

# SOFTWARE FOR THE SCOUTING AND ANALYSIS OF VOLLEYBALL MATCHES



## MEDIA

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# 1 CHAPTER ONE

## 1.1 HANDBOOK STRUCTURE

This handbook is created to assist the user step by step through the different functions of the DATA VOLLEY 2007 MEDIA software.

The handbook has been divided into three separate chapters:

### CHAPTER ONE: SOFTWARE INTRODUCTION

Following a short paragraph on the changes in this new 2007 version, this section defines the logical program criteria: starting from the statistic survey, it describes the windows and the codes used by the software. It then describes the code composition and the personalization of the various functions.

### CHAPTER TWO: DATA VOLLEY 2007 MEDIA MENUS

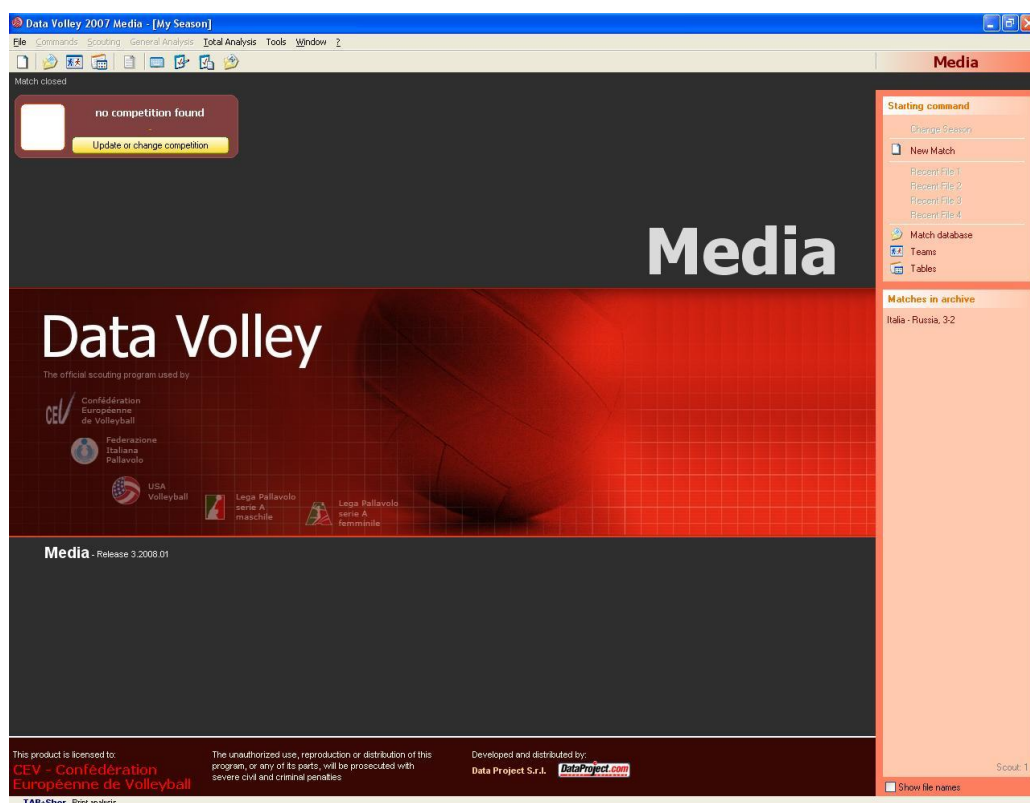
This section covers all the menu functions one by one, with cross references in order to help the user to look for specific functions.

### CHAPTER THREE: PRACTICAL SURVEY EXAMPLES

This section will give some examples of the basic steps: preparation of the match files, creating teams, practical examples of scouting with different levels of difficulty.

**CHAPTER FOUR:** explains the use of the MEDIA TOOLS in order to download the rosters, the logo, the pool/phase and all additional information. This section will also cover how to connect to live score and send the statistics to the server of the Federation.

Thank you for choosing the expertise and completeness of DATA VOLLEY 2007 MEDIA.



## 1.2 UPDATING DATA VOLLEY 2007 MEDIA FROM THE INTERNET

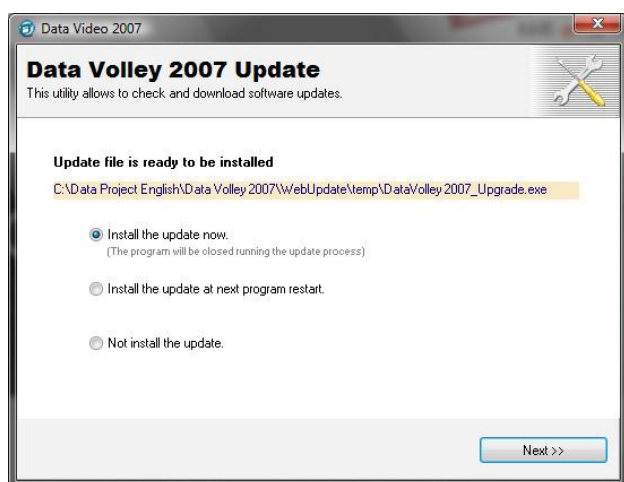
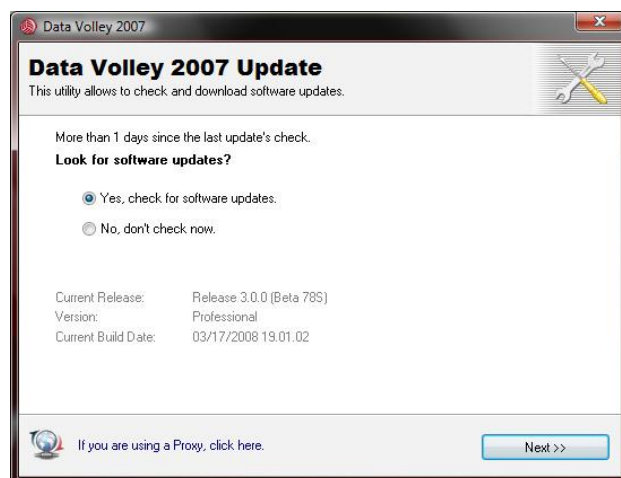
You can automatically check for new releases and updates by using the relative function in the program. Just click on “?” from the menu bar and select search upgrade on the web.

A confirmation window will appear: if you are connected to the internet and you activate the procedure, the program will automatically check for new updates and will proceed with its download if necessary.

When the download is complete, or when restarting the program, you will see the following window:

By confirming the selection you will run the automatic update.

We advise to run the above procedure frequently.



## 1.3 HARDWARE CONFIGURATION

Minimum requirements for the use of DATA VOLLEY 2007 MEDIA:

laptop or desktop PC

RAM 512 MB memory (we suggest 1 GB)

You must have either Windows® XP or Windows® Vista.

For all programs that run in a Windows environment, a powerful processor (we suggest Intel Dual Core Duo) and more RAM (1 GB or more) allow the program to work better and faster.

The software and the hardware key have been tested on Mac computers with Intel Processor with a Windows partition; running Windows for Mac using either Parallels Workstation® or Boot Camp®.

## 1.4 STATISTICAL SCOUTING USING DATA VOLLEY 2007 MEDIA

The statistic data scouting through the DATA VOLLEY 2007 MEDIA Software allows you to quickly transform what you see (the general skills performed by the players) into a standard code that is then analyzed by the computer.

Basically, the statistic scouting represents a structured model for describing the game in order to become a valid and significant support when making team and game decisions.

The main advantages of using a model for the description are: abstraction, summary, low price and rapidity. These features lead to the primal objective of the statistic data scouting: objectiveness.

Following the statistical scouting the data can be used as follows:

- during the match as decision making support and to verify the game plan used (constant check on the players performance, acknowledgement of the opponents deficiencies, distribution of the setters, direction of the attacks and many other)
- before the match for the match plan preparation (through the analysis of the individual and of the opponent team performance, the distribution of the players in each situation and rotation, the direction of the attacks and of the serves).
- during training as additional support to aimed sessions (for example: improving the weak rotations of the team; effectiveness of each attacker; behaviour of the setter in specific situations).

DATA VOLLEY 2007 MEDIA is structured in two main parts: the scouting and the analysing of data.

The next paragraphs will give a detailed description of the scouting structure of DATA VOLLEY 2007 MEDIA to allow you to understand the way the software works in order to use it at its maximum potential.

The new version of DATA VOLLEY 2007 MEDIA is used worldwide and this has guaranteed a simple, quick and user friendly approach to the scouting of statistical data allowing it to be used by experts and non. The software has been developed in a simple and uniform way.

DATA VOLLEY 2007 MEDIA is not only for technical staff and coaches but it can be used by anyone interested in volleyball and interested in becoming a scout man an activity that has now become a popular in the volleyball world. The scout man can now be found in all games, regardless of the game level, and is considered a high focus figure for all the teams.

This handbook guarantees step by step instructions for novices and can also be used by those who want to deepen their knowledge of certain aspects or simply need to check certain procedures.

We suggest you go through the handbook whilst using the program in order to follow each part step by step, we know practise makes perfect so the more you practise the more familiar you will be with the program.

## 1.5 PERSONALIZATION

One of DATA VOLLEY 2007 MEDIA main features is that you can totally personalise the program.

Upon installation the program is set with the default parameters that coincide with the general scouting standards used by FIPAV (Italian Volleyball Federation).

This allows you to start using the program immediately allowing you to modify and personalise the settings according to your needs once you are familiar with the program.

The default parameters can be found in the Tables and Tools menu. To modify these parameters refer to the relevant paragraph.

This handbook refers to all the default parameters and settings defined in the software for an easier understanding of the program.

## 1.6 SOFTWARE VERSIONS

DATA VOLLEY 2007 is available in different versions for commercial use:

**LITE** version: it is the basic version, generally used as a demo version and has limited analysis and scouting functions. For example you can only scout one team and the analysis phase is limited to Player, Skill and Rotation.

**BASIC** version: the scouting phase is complete for both teams but you can only perform "standard-basic" analysis: for player, skill, rotation, zone and limited analysis for direction and attack combinations represented by graphs.

**PROFESSIONAL** version: is the complete version that allows you to use all the advanced functions, create personalized analysis, spreadsheets, graphs used to describe the trajectory of the attack and much more.

**MEDIA** version: used for services to the Federation.

The following table lists the functions that can be found in each version.

	PROFESSIONAL	BASIC	LITE
<b>SCOUTING</b>			
Scout both teams	✓	✓	
Time code creation for video sync	✓	✓	
Attack combinations	✓	✓	
Setter call	✓		
Extended Code	✓		
Attack by Cones	✓		
Media player videos	✓		
Trajectory tracing using the mouse	✓	✓	
<b>ANALYSIS</b>			
Player analysis	✓	✓A	✓AS
Skill analysis	✓	✓A	✓AS
Rotation analysis	✓	✓A	✓AS
Zone analysis	✓	✓A	
Direction analysis	✓	✓A	
Score analysis	✓	✓	✓AS
Print match report	✓	✓	
Print Play by play	✓	✓	✓
Action detail	✓	✓A	✓A
Print sequence	✓	✓	
Combination analysis	✓		
Spreadsheet	✓		
Distribution sequence	✓		
Setter call distribution	✓		
Analysis using graphs	✓	✓	
Video Composition	✓		
Print Composition	✓		
Effect analysis	✓		
Total analysis	✓	✓	✓
Statistical match report	✓		
Creation of Html roster	✓	✓	
Client module for the bench	✓		
On-line results	✓		
<b>GENERAL</b>			
Print preview and print on pdf file	✓	✓	✓
Evaluation window	✓	✓	
Codes list	✓	✓	
Point effect window	✓	✓	
Analysis for both teams	✓	✓	
Export scout	✓	✓	
Password	✓	✓	
Data sharing using DV Scoreboard*	✓		
Season organizing	✓		

\* can be purchased separately

✓ = PRESENT

A = ADVANCED ANALYSIS NON ENABLED

S = ANALYSIS CANNOT BE SAVED

## 1.7 INTRODUCTION TO THE CHANGES IN DATA VOLLEY 2007 MEDIA

DATA VOLLEY 2007 MEDIA version was developed to satisfy our client's growing demands for the deeper study of the matches allowing him to perform an extraordinary specificity of analysis.

