**SERVE**

* **Good** – playable ball
* **Ace -** Serve resulting directly in a point
	+ Untouched/ shanked pass by opposition or violation by opposition
* **Error -** Loss of rally from serve
	+ Hits net/ out of bounds
	+ Foot fault/ out of rotation

**ATTACK** - Ball is spiked, set tipped, or overhead contact

* **Attempt -** Ball is spiked, set tipped, or overhead contact – **NOT** resulting in point
* **Kill -** Un-returnable hit - Leads to a point / side out
* **Error -** Net/ out of bounds/ 4 hits/ antenna/ illegal contact/ blocked by opposition

Nothing is recorded for “non-attacking” return of the ball:

* + Overpass
	+ Free ball over net to keep ball in play
	+ Bad set and player keeps ball in play

**SET -** Person who passes, sets or digs the ball for another player to attack

* **Assist** – leads to a kill – results in a point
* **Attempt** - Set ball does **NOT** resulting in point
* **Error** - ball handling error – double hit.

**BLOCK -** Blocking ball into opponent’s court **leading to point**

* **Solo -** 1 blocker blocks the ball
* **Assist** >1 player blocks the ball
	+ All players get the assist
* **Error -** Official calls blocker for violation **-** Net/ line violation/ reaching over net

**DIG –** receive an attacked ball

* **Dig** - Receive attack ball that is kept in play
* **Error -** Double hit/ thrown ball/ lifted ball

**SERVE RECEIVE**

* **Playable –** ball is kept in play
	+ **3** – Great pass – setter is able to set any attacker
		- 5-10 ft off net, right side
	+ **2** - OK pass - setter is able to get to the ball
	+ **1**  - Kept in play
		- Ball can be played by someone other than setter
		- Ball returned over net
* **Error –** Results in loss of point **-** No pass/ pass not kept in play by team