count)	Number of Service Errors.
Err% (Serving Error Percentage)	Number of Service Errors divided by the number of serve attempts.
PS% (Point Scoring Percentage)	Number of serves that result in the team winning a point divided by number of serve attempts by that individual.
E:A (Error to Ace Ratio)	Number of service errors divided by number of service aces.

OppR% (Opponents Good Pass Percentage)	Number of Serves that result in their opponent performing a Good Pass, as described above, divided by Number of Serve attempts.
<b>Block Section</b>	
STFs (Block Stuff Count)	Number of block stuffs.
T (Block Touch Count)	Number of block touches.
T% (Block Touch Percentage)	Number of block touches divided by number of attack attempts by opponents.
GT (Good Block Touch Count)	Number of block stuffs plus number of block touches that result in their team being able to attack in that possession.
GT% (Good Block Touch Percentage)	Number of good block touches divided by number of block attempts.
E (Block Error Count)	Number of block errors.
E% (Block Error Percentage)	Number of block errors divided by number of block touches.
<b>Defense Section</b>	
Touched (Touched Count)	Number of dig attempts.
T% (Touched Percentage)	Number of dig attempts divided by number of dig attempts for that team.
Digs (Digs Count)	Number of dig attempts that resulted in another touch.
Digs% (Digs Percentage)	Digs Count divided by Touched Count
CRT (Digs that Result in an Attack)	Number of dig attempts that result in their team being able to attack in that possession.
CRT% (Percentage of Digs that Result in an Attack)	CRT divided by Touched Count

CNT (Digs that Result in Point)	Number of Dig attempts that result in their team being able to attack and make a Kill in that possession.
CNT% (Percentage of Digs that Result in Point)	CNT divided by Touched Count

## Scoring Tab

Row Labels	
FBSO	Percentage of times that the team wins the point on the possession following an opponent's serve.
SO	Percentage of times that the team wins the point when their opponent serves.
FBPS	Percentage of times that the team serves and wins the rally with their first attack or before that.
ModSO	Percentage of times that the team wins the point after receiving a serve (excludes service errors which are included in the SO calculation).
PS	Percentage of times that the team wins the point when they serve.
DIFF	Point Differential between the team and their opponents.
Column Labels	
R (1-6)	Calculations are performed when the team is in that specific
TOT	Calculations are performed on all the data.

0-10	Calculations are performed when the team has 10 points or less.
10-20	Calculations are performed when the team has greater than 10 points but less than 20 points.
20+	Calculations are performed when the team has greater than 20 points.
Set	Calculations are performed on Set Point data.
Match	Calculations are performed on Match Point data.
Tie	Calculations are performed when the two teams are tied.
Up	Calculations are performed when the team is leading.
Down	Calculations are performed when the team is losing.
< 2 >	Calculations are performed when the two teams are within two points.
After TO	Calculations are performed on the rallies after timeouts.
G (1-5)	Calculations are performed when the team is playing in that specific game/set