For the clients that have been using the previous version of DATA VOLLEY 2007 MEDIA here is a list of the main changes in the 2007 version that will be covered in further detail in this handbook.

### 1.7.1 GENERAL CHANGES

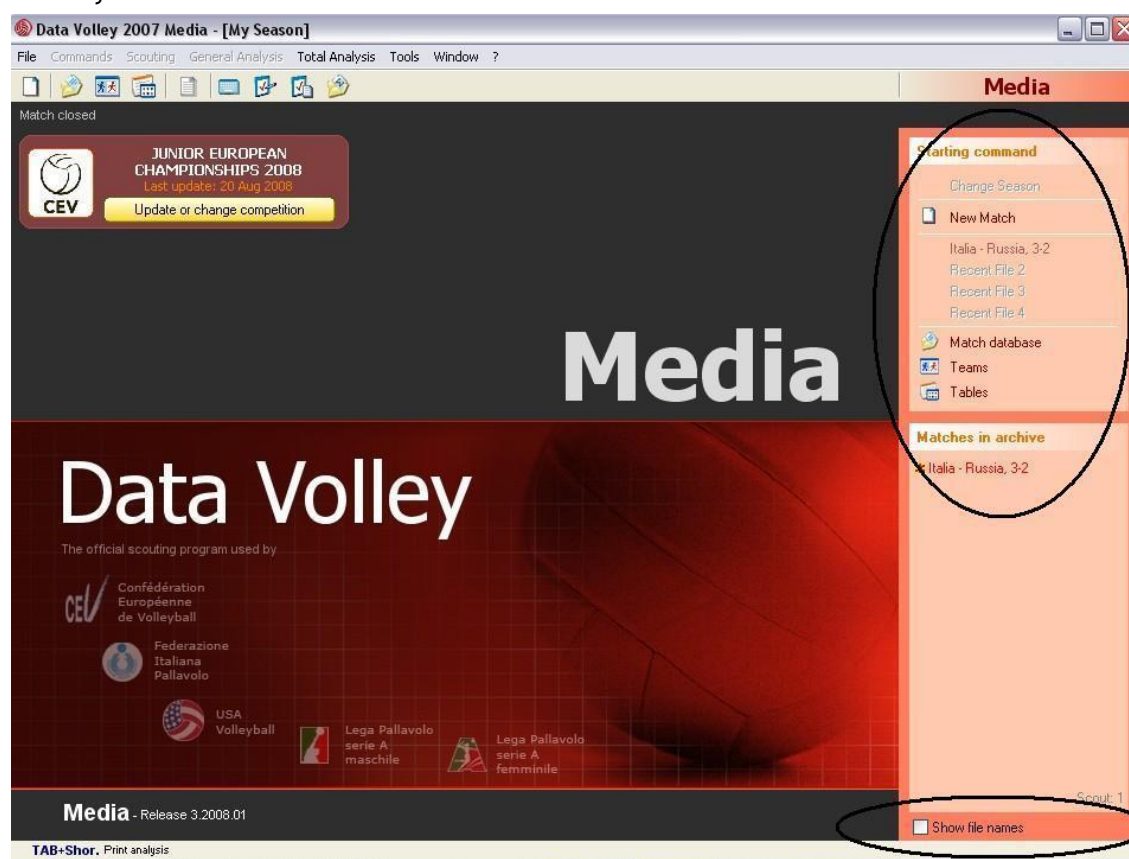
New logical organization of the Contents

The work interface has been simplified and reorganized to achieve a better understanding of the operations and to become user friendly.

In particular, when launching the program the last scouted match will not appear, instead a menu will appear on the right hand side of the screen enabling you to decide what to do.

From this screen you will be able to select various options:

- change Season (when you launch the program the Season that was used during the last visit will open automatically).
- Starting a New match
- Open a previously created match from the Match Database



- Modify the Team Database and the Tables (compound codes, attack combinations, setter calls, etc.) in the current Season.

On the bottom part of this window you will find "Show file names", by choosing this option instead of the name of the matches in the current Season (team1-team2 - result), the names of the saved files will appear.

This function can be useful when there are several matches for the same two teams. In this case it is easier to identify the matches by file name and not by name or match result, to avoid confusion.

One of the important changes in this version concerns the opening of a match previously stored in the database.

When choosing a match from the database, the program will load the match but it won't direct you automatically to the scouting section as it did in the previous version.

This window will appear when you open a match and the desired analyses can be performed using the relative menu.

In the left hand corner you will find two options relative to the active match:

- Modify scouting
- Close match

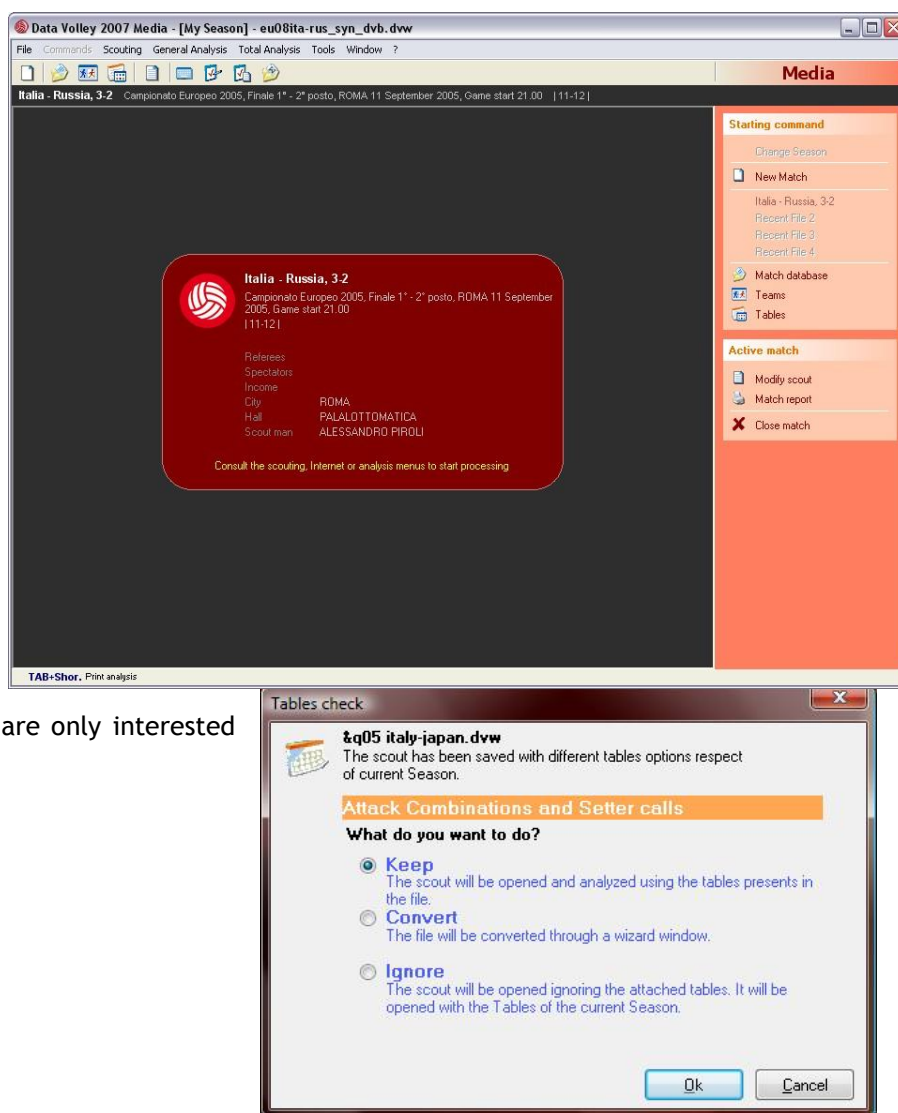


If you choose to modify the scout a window will open up with the information from the previously closed scout and you will be able to continue or amend the scouting.

This version also includes the charts with the information that has been used for the scouting. This helps the scout exchange with other users that don't necessary use the same scouting parameters.

When opening a match the tables attached to the scout have to be checked to make sure they are compatible with the ones of the current Season. Should they not be compatible, a request will appear where you will be asked to keep the information, launch a converter or ignore the attached tables.

The file will be processed in analysis taking into consideration the selected tables. This will allow you to process another user's file without having to adjust the parameters, if for example you are only interested in a few simple statistic analyses.



### Improvements to the connections on the bench (only in PROFESSIONAL Version)

It is possible to connect more than one client station at the same time allowing all to receive the information in real time from the scout-man without having to use the TRASM command. This innovation will allow you to use different client stations for journalists, television commentators, the bench and DV Scoreboard.

It will be possible to connect a client station to an assistant scout-man who will be able to integrate the information inserted by the main scout-man in real time (i.e. attack directions or the new codes regarding a setter call).

A **Reader** version is also available with limited analysis functions. This version does not require the use of a smart key.

### Automatic update and automatic download

### 1.7.2 INTERFACE AMENDMENTS

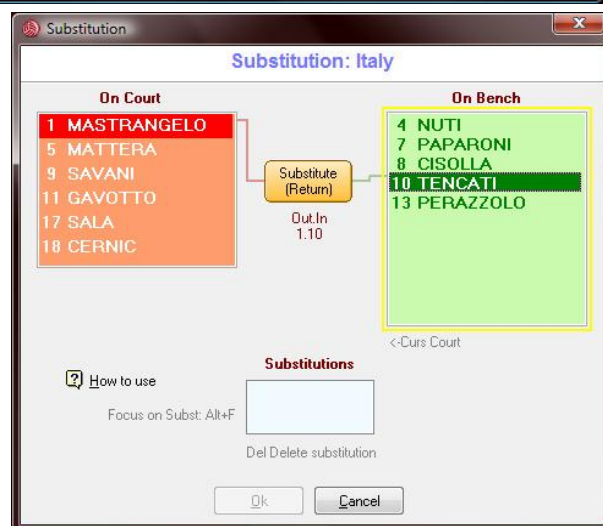
Important amendments to the interface have helped create a quick and user friendly environment for the old and new users of the software.

Creation of a totally visual and user friendly interface

Several program functions have been changed in order to include, as an alternative to the old method, several windows where the user can interact directly by using the on screen buttons and the mouse.

- Inserting and displaying the Starting Line up in a set using a specific window. Using the mouse you can either drag and drop a player into the correct court position or you can double click on each player in the list without having to use the LINEUP command.
- We have added function buttons in the Scoreboard windows in order to use certain functions without having to refer to the command panel (Substitutions, Timeout, rotation + and -, setter in court, points + and -). For information regarding these functions please see the paragraph relating to Program windows.

This is the new window used to facilitate substitutions.



