September 27, 2023

Dear Athletic Directors and Volleyball Coaches,

I hope this letter finds each of you settled in to this fall season. As the weather is becoming a little cooler and the days shorter the volleyball season is getting into full swing. I wanted to touch base with you all to provide the details for this year's VISAA Volleyball State Tournament.

Below are the dates for the 2023 VISAA Volleyball State Tournament.

Quarterfinals	Tuesday, November 7th	at higher seeds
Semifinals	Thursday, November 9th	at higher seeds
Finals	Saturday, November 11th	at The Steward School

Division III – 10:00am
Division II – 12:00pm
Division I – 2:00pm
Division IV – 4:00pm

Tournament play will consist of the top eight teams playing four quarterfinal matches at the higher seed.

Just a reminder only member schools of VISAA are eligible to participate in the state tournament. Once your school has registered and paid membership dues you will guarantee that your team is consideration for weekly polls, post-season tournament play, and individual All-State honors. Not all teams will be considered for post-season play.

This being the second year of the two-year cycle, schools will play in the same division as last year based on the enrollment number submitted to the VISAA in September 2021. The divisional breakdowns are:

Division I – more than 161

Division II – 76 – 160

Division III – 47 – 75

Division IV – fewer than 46

Beginning Tuesday, October 3rd the volleyball committee will publish their weekly poll of the top teams in each of the four divisions. An email will also be sent to the distribution list. To remain eligible for consideration teams must maintain their schedules and results in the MaxPreps website (www.maxpreps.com). If a team fails to report their scores for two weeks they will be notified and removed from consideration for ranking and post-season play.

The schedule and results on MaxPreps need to be a complete picture of each team's games. Please include all competitive matches in which there was a decisive winner. Preseason, tournament, and non-conference matches should all be included regardless if they were decided 3-out-of-5 or 2-out-of-3. The VISAA Volleyball committee will be voting for poles on Sundays so please try to have your updated scores posted before then. The committee will be using the following criteria to determine their weekly selections:

- Win-loss record
- Head to head results
- Record against common opponents
- Strength of schedule
- Results with divisional ranked teams
- Weekly reports by committee members on teams they have been assigned to watch

Sunday, November 6th will be the final poll of the season and will include tournament pairings. In determining the seeding of the tournament teams, if possible additional consideration will be given to minimize team travel and avoid conference match-ups in the first round.

If you have any questions, please refer to the Sports Guidelines located on the VISAA website in the members only section. Should your school be chosen to host a post-season game the hosting procedures can be found on the VISAA website in the sports guidelines.

Attached to this letter you will find the official definitions for stats. Please pass these definitions down to your coaches/statisticians to ensure all stats are being kept fairly.

Please feel free to email me if you have any questions or concerns. In the coming weeks you will receive additional information about the state tournament. For postseason play, the VISAA uses Wilson i-Cor High Performance balls (WTH7700XRWB) if you want to use the same ball during your regular season play.

Sincerely,

Jessica Brock

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VISAA Volleyball State Committee:

Jessica Brock	Isle of Wight Academy
Kyle Bowman	Timberlake Christian School
Sam Farrar	Paul VI Catholic High S
Summer Jones	Virginia Episcopal School
Eric Plumlee	Stonebridge School
Jeff Shaeffer	Fredericksburg Christian School
Steve Van Huss	Trinity Episcopal School
Becca Fritz	Southampton Academy
Jeanne Short	Cape Henry Collegiate, Executive Board Liaison
Donna Satterwhite	Sports Committee Director

General		
Header	Name	Description
SP	Sets Played	Total number of sets played
Serving		
Header	Name	Description
A/G	Aces Per Game	Aces/Game Played The average number of aces acquired during a game over the season.
Ace %	Aces/SA	The ace percentage is the total aces divided by the total service attempts. Ace percentage is only counted when/if serve attempts are recorded.
SA	Service Attempts	Total number of service attempts for the game (season). A service attempt is given any time a player attempts to serve the ball or when a player is given a Service Ace or Service Error. A service attempt should also be assigned to a player who – because they were out of rotation – did not serve, but should have served.
A	Aces	Total number of service aces during the game (season). A service ace is awarded when a serve results directly in a point. An ace is also awarded if the receiving team is out of rotation or commits a lift or carry on the first touch.
SE	Service Errors	Total number of service errors during the game (season). A service error is given when the serve lands out of bounds, does not go over the net, or hits the antenna. A service error is also given if the server commits a foot fault, takes too much time or serves out of rotation (given to the player who should have been serving).
PTS	Rotation Points	Total number of points scored by the team while this player was serving. This stat is used to measure a team's effectiveness in each rotation; however, it is not very insightful unless the rotation (line-up) remains consistent. A rotation point is awarded each time this player serves and the team wins the rally.
A/S	Aces Per Set	The average number of aces per set.
Serv %	Serving Percentage	Serving Percentage (A/SA = Serv %)
Attacking		
Header	Name	Description
K/G	Kills Per Game	Kills/Games Played The average number of kills acquired during a game over the season.
H%	Hitting Percentage	(Kills – Errors)/ Attempts The hitting percentage is the total game (season) kills, less any hitting errors, divided by the total hitting attempts during the game (season).
K%	Kill Percentage	Kills/Attempts The total kills divided by the total hitting attempts for the game (season).
ATT	Attack Attempts	Total number of attack attempts during the game (season). 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 in the attempt.

