

Attacking:

Mark the result of every attack. Attacks can be Spikes, Tips, Roll-shots, Setter dumps, even sets! As attack is any play on the ball that is aggressively played for offense. The marks are as follows:

- **Kill** – The attack wins us the point by either hitting the ground, forcing a blocking error, or touching an opponent and continuing out of bounds. Do not mark a kill if the opposing setter has time to make a play on the ball and makes an error, but do mark a kill if our attack forces her to make an error.
- ⊖ **In Play** – Mark this when our attack is played up by the opposing team.
- ⊕ **Attacking error** – Mark this when the attacking player makes an error while attacking the ball. Errors include hitting a ball out of bounds or into the net, being called for touching the net while attacking, or being called for an illegal play while attacking (lift). You must discriminate between attacking errors and setting errors – if you're not sure, ask Coach. Generally, if the player had a reasonable chance of getting the ball over the net but didn't, it's an attacking error.

Setting:

Mark the result of every set, including sets made by players other than our setter and bump-sets. The marks are as follows:

- **Assist** – Mark this when the set leads to a kill. See “kill” under the attacking section.
- ⊖ **In play** – Mark this when the player's set leads to an “in play” attack.
- ⊕ **Setting error** – Mark this when the play ends due to a setting error. Errors include being called for an illegal set, setting a ball that is not reasonably attackable for our player and ends the play (set is way too far outside or set beneath the height of the net). You must discriminate between attacking errors and setting errors – if you're not sure, ask Coach.

Blocking:

Mark a block only when the block itself ends the play. **Do not mark** it as a block if the ball comes off of the block and is played up by either team! The only time a block is marked is when the block ends the play. Mark the blocks as follows:

- **Solo Block** – Mark this when there is only 1 blocker up in the area and they block the ball down to the opponent's side of the court for a point.
- ⊖ **Block Assist** - Mark this for each player when there are 2 or more blockers up in the area and we block the ball to the opponent's court for a point. Even if it is obvious that the ball only contacted one player's hands, as long as there are 2 or more blockers up it is an assist.
- ⊕ **Blocking Error** – Mark this when a player makes a blocking error. A blocking error can be when a player is called for touching the net, a player blocks the ball out of bounds, a ball is drained between the player and the net (on our side), or if the player touches the antenna (out of bounds). This is only marked for the blocker who caused the loss of point.