#### Automatic Caps Lock:

The typed digits will automatically appear in uppercase when necessary without having to use the Caps Lock key or the shift bar.



#### Improvements to the "undo" and "end rally" buttons

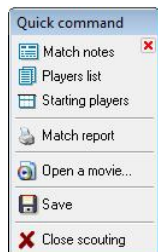
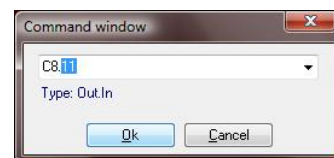
This function is now available as a BUTTON in the scouting window and allows you to cancel the last code entered in one simple click.

Another new feature is the function that allows you to retrieve (by cancelling the action using the undo button) the previous situation (where you will find the last code entered before clicking the end rally button) whilst positioned in the same scouting window in order to check and modify any errors that may occur.

### Auto completion in the command window:

By typing the first few digits of a command in the Command Window field, the software will automatically complete the command for you.

By typing the command "C" when closing a substitution, the software will suggest the player that previously left the court.



### Window displaying the main scouting commands.

Next to the scouting window a separate window will appear called quick command where you will find the most frequent commands used during a scout.

This window allows you to choose the relevant command using this menu without having to use the command menu or the command window.

### Improvement to the display of the information inside the codes list window

Due to the increase of the number of scout codes, the codes list window has been made more schematic and easier to consult. Code checks will therefore be easy to run.



## 1.7.3 SCOUT AMENDMENTS

We have had many requests from our expert users regarding the amendments to the scouting procedures. With the new DATA VOLLEY 2007 MEDIA every action can be scouted to guarantee a subsequent detailed and in depth analysis.

### Internationalization of the scout codes

All codes will now be in English to avoid problems with the translation of the scout codes.

### Substantial increase in the scouting specificity

The new codification guarantees an extraordinary scouting specificity given by the new advanced and extended codes:

- insertion of Free Ball skills and Super and Quick ball types;
- Ball type L has been removed (backrow attack) because it is automatically generated by the position of the player on the court;
- Introduction of the possibility of scouting the advances characteristics (see below chart).

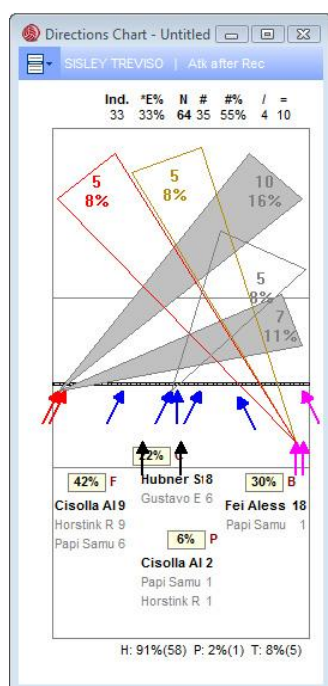
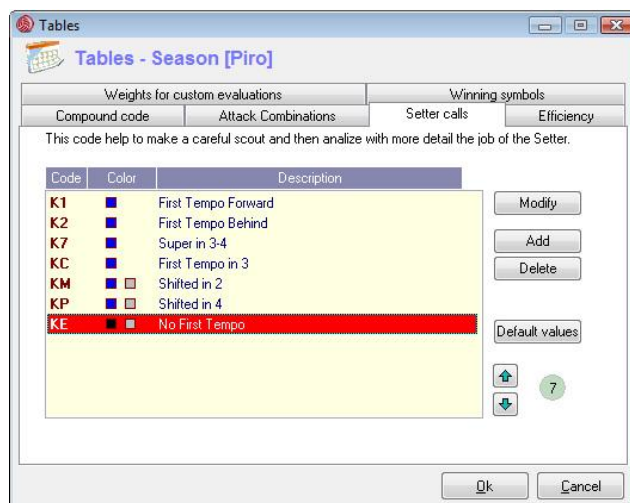
### Numbering from 0 to 99

The number of the home or away players can go from 0 to 99. The code must now have a prefix relating to the team, \* (home) or a (away), and you won't have to change the original number sequence contrary to the previous version where the away team numbers had to be increased by 50.

### Introduction of the codification of the setter calls (only in PROFESSIONAL Version)

It is possible to codify, in a specific window, the setter calls, outlining the movements of the middle blocker. It will be possible to study where exactly the setter will set the ball following a specific call out to the middle blocker and following the type of reception (according to the court position it is coming from). This kind of analysis will help to study the typical behaviour of each setter during different game situations in order to foresee the tactics of the opponent team.

This type of code can be inserted by an assistant scout-man from a client work station

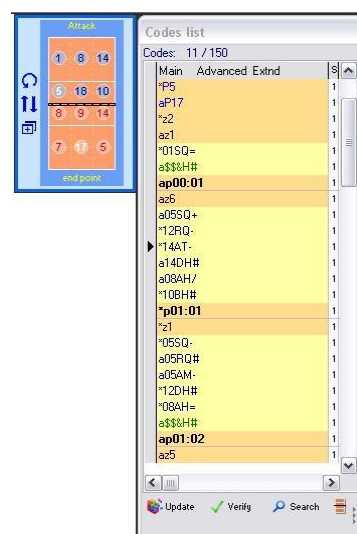


### Scouting of the cones as landing zones of an attack (only in PROFESSIONAL Version)

Previously the court was divided into nine zones in order to scout the landing zones of the attack, the new version allows you to scout using cones (diagonal, sharp diagonal, parallel and so on).

### New window displaying the corresponding rotation

By clicking on each code in the codes list, a window will appear representing a court displaying the rotation corresponding to that particular action. This way it will be possible to trace beforehand, step by step, the trajectories (3 points) of serves and attacks, and the single trajectories of every action.



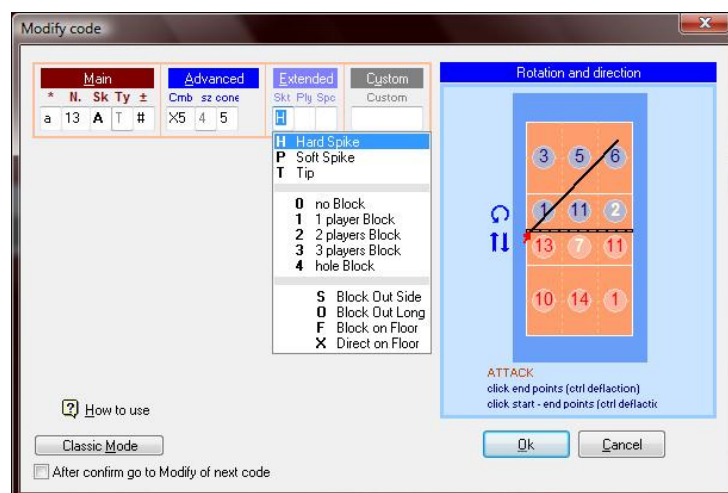
### Integration of scout codes from a client station (only in PROFESSIONAL Version)

Attack and serve trajectories, reception position, set position, number of receivers and so on can all be integrated, action by action can all be integrated, action by action, in a main scout program by an assistant positioned at a client station.



### Window for changing scout codes after the event (only in PROFESSIONAL Version)

We have developed several facilitations for the correct modification and integration of the codes scouted after the match. The insertion wizard is simple and intuitive and allows the codification of the exact coordinates of the main actions in the game court.



### Addition of media player to view a video of the match (only in PROFESSIONAL Version)

You can now open a video of the game directly in the DATA VOLLEY 2007 MEDIA screen thanks to the addition of a media player. This will allow you to quickly access and view the video after the match in order to check or modify the scout, or alternatively scout a new match.



### 1.7.4 CHANGES TO THE ANALYSIS PROCEDURES

Following the increase of scouting operations, we have also increased the analysis operations.

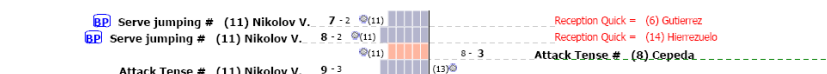
Additions to the analysis operations:

- The action filter rules are now 5;
- There are no restrictions on the various rotations (home - away) that can be analyzed;
- You can now choose the players to place on the court;
- We have introduced an analysis section for won set, lost set, point phase or Side out(change ball);
- You can now choose more than one element at the same time, combining one or more Player, Set and Rotation;
- Revision and improvement of many types of analysis, for example: in the reception analysis, the report for the server for every type of reception; in the Direction Analysis the set point can now be analyzed, etc..

Before printing, all types of analyses can be previewed and saved in a PDF format file.

### Improved Play by Play analysis

In the play by play analysis the information is obtained straight away and we have added a graph showing the point difference between the two teams.



### Organising an analysis

The analysis can be organised by the number of the player, by the team position, by alphabetical order, etc.

### Improvements to the Worksheet (only in PROFESSIONAL Version)

We have applied the following changes to improve the spreadsheets in the program:

- introduced a user friendly interface for dealing with the cell properties and the statistical formulas;
- increased the analysis possibilities of the statistical functions overtaking the previous restrictions on the player rotation analysis;
- added the definition of a group of cells developed for the players of the team;
- easy input of the macros, team name, player, set, score and number of sets played by the player;
- improved the insertion and the definition of formula procedures;
- added a button that elaborated the spreadsheet directly in the Editing phase;
- increased the number of columns to 52;
- new formatting functions have been added such as Cell merge, Auto size, highlighting of values within a certain range, etc.;
- possibility of adding an image;
- Mathematical operations can be performed using the cells: addition, compute the average, standard deviation, etc.

### New analysis “Distribution of setter calls” (only in PROFESSIONAL Version)

This is the analysis given by the scouting of a setter call. It allows you to view different courts for each setter call you have chosen. A graph will show the movements of the middle blocker and the trajectories of the performed attacks.

### Possible changes to the combination codes (only in PROFESSIONAL Version):

We have added a function that allows you to change the combination codes. This function can be found in the tools menu. It is now possible to save the selected associations. Thanks to this new function you will have a file of associations for a team and return to them when necessary.

In the Client version we have added an analysis predisposition to elaborate a simplified statistic screen for the television commentator and the press.

**PLEASE NOTE:** All changes made in the new DATA VOLLEY 2007 MEDIA version will be identified and highlighted by a box with a light blue background with a grey boarder throughout this manual for an easy consultation.

## 1.8 PROGRAM WINDOWS

The statistic scouting function in DATA VOLLEY 2007 MEDIA is made up a series of program windows that will appear according to the required function.

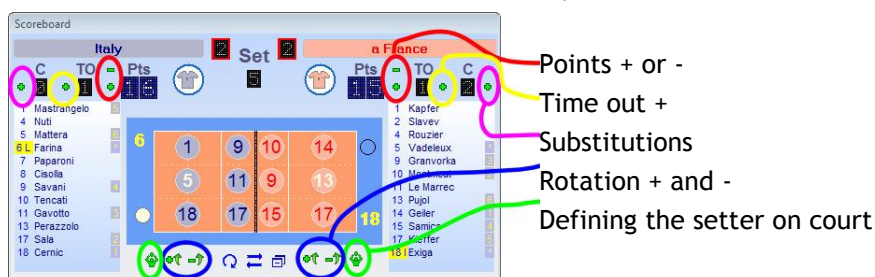
### 1.8.1 ROTATION WINDOW or SCOREBOARD WINDOW

This window, generally positioned in the centre of the screen, displays all the information regarding the match that is being scouted. This window will appear once you have created a match, after you have inserted the players of the two teams, or when you decide to open a previously saved scouting.