K	Kills	Total number or kills acquired during the game (season). A kill is awarded to a player any time an attack is unreturnable by the opposing team and is a direct cause of the opposing team not returning the ball. A kill is also awarded to the attacker any time the opposing team commits a blocking error. Any time a kill is awarded, an attack attempt must also be awarded.
E	Attack Errors	Total number of attack errors during the game (season). An attack error is given any time a player hits the ball out of bounds, into the antenna or into the net. An attack that is blocked and not returned by the attacking team is also an attack error. An attack error is also given if the player commits a net foul, center line violation, lift, carry, or backrow attack. An attack attempt must be given every time an attack error is recorded.
K/S	Kills Per Set	The average number of kills per set.

Serve Receiving

Header	Name	Description
SRG	Serve Receptions/Games Played	The average number of serve receptions successfully completed per game.
R	Service Reception	A service reception is awarded when a player continues play by successfully passing a served ball and the pass does not results in a kill (an overpass) or lead directly to a kill by a teammate (this would be an assist).
RE	Service Reception Error	A service reception error is given to a player when the serve hits the floor in the area of the player or if the player passes the serve but it cannot be kept in play by a teammate. A service reception error is also given if the player lifts or carries the served ball on the receiving team's first contact.
R/S	Receptions Per Set	The average number of receptions per set.
R/M	Receptions Per Math	The average number of receptions per match.

Blocking

Header	Name	Description
B/G	Blocks Per Game	Total Blocks / Game Played The average number of blocks during a game throughout the season.
B	Total Blocks	Solo Blocks + Assisted Blocks This number is automatically calculated when solo and assisted blocks are assigned – or it may be manually entered if the coach/statistician does not record solo and assisted blocks separately.
BS	Block Solos	Total number of solo blocks during the game (season). A solo block is awarded a single player blocks the ball into the opposing team's court leading directly to a point. The blocker must be the only blocker attempting to block the ball. Simply making ball contact that does not result directly in a point during a block attempt should NOT be recorded as any kind of block. This is commonly referred to as a "touch" and is not currently tracked by MaxPreps.
BA	Block Assists	Total number of assisted blocks during the game (season). An assisted block is awarded when two or three players block the ball

		back into the opponent's court for a point. Each player attempting to block receives an assist even if it is obvious that only one player actually makes contact with the ball. Simply making ball contact that does not result directly in a point during a block attempt should NOT be recorded as any kind of block. This is commonly referred to as a "touch" and is not currently tracked by MaxPreps.
BE	Block Errors	Total number of blocking errors during the game (season). A blocking error is assigned when one of the players attempting to block is called for a violation by the referee during a blocking attempt. Generally this occurs when the blocker commits a new violation, crosses the center line, reaches over the net, lift/carries the ball or attempts to block from the back row.
B/S	Blocks Per Set	The average number of blocks per set.

Ball Handling

Header	Name	Description
A/G	Assists Per Game	Assists/Game Played The average number of assists during a game throughout the season.
BHA	Ball Handling Attempts	The total number of ball handling attempts.
AST	Assists	A player is awarded an assist whenever that player passes, sets, or digs the ball to a teammate who attacks the ball for a kill.
BHE	Ball Handling Errors	A ball handling error is a call made by the referee that ends the play. Generally this is a double, lift, carry, etc.
Ast/S	Assists Per Set	The average number of assists per set.

Digging

Header	Name	Description
D/G	Digs Per Game	Digs/Games Played The average number of digs during the game (season).
D	Digs	Total number of digs during the game (season). A dig is awarded when the player passed the ball that has been attacked by the opposition. When an attack is blocked back into the attacker's court, a pass of the blocked ball is NOT considered a dig. Passing a "free ball" (ie-a ball played over the net by an opponent simply attempting to "keep the ball in play" – not score a point) should NOT be recorded as a "dig".
DE	Digging Errors	Total number of dig errors during the game (season). A dig error is given when an attacked ball hits the floor within the area of the player or the player passes an attacked ball that cannot be controlled and returned to the opposing team.
D/S	Digs Per Set	The average number of digs per set.