The following information will always appear in this window:

- Roster for both teams: the number displayed next to the name of each player represents the court position among the initial sextet line up, in the last scouted set. The \* symbol next to the name of the player indicates that this player has entered as a substitute during the current set. If a player does not enter a set, there will be no symbol or number next to his name.
- Line-up and rotations on the court: the two sextets are positioned on either side of the net, the two setters (one for each team) are highlighted by the contrasting coloured number, the Libero is highlighted in yellow and the ball possession is highlighted by the white ball positioned next to the serve zone.
- The score: above each roster you will find the current set score, the previous set score, the number of substitutions made (C) and the number of time outs(T) called.

The Rotation Window cannot be edited directly but has different function buttons to use.



The layout of this window can be changed:

- Click on to change the window orientation from horizontal to vertical, and back again. This is the vertical view of the scoreboard window.
- if you need to invert the position of the teams you can click on the icon or or type the command INV (see command menu paragraph)
- These icons or allow you to reduce or enlarge the size of the window, to either view or hide the list of players.



### 1.8.2 THE SCOUTING WINDOW

The scouting window is usually positioned horizontally on the bottom part of the screen. This is where you can insert codes for the action of each player during the match.

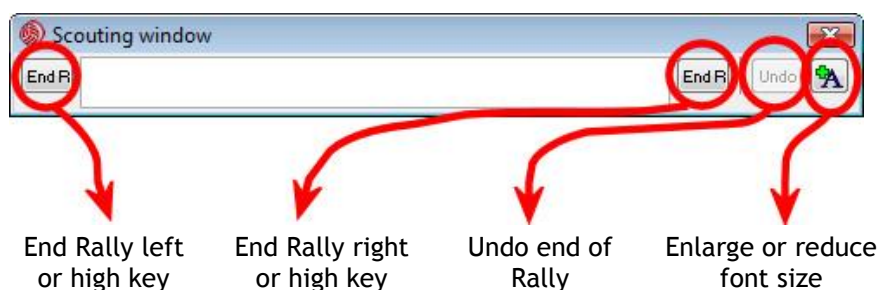
The window is basically an editable row where the data is typed into.

The entered code sequence is saved by pressing the [Enter] key.

DATA VOLLEY 2007 MEDIA stores a copy of the last entered and saved code: should the computer crash or shut down accidentally you can continue from the last action saved without losing any work.

Should you have several program windows open, press the [Esc] key to return to the scouting window to continue entering data.

We have added a few functional buttons to the scouting window to avoid some typing combinations.



### 1.8.3 CODES LIST WINDOW

This vertical window is generally positioned on the right hand side of the screen and displays the codes that are typed into the Scouting window and are then confirmed by pressing the End Rally key. The codes that are transferred into this window are normalized (see detailed paragraph) and verified. The program checks the logical action sequence, for example if the player associated with the action is actually on the court and that the sequence between end rally and the player who performs the following serve is correct.

Press the [Page Up] key to access the Codes List window while you are in the scouting window should you need to make any changes.

Movements within this window can be made by using the [Page Up] and [Page Down] keys, the arrow keys or simply using the mouse. To amend a code, position the cursor on the desired code and press the [Enter] key.

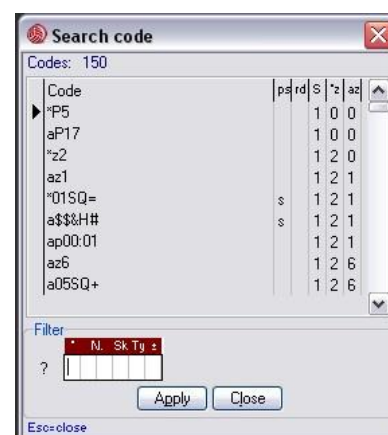
For further details on inserting and modifying the codes list see the specific paragraph.



#### Functional buttons in the Codes List Window:

- **Update:** this button is used to update the statistical data should there have been any changes in the codes list.
- **Verify:** this button is pressed to launch a code verification to check for errors or incorrect sequences.
- **Search:** this button opens a search window where you can insert the "filter" to search for a certain type of action (e.g.: a certain player action, where a certain action has been made, etc.).

Press the [Esc] key if you want to return to the scouting window.





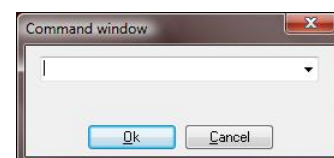
### 1.8.4 THE COMMAND WINDOW

DATA VOLLEY 2007 MEDIA uses specific commands that can be found in the quick command window on the left hand side of the screen and in the Commands menu bar. They can also be typed into the Command Window in order to speed up the operations.

Press the [Esc] key to return to the Command window when in the scouting window.

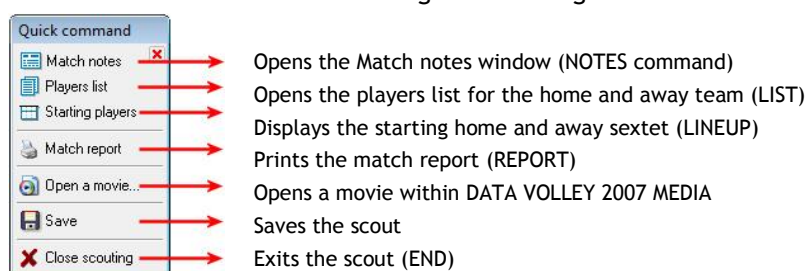
PLEASE NOTE: When positioned on a menu or on another window (for example the codes list window) the [Esc] key takes you back to the Scouting window. If you are positioned in the Scouting window the [Esc] key will take you back to the Command Window.

See the specific paragraph for information on the codes used in the Command Window.

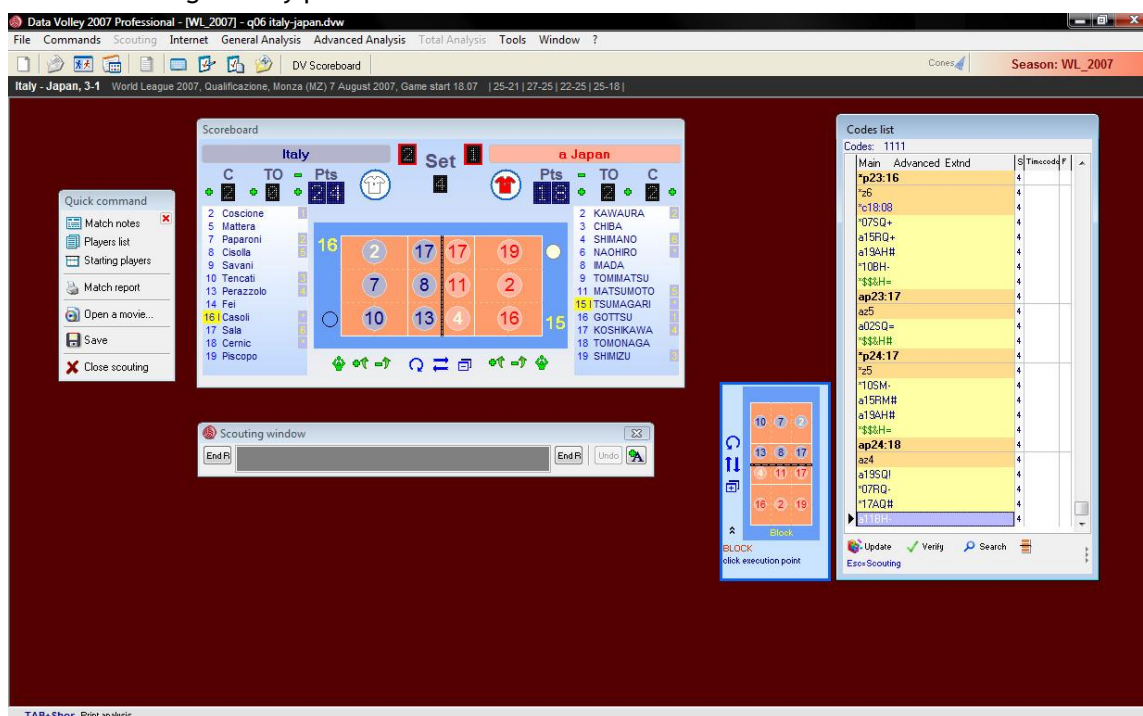


### 1.8.5 QUICK COMMAND WINDOW

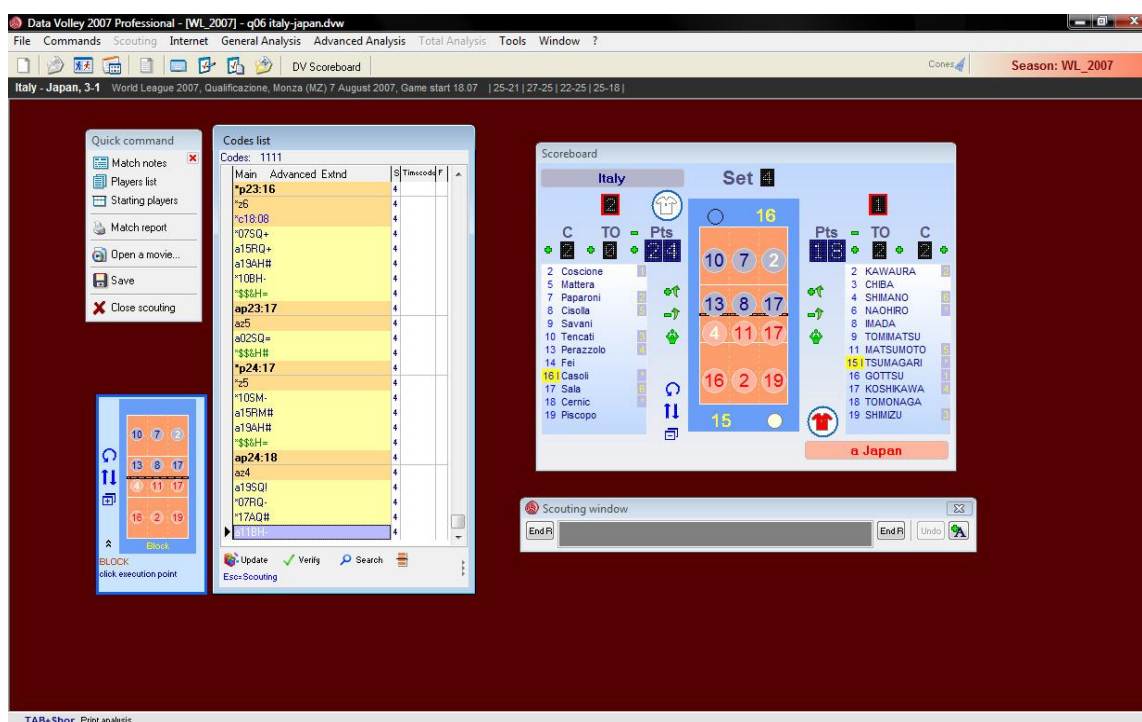
A Quick Command Window has been added and is positioned on the left hand side of the scoreboard window. This window provides shortcuts to the main commands used during the scouting of a match.



The different windows are generally positioned on the screen as below:

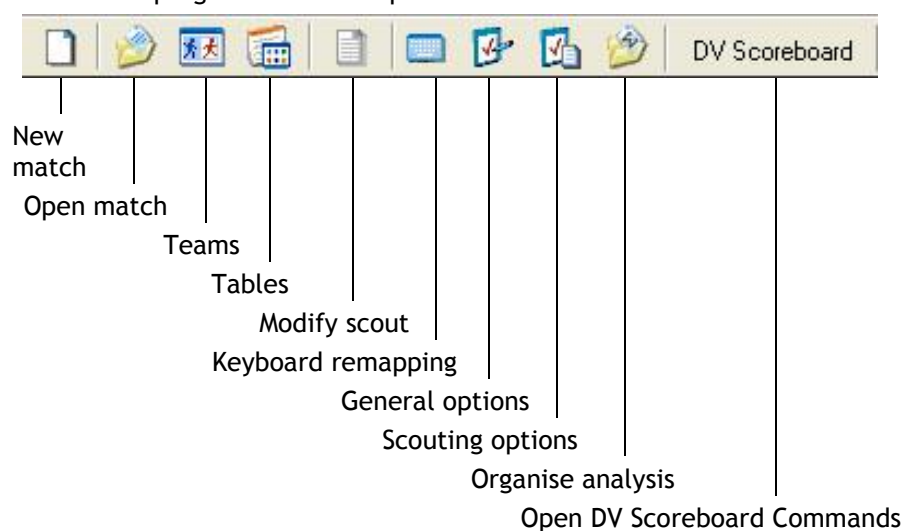


Each window can then be positioned as required.



## 1.9 THE ICONS

These are the icons present in the program and their specifications:



## 1.10 DATA VOLLEY 2007 MEDIA CODES

### 1.10.1 GENERAL CONSIDERATIONS

DATA VOLLEY 2007 MEDIA transforms all the actions performed during a match into highly specific codes that describe, in detail, each player hit, in order to carry out detailed analysis for every technical and tactical aspect of the game.

DATA VOLLEY 2007 MEDIA's codes are made up of numbers, letters and symbols and the meaning of each character varies according to the position in which it is typed in order to describe each hit in a specific way that can't be mistaken during an analysis to avoid errors.

In order to understand the code description we need to explain the code normalization procedure. We previously stated that the DATA VOLLEY 2007 MEDIA codes have a certain meaning depending on the sequence they are in. This rigid construction is applied to the codes that have been reconstructed(normalized) by the program following what you typed into the Scouting window and then saved in the Codes List window in the standard format, to allow you to search and analyse in a quick and easy way.

During the course of this handbook you will see that thanks to the introduction of automatisms you don't always have to follow the above rigid construction when entering a codes and characters.

### 1.10.2 CODE SYNTAX

DATA VOLLEY 2007 MEDIA uses a more detailed standard codification procedure than in the previous version.

The main difference, especially if you have used the previous version, is the internationalization of the scout codes. All codes will now be in English to avoid problems in the translation in the different languages.

The new version will no longer require the use of the Caps Lock key, as the program will automatically change the characters where and when necessary.

### 1.10.3 SCOUT CODE SPECIFICATIONS

The scout codes are divided into three macro categories:

- a) Main Code
- b) Advanced Code
- c) Extended Code

The main codes represent the basic information regarding each hit and can be made up of maximum 5 entries (6 characters):

- **TEAM (1 character)**

The first character indicates the team of the player that performs the hit. If the player who touches the ball belongs to the home team, the first character will be indicated by " \*", if he belongs to the away team it will be indicated by "a".

PLEASE NOTE: if the hit is performed by a player of the home team, there will be no need to add a character as the program, during the code construction phase, will automatically add the \* symbol at the beginning of the code. If the hit is performed by a player of the away team, you will have to add the letter "a" at the beginning of the code.

- **PLAYER NUMBER (2 characters)**

The Number on the shirt of the player who performed the hit will always be the first real digit of a scout code. If the hit is performed by a player from the opposite team the letter "a" must be positioned before the number (for example a5). There is no need to add a zero number for those players who have a single number. You can use numbers from 0 to 99 for both teams.

- **BASIC SKILL (1 character)**

This character indicates the performed skill. This table matches the character with the skill:

BASIC SKILL	
S	Serve
R	Reception
A	Attack
B	Block
D	Dig - Defence
E	sEt
F	Free ball

The **FREE BALL** skill has been added in this software version.

- **TYPE OF HIT (1 character)**

This character defines and details the effects of the skills outlined in the previous table:

TYPE OF HIT	
H	High
M	Medium
Q	Quick
T	Tense
U	sUpér
F	Fast
O	Other

With "O" for Other we indicate the balls that can't be classified under the other ball types in the above list.

- **EVALUATION (1 character)**

This character defines how the hit affects the game. The table below will show you the evaluation standard for each skill used by the program and by most users and that you will also find in this handbook.

SERVE	
=	Error (net ball, out, foot foul)
/	Positive (the reception of the opponent is poor. The ball is sent directly in the other court or cannot be attacked).
-	Negative (the opponent receives the ball # and can attack in any way)
!	Custom character. Change according to your requirements.
+	Positive (the opponent receives and has one chance of attack).
#	ACE - Direct Point (the opponent can't receive or loses the ball )

RECEPTION	
=	Error (direct point for the opponent)
/	Poor (the ball goes in the opposite court and doesn't allow an attack)
-	Negative (you can only perform one mandatory attack)
!	Custom character. Change according to your requirements.
+	Positive (ball received within the 3 meter line, more than one attack can be performed but not all the combinations).
#	Perfect pass, either position and parabola (all attack combination can be set)

ATTACK	
=	Error (out, net ball, invasion)
/	Blocked attack (point goes to the opponent)
-	Poor (easily dug by the opponent who can try and play the ball again)
!	Blocked but recovered by the home team
+	Positive (opponent defended with difficulty and the home team can try and play the ball again)
#	Winning (direct point)

BLOCK	
=	Error (hands out, net ball, ball in own side or opposite side)
/	Invasion (point goes to the other team)
-	Poor (the opponent can play the ball again)
+	Positive (the ball is touched and can be played again by the home team)
#	Winning (direct point)

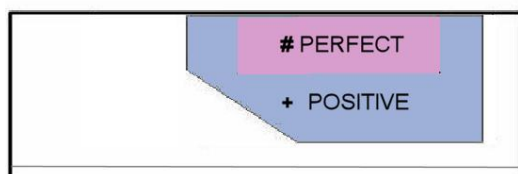
DIG	
=	Ball not defended or determines the end of the rally
/	The ball is hit directly in the opposite side of the court

-	Does not allow to build an attack
#	It creates an attack situation

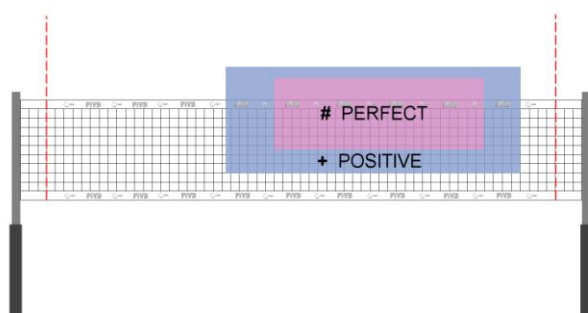
SET	
=	Error (in the net, out, set foul, court invasion during set)
-	Poor (the attacked cannot perform a perfect attack)
+	Positive (the following attack is with a block of 2 or 3 players)
#	Perfect (the following attack is without Block or 1player block)

FREE BALL	
=	Error
/	Free ball in opposite side or cannot build an attack
-	The set can only give a high ball
+	The setter can position the ball for all attackers but will be difficult to create a perfect set
#	Offers all attack combinations to the setter

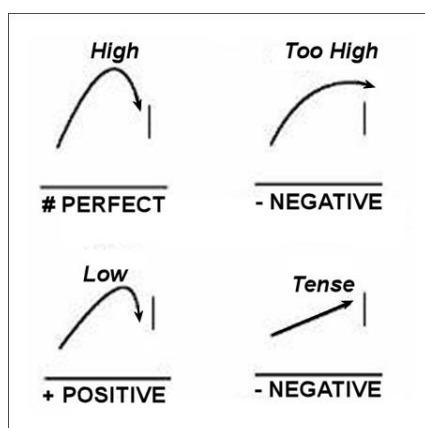
The standard reception evaluation generally entails the analysis of various parameters:



The ball's landing point in relation to the net.



The ball's landing point in its vertical component.



The trajectory.

The precise but low ball, as you can see in the picture, reduces the effect of the reception by one point (if it was # it will become +, and so on)

Examples of possible codifications:

5SQ= → home team player number 5 performs an incorrect jump serve.

a7AT# → away team player number 7 performs a winning tense attack.

### 1.10.4 DEFAULT PARAMETER FOR SKILL, TYPE AND EVALUATION

During the scouting phase, DATA VOLLEY 2007 MEDIA allows you to use strategies to speed up the operations as much as possible. The main strategy is the one that allows you to perform a default scouting by setting some automatic parameters.

It is possible to set:

- **Default skill:** if you don't set a skill, the program will automatically insert the default value in the Codes list window during the code creation. The default skill will indicate the skill that is performed more frequently, (for example the attack during a block - AH, but you can modify this value as required). This setting is useful to speed up a simple scouting or to perform a detailed scouting in a simple and quick way. For example, if you want a technical/tactical scout of the hits performed by the setter, you can insert the set as a default skill and only insert the player number and the value related to the hit.
- **Default hit type** for each skill: the program sets a default type value for each skill. The default value is generally the most frequent hit, but the type of hit depends on the volleyball category. For example, in the men's A league where the most frequent action is the jump serve, the serve and the reception skills will be set as type Q(quick in jump).
- **Default evaluation/effect**, for each skill: the program will set this value on positive.

All default values can be modified as and when required.

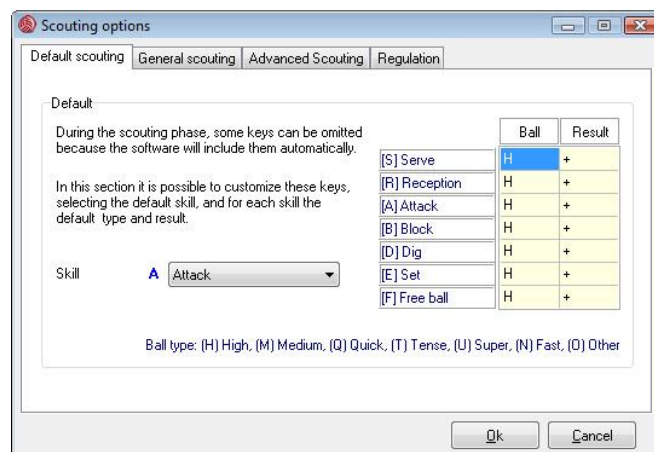
These default settings help the scout man to type less digits in the scouting window to save time.

#### Here are some scouting examples using default parameters:

skill: attack (A); type: high (H); effect: +

- If the attacker, player number 7 performs a high attack with a positive + effect value, press 7 and then the [Enter] key on your keyboard and the code will automatically appear as 07AH+.
- If the attacker, player number 7, performs a high attack with a # effect value, the code will automatically appear as 07AH#.
- If the attacker, player number 7, performs a quick attack with + effect value, by pressing the 7 and Q on your keyboard, the code will automatically appear as 07AQ+.

The advanced code must be maximum 3 entries (6characters). This code allows you to enter additional information in order to have a more detailed analysis.



### 1.10.5 CODE ENTRY IN THE SCOUTING WINDOW

The Scouting window is a single row window where the codes are typed into.

- The code, relative to each hit, must never be separated by a space.
  - i.e.: 5SH+16
- A space must be left between two codes relating to two separate hits.
  - i.e.: 5SH+16 a6AV#41A

By pressing the [Enter] key, the codes are normalized and then saved in the Codes list window. The new scout codes guarantee a specific codification for each hit.

It is not necessary to insert all the codes during a statistical scouting on a live match; you will be able to enter the detailed codes subsequently thanks to a simplified window and a video of the match that can be opened directly in the program.

### 1.10.6 ASSIGNING A POINT

To assign a point to one of the two teams you will need to press the End Rally key at the end of the action and not the [Enter] key.

There are two ways to confirm the End of the Rally:

- Using the keyboard keys previously assigned with End of Rally right and End of Rally left. The default program associates the "<" symbol to the End Rally left and "-" for End Rally right.

PLEASE NOTE: Windows XP may have some problems associating this symbol (-) to End Rally in the scouting window. We advise you to run a test on this key before you start scouting to check if it actually works. If it doesn't work we advise you to assign another key for End Rally and to replace "-" with a near key, for example ",", or "m".

- Using the new buttons added to the DATA VOLLEY 2007 MEDIA version, positioned in the scouting window.



It is important to remember that when the Rotation window is displayed vertically, the team that appears on the top is associated to the End Rally left and the team that appears on the bottom part is the End Rally right.

The End Rally will assign the point to the respective team. During service change it will assign the serve and will modify the rotation in the Scoreboard window.

Following the End Rally, the first digits of the serve code with the number of the player who will perform the serve, will be inserted in the Scouting (if set in General Options\_automatic serve).

### 1.10.7 UNDO END RALLY

If for any reason you need to cancel an End Rally previously inserted, you can choose one of these two options:

- By pressing the Ctrl key + A key
- Using the Undo (cancel) button, new addition to the DATA VOLLEY 2007 MEDIA version, positioned on the right hand side of the scouting window.

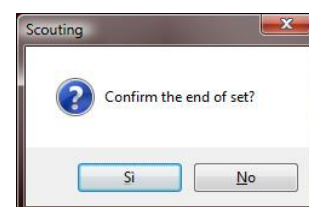


When pressing the UNDO button, the previous action will automatically be restored and will appear in the same scouting window where the digits inserted before the end rally will appear. This will help the user should he need to modify the code.

### 1.10.8 CLOSING A SET

When the last point of a set has been assigned to one of the two teams this message will appear:

Press the [Enter] key or click on YES if you want to confirm the end of the set. Click on NO or press the [Esc] key if the end rally key has been pressed by mistake and you do not want to close a set. By pressing NO the program will automatically cancel the previous End Rally

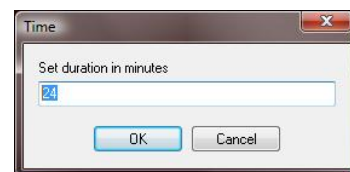




code.

Once you have confirmed the end of the set, you will be asked to insert the total duration of the set in minutes; by pressing Enter it will be inserted in the appropriate field in the Notes window.

Apart from the score, the scouting window will also display the end of set code in the **\*\*Nset** format (N will be the number of the set that has just been closed) and will then be positioned in the Codes List window.



### 1.10.9 COMPOUND CODIFICATION

DATA VOLLEY 2007 MEDIA has designed compound codification based on the correlation that exists between two volleyball skills, for example the serve and the reception.

In the statistical scouting this correlation is even stronger as the value given to the hit depends on how the hit affects the rest of the game therefore on the value given to the next hit.

You can personalise the correlations between attack/block, attack/dig, serve and reception by selecting File\_Tables\_compound codes.

This table outlines the correlation between serve and reception, attack and block and attack and defence. Please note that these table can be customized and can differ according to the Federation:

ATTACK	BLOCK
=	
/	#
-	+
!	!
+	-
#	=

ATTACK	DEFENCE
=	
/	
-	+
	#
!	
+	-
#	=

SERVE	RECEPTION
=	
/	/
-	#
	+
!	!
+	-
#	=

The default program defines the following correlations, depending on the values previously described:

So far we have described the scouting procedure for single codes useful for scouting for one team. The compound coding can only be used when scouting for both teams. The compound codification is also called dot coding because we use a "dot. " to link two correlated skills.

Here are a few examples using dot coding:

a) **Case:** home team player number 5 jump serves from zone 1 to zone 5, the opponent player number 3 receives in zone 5 with - value (in this case the serve will have a + value).

- The two single codes will be:
- 5SQ+15 a3RQ-15
- Using the dot coding and placing a "." in the space between the two codes, we will have 5SQ1.3.5 .

This is how the new abbreviated code is created:

- the "a" has been removed from the second code because after a serve the opposite team has to try and receive the ball
- the "R" has been removed from the second code because the reception must come after the serve.
- the type of reception Q has been removed from the second code because after a jump serve there will be a reception of a jump serve (so it will always be a Q)
- the landing zone has been removed from the first code and the starting zone has been removed from the second code in order to write both of them only once as the end zone of a serve is the starting zone of the reception
- the serve value has been removed as it is linked to the reception value.

This method saves time as you don't have to type in so many digits but it also allows you to be able to insert the codes whilst watching the action without having to wait for the next skill to be performed before you can continue. For the code in the above example it will be possible to input the serve codes a few seconds before the player actually performs the hit, because the skill, type and starting zone are already determined and when the reception is performed you will only have to add the receiver's number, the zone where it was performed and the evaluation, information that you will need to complete both codes.



b) **Case:** jump/float serve performed by the home team player number 5 from zone 1 and perfect reception of the opponent player number 2 of the away team in zone 7.

- As for single codes, when we have compound codes the program will automatically insert the default parameters, previously set, where the information is missing.
- If High (H) was previously set as a default parameter, the H from the code can also be removed. The compound code will then be: **5S1.2-7**

### 1.10.10 SHORTCUT KEYS

DATA VOLLEY 2007 MEDIA allows you to personalise the keyboard creating shortcut keys to insert certain information and command, to help and speed up the scouting process. For example, by using a shortcut key inside the scouting window, the program will automatically insert the associated code.

The default parameters can be modified in the tools\_keyboard remapping menu. It is possible to define:

- Keys associated to the different values to insert in the scouting window whilst inserting the codes in order to use one key for every symbol (i.e. no need to use the key combination Ctrl+Alt+à to enter #)

- These default shortcuts are set by the program:

CODE	KEY
=	ì
-	‘
/	è
+	+
#	ù

- Few suggestions: maintain the key function (i.e. do not change the position of the plus sign +); remap keyboard positioning the corresponding symbols next to their original function (i.e. associate = to the “i” key); choose keys close to each other for the evaluation symbols (i.e. negative values on the same row); add labels to the keys indicating the associated symbol/function.

- Prefix for home and away teams

CODE	KEY
<b>a (away)</b>	\
<b>* (home)</b>	ò

- Assigning an End Rally.

CODE	KEY
<b>End R rgt</b>	,
<b>End R lft</b>	<

- Point increase and reduction

CODE	KEY
<b>points + lft</b>	F2
<b>points - lft</b>	F3
<b>Points + rgt</b>	F6
<b>points - lft</b>	F7

The score can also be modified using the buttons inside the rotation window.

- Rotation changes

CODE	KEY
<b>Rot + lft</b>	F4
<b>Rot - lft</b>	F5
<b>Rot +rgt</b>	F8
<b>Rot - lft</b>	F9

Rotations can also be modified using the buttons in the rotation window.

You can add new shortcut keys by clicking on add in the keyboard remapping window.

Certain shortcuts, defined by the program, can't be modified but can be used at any time during a scout:

**Ctrl+A** → UNDO END RALLY, can only be used when no other code has been inserted in the scouting window after the End Rally code.

**Ctrl+T** → closes all current analysis.

**Ctrl+P** → prints the current analysis or the analysis that is currently open (the application bar on the top is highlighted in blue). This shortcut will only print the analyses that are displayed on the screen unlike the TAB key.

**Ctrl+U** → update the statistical tables with the new information that has been inserted. It is the equivalent to the UPDATE command.

**Ctrl+V** → checks the information in the Codes list window and is the equivalent to the VER command (1.6.14)

**Ctrl+R** → allows you to look for a certain type of code in the Codes list window (see paragraph. 1.5.3); there is also a button for this same function in the bottom part of the code list window.

**TAB** → this key allows you to print the previously saved analysis. The program allows you to save the analysis settings used frequently through shortcut keys (i.e. players analysis, all skills, details of all the home team players with Alt+g).

The command TAB+shortcut key allows you to print the analysis even if it is not displayed on the screen. You will need to keep the TAB key and the other key combination associated to a specific analysis pressed down at the same time, this will send the analysis straight to the printer even if there is no preview and the analysis is not displayed on the screen.

### 1.10.11 NORMALIZATION CODE

Normalization is the procedure used by the software to transform the entered codes into a standard code sequence, where the codes position is fundamental, recognised by the program, to carry out searches and analysis.

The normalization process begins automatically when the [Enter] key is pressed, or when pressing the end rally button, after entering a code in the scouting window and this code is transferred into the codes list window leaving the scouting window empty.

The compound codes are always normalized into two separate single codes with complementary effects on each other.

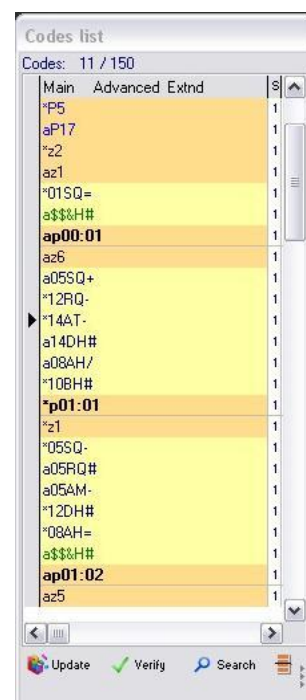
This window show how the codes are displayed in the codes list window.

The main code must always be present, whereas the presence of the other codes is optional and represents a specification of each hit.

The codes with the yellow background represent the normalized form of the codes previously inserted by the user.

The codes with the orange background are the codes automatically inserted by the program.

Here is a list of the automatic codes entered by the program:



#### AUTOMATIC CODES

<b>*zn</b>	These codes identify the position of the setter, (*) for the home team and (a) for the away team, n is the number that goes from 1 to 6 relative to the current rotation. By using these codes the program can always identify the position of the setter in order to perform the information updates and the analysis for each rotation.
<b>azn</b>	
<b>*p</b>	Indicate the win of a point for the home or for the away team and allows you to check the score by looking at the codes list window.
<b>ap</b>	
<b>*P</b>	This is the code that identifies the substitution of a setter. It is always important to define the setter on the court because the rotations are defined according to his position (az e *z).
<b>aP</b>	
<b>*C</b>	Identifies a player substitution and are followed by the player number who leaves the game and the player number who enters in his place.
<b>aC</b>	
<b>Green code</b>	Are the codes that indicate the win or the loss of a point in an undefined way. They are made of a or * followed by \$\$&. They are easily spotted and they can't be modified.

## USERS OF THE PREVIOUS VERSION, PLEASE NOTE:

In DATA VOLLEY 2007 MEDIA the away team player numbers do not have to be increased by 50 like in the previous version. We have added a new function in the new version where you identify a home or away player by adding a specific symbol 'a-away' and ' \*-home', this system is also applied in the scouting phase. By doing this the player's numbers don't need modifying.

### 1.10.12 INSERT AND MODIFY SUBSEQUENT CODES

It is possible to insert a code in any point, directly into the codes list window, by positioning the cursor in the desired point in the list and by then pressing the INS key on your keyboard.

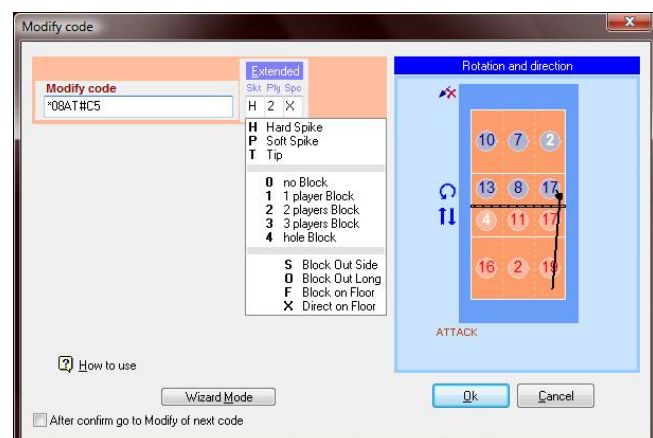
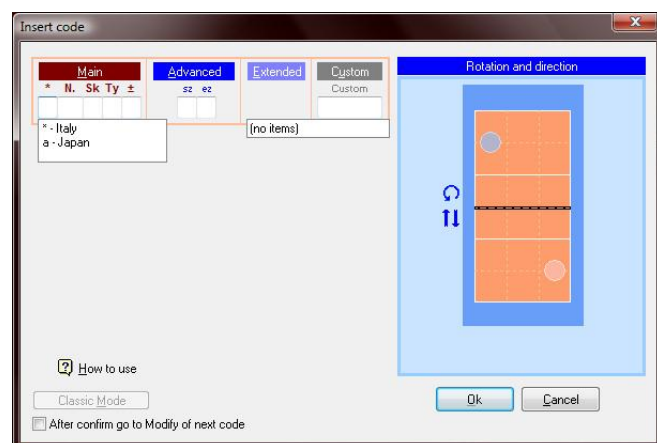
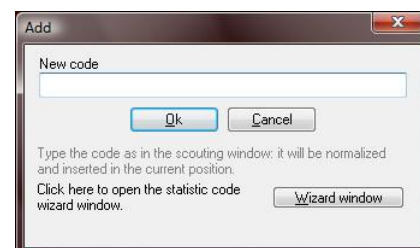
By doing so this window will appear where you can insert the new code. Press the [OK] button to add the new code to the list.

In the same window you will also find a wizard window button in the bottom right hand corner, click on it if you want to insert the code using the auto composition window.

If the wizard window is selected, no automatism will be applied and the code will have to be inserted in the correct position.

The inserted codes can be modified at any time, even if they appear in the codes list window, by positioning the cursor on the code and pressing Enter or by double clicking with the mouse.

The modify code function is extremely important in this new version. This allows you to modify any incorrect information that may be noticed during the scout verification. This function has been modified due to the increase of the scout codes that need to be inserted during a function in the new version, if we consider that one hit can have 10-15 characters. The 2007 version allows you to insert additional



information at a later date.

It is possible to view the relative rotations for both teams in the court image on the left hand side of the list window by positioning the cursor on any code in the list without having to open the modify code window.

It is possible to modify the scout codes using the classic mode without using this wizard window.

By clicking on the classic mode button a modify window will open, similar to this image, where you will be able to modify the code directly from the original code previously typed in the scouting window.


Extended codes and point directions can still be added. Use the wizard window key to return to the wizard mode.

**PLEASE NOTE:** when modifying or adding a code to the codes list window you will always have to run an update in order to update all the statistic tables with the new codes.

This command called UPDATE can be found:

- As a button on the bottom part of the window
- Using the shortcut Ctrl key
- In the command menu
- As a flashing window on the left hand side of the screen that will appear when changes have been made in the codes list window.

### 1.10.13 CODE VERIFICATION

By using the VERIFY button , or by using the command VER or the key combination Ctrl + V, the program checks if the inserted codes are correct and indicates any scouting errors (i.e. unknown codes or inserted incorrectly) or logic sequence errors.

The program has a verification command that checks for un-correlation between different types of subsequent codes. The type of error identified will be displayed in a separate window complete with correction suggestions.

For example, an errors that can be checked or identified by the software could be un-correlation between an end rally that has been assigned and the player that has performed the next serve (the scout-man may have assigned the end rally to the wrong team. Another example could be un-correlation of a compound code.

## 1.11 THE PROGRAM COMMANDS

This paragraph covers the commands that can be entered in the command window, necessary to use the software at its full potential.

Most commands can be entered in this window but can also be found in the command menu when positioned on the scout and also as an icon or button in the quick command shortcut window found next to the scouting window.

Entering a command directly into the command window could be an easy and quick way of launching a command during a scouting, without having to use the mouse to position the cursor on the relative buttons or without having to open the relative menu.

### 1.11.1 PRELIMINARY COMMANDS

All the information entered using these commands are necessary to obtain the fundamental information relative to the match you want to scout.

- **NOTE:** this command allows you to view the note window where all the match information is recorded. The note window automatically opens at the beginning of each scout but can be opened, by using this command, at any time to modify the information.
- **LIST/aLIST:** this command opens the list of the players of the two teams (aLIST opens the away team players list). The list can be modified in this window. This command can be used, for example, when you want to display, during a scouting, the initial line-up to check the position of each player at the beginning of each set, information that can be found in the cells relative to each set, positioned next to each player name.
- **LINE UP:** this command allows you to enter the initial line up for each set.

At the end of each set, the program will automatically suggest the initial line up previously inserted that can be modified.

### 1.11.2 OCCASIONAL COMMANDS

The following commands can be used when the match requires their use and not necessarily at the beginning of a scout

- **S/aS:** the initial serve must be assigned to the team that wins the ball possession in the draw before the beginning of the match. The command S is used if the serve is assigned to the home team and the command aS is used if it is assigned to the away team. At the end of each set the program will automatically assign the serve to the correct team. A white ball will appear next to the serve zone, in the rotation window to indicate the team with the ball possession. In the event of a fifth set, the serve will go to the team who wins the draw. The serve can always be assigned by clicking on the small circle next to the serve zone of the team that will perform the serve.
- **PNN/aPNN:** the number of the setter on court must be identified at the beginning of the set. This command must be used if the setter is substituted during a match, for example in a double substitution (when the zone of the setter changes). In the command window, the letter P followed by the number of the new setter (i.e. P5) is used for the home team and Ap followed by the number of the new setter (i.e. aP5), will be used for the away team. In the event of a double substitution, a window will open requesting the number of the new setter on court and the code will be entered automatically in the list.

The specification of the new setter is extremely important in order to avoid mistakes in the rotation analysis. There is no need to use this command when, for tactical reasons, a setter is temporarily substituted, because this will not change his position on the court. Similarly, if the head setter is substituted with the reserve setter, the zone of the setter does not change.

- **C/aC:** this command is used when substituting a player. C is used for the home team and AC for the away team. The command C followed by the number of the player that leaves the court and the number of the player that enters in his place must be separated by a “.”. For example, C6.7 is entered if the home team player number 6 is substituted by player number 7.

When the [Enter] key is pressed the line-up will be updated in the Rotation Window, the substitution counter will increase by one and a \* symbol will appear in the players list next to the player who entered the current set. In the event of a double substitution, within the same team, a space will be left between the two substitutions relevant to the C command, for example C6.7 3.2, where players 6 and 3 have been substituted by 7 and 2.

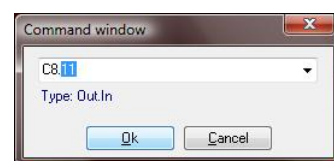
- **T/aT:** this command records the number of time-outs requested by the coach of each time.

T will indicate a time out for the home team and aT will be used for the away team. The time-out counter will be increase by one in the Rotation window.

- **INV:** used to invert the position of the teams on the court. This command positions the teams on the screen in the best possible way. For example, at the start of the match or at the start of the fifth set, the INV command is used if the teams are positioned in the opposite way as they appear on the screen. It can also be used following a tie break when one of the two teams reaches 8 points. At the end of each set the program will automatically invert the position of the team on the court.
- **UPDATE:** used to update the statistical data that has been modified during a scout, particularly used in the Codes list window.
- **VER:** this command runs a verification procedure on the information entered in the Codes list window.
- **ROT:** this command allows you to change the position of the courts from horizontal to vertical and vice versa. This command is very important as it allows the scout-man to position the courts in the best way, regardless of his position on the court. If the court is displayed vertically, the team in the top part of the court is the team on the left and the one in the bottom part is the right team (this is important when assigning a point using the end rally left and end rally right keys).
- **STOP:** used for the video synchronization in the DATA VOLLEY 2007 MEDIA Data Video System. This command is used during a scouting, for example on video, when several long pauses are made and they could create problems to the video synchronization.
- **END:** this command is used to save and exit the scouting in the correct way. When entering this command the program will ask you to save the changes that will be confirmed by pressing the [Enter] key. The program will then suggest a file name that can be changed. The first character must be the & symbol.
- **REPORT:** this command is used for printing the complete statistical match report relative to the match (or to a set) in a journalistic format. This command can be used during a match (during a time-out or at the end of a set) or once the scouting is complete. To print the match report of a single set you need to enter the command followed by the number of the set, for example REPORT2. See paragraph 2.8.5 for further details.

The commands entered in the command window uses the auto fill function. By entering the first letter of the command, the software will suggest the full command with a brief description of what it means and of what should be entered next.

The auto fill function can also be used for player substitutions: when a substitution is closed the software will suggest the number of the player that previously left the game in place of the player you want to substitute.



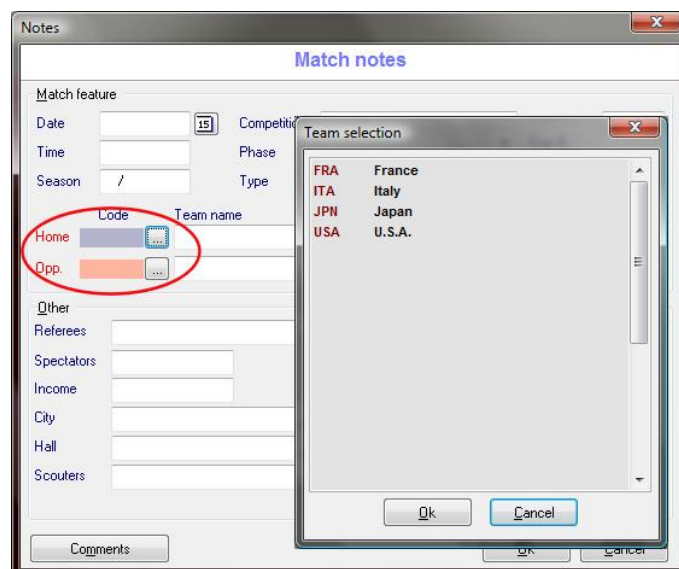
### 1.11.3 MATCH NOTES

When opening a new match, or when using the NOTE command, this NOTE window will pop up where you can enter the preliminary match information:

select one or both teams, depending on the type of scouting, in the appropriate fields in pink and blue. The teams will need to be previously added in the Players Database.

The date, time, game data and the type or regulation used will have to also be entered in this window.

The information regarding the Set Situation will be updated automatically. Changes can be made manually.





### 1.11.4 PLAYERS LIST

The players list for both teams will be displayed when clicking on NEW match or by entering the LIST command. This window allows you to check the details of the players and amend them if necessary.

The home team will be shown first. The away team will be shown by selecting "away team" in the bottom part of the window. This window allows you to: add new players, indicate if a player is not on the roster, indicate the nationality of the player, the role of the player, etc.

Always make sure the Libero ID is set in the appropriate column.

### 1.11.5 STARTING LINE-UP

When following the New Match procedures click on the button positioned in the middle of the scoreboard (or use the LINE UP command) to enter the initial line-up window for both teams.

Insert the startings typing LINEUP or clicking here

The window that will be displayed can be one of the following:

- This window will be displayed if the classic entering mode is selected. The initial line-up for both teams will have to be manually entered starting from zone one.

To access the Easy mode click on the button on the bottom of the classic mode window and vice versa.

- this window will appear if you choose the easy mode. There are several quick ways of entering the players in the cells:

- position the cursor on the players in the list and drag them in the court image in the chosen position, using the mouse. Drag the setter in the relevant cell.
- Position the cursor on the players in the list and double click on a player to add them in the court image. the first selected player will be positioned in zone one and the volley ball inserting order will then follow. The yellow arrow will indicate the position where the player will go. Use the space bar when you are positioned on a player that has just been entered to indicate the setter and this will also enter the information in the relevant cell.
- position the cursor on the court and enter the players by typing the number of the players using the arrow keys to move from one zone to another.

The position of the player that has been positioned on the court will appear next to his name in the initial line up of the current set.

### 1.11.6 SUBSTITUTIONS AND TIME OUT

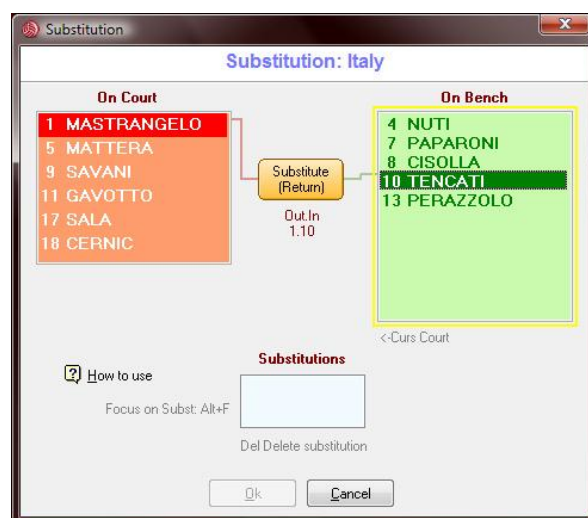
Click on the relative button, positioned under the team name in the rotation window to make a substitution during a set.

This window will be displayed:

Select a player from the list of the players on the court found on the right hand side and one from the list of the players on the bench, on the left hand side of the window. The corresponding two players numbers will appear in the white "substitutions" box found in the middle of the window.

In the event of a double substitution, select the other two players before pressing enter.

A time-out can be pointed out by clicking on the correspondent button in the rotation window. A time-out is necessary to reflect the course of the game but also to allow the program to create a correct tome-code in the event of a subsequent video synchronization.



### 1.11.7 CLOSING A SET AND A MATCH

Following the typing of the end rally of the team who has gained the last point, the program will automatically open a check window asking you to confirm the closing of the set. By pressing Yes, a second window will appear asking you to enter the duration of the set in minutes it will then be entered in the notes relative to the match.

The same procedure will be applied when closing a match.

## 2 CHAPTER TWO

### 2.1 INTRODUCTION

This chapter will cover all the menus that can be found in the tool bar in **DATA VOLLEY 2007 MEDIA**. This chapter will offer immediate and analytical solutions to the problems, relative to specific menu functions, that can arise using this program.

### 2.2 FILE MENU

The first menu that can be found in the tool bar is the **FILE MENU**.

The file menu will be as shown when you access the program:

We will now cover all the entries found in this menu.

The entries found in the bottom part of this menu indicate the recent matches that have been opened. By selecting one of these files the relative match will be displayed in the main **DATA VOLLEY 2007 MEDIA** screen.



#### 2.2.1 NEW MATCH

By selecting **New Match** from the **File Menu**, the program will initiate the scouting phase for a new match in the current season. The **Match notes** window will be displayed automatically where you can insert the information regarding the match.

Set Situation	
Result	<input type="checkbox"/> Edit manually
Set Tie-Break	Partial score
Score	Time
1	<input checked="" type="checkbox"/> - - - -
2	<input checked="" type="checkbox"/> - - - -
3	<input checked="" type="checkbox"/> - - - -
4	<input checked="" type="checkbox"/> - - - -
5	<input checked="" type="checkbox"/> - - - -

The notes window contains all the information relating to the match you want to scout. Many of the fields in this window are descriptive, therefore there are no restrictions to the information you enter. We suggest you follow organised criteria to allow an total analysis of several matches, to be easily consulted and managed. The program also provides drop down menus in order to speed up this process. The matches are usually scouted on the basis of the Indoor Rally Point Regulation.

At this point it is necessary to indicate if the match that will be scouted is a Beach Volley Match or if the match is being played using the old regulations.



The Set Situation window at the beginning of a game will be empty and will be completed automatically during the scout. The program will automatically enter the partial scores when they reach the eighth, sixteenth and twenty-first point and the final score will then be displayed at the end of the set. The program will automatically ask the scout man, at the end of each set, for the duration in minutes of each set that will then be inserted in this window.

The cell next to the number of the set indicates if each set is scouted in rally point system mode.

PLEASE NOTE: it is not necessary to enter all the information relating to the match, but in order to proceed to the scouting phase you have to enter one or both teams from the players list in the current season by clicking on home team and away team. You will have to enter at least one team in the Players list before you can start a new match.

Once the relevant information has been entered and the [OK] button has been pressed, the below Players list window will be displayed. This also allows you to check if the player lists for both teams are the same as the ones present in the roster.

Use the NOTE command to access this window during a scout.

On the bottom of the window you can choose to view the players list for the home or away team. If the scout is on both teams you will need to check both lists.

In this window you can:

- modify player details: select a player and enter the information in the relative fields on the right hand side of the window and then press the Apply button.
- add a new player: press the ADD button and enter the relative information in this new window:

By clicking the Add button the player will be added to the list. The details of the player will be stored in the players list and will be present even when the current scout is closed.

- indicate if a player is not on the roster: select one or more players and click on NOT ON ROSTER, the player will be removed from the list associated to the current game, but not from the main players list.

There are 5 cells next to each player to indicate the different sets. These cells will be empty whilst initializing a match. The program will automatically enter the below information during a scout:

- the number associated to the zone on the court where the player is positioned at the beginning of the game if part of the initial sextet;
- a star if a player substitutes a player of the initial sextet;
- the cell remains empty if the player does not play during the set;

You can view the initial line up or the substitutions in each set at any time, even during an analysis (using the LIST command)

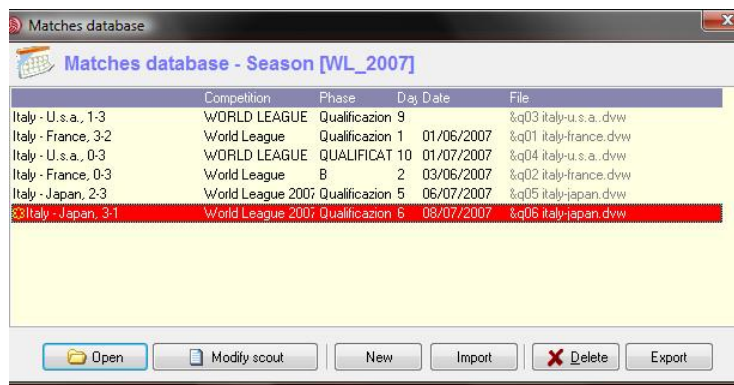
If the players lists have been checked, click on Ok and the below screen will appear with the rotation window (without the line up on the court), the scouting window, the codes list window (empty) and the quick command window.

The name of the teams will be entered with the relative players lists, the home team will be positioned on the left hand side of the screen and the away team on the right hand side.

At this point the scouting can begin.

## 2.2.2 OPENING A MATCH

By selecting Open Match from the File Menu the Match Database window will appear with the list of the matches previously saved in the current Season.



### Opening an existing match

Select a match from the list and click on OPEN to view the relative match you want to perform a general and advanced analysis on.

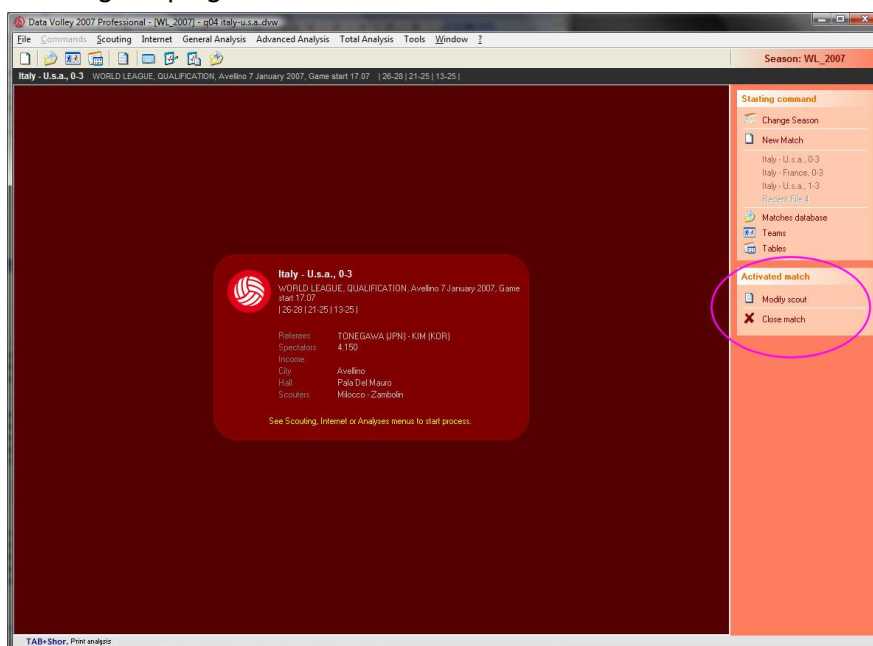
The situation in the above image shows an open match that can be analysed without opening the scout.

PLEASE NOTE: when you open an existing match you can perform analysis without changing the inserted information.

You can modify the information by selecting one of the following options:

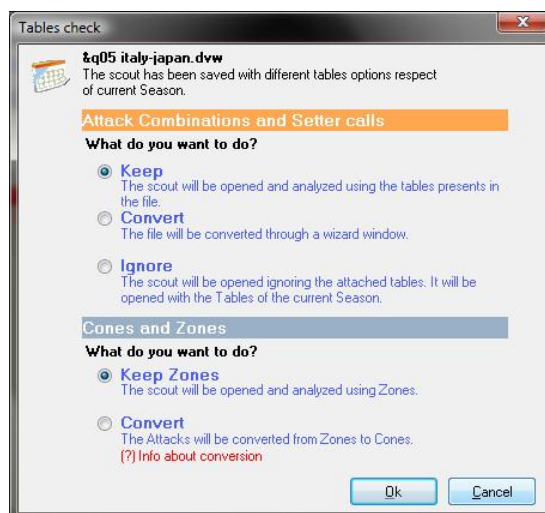
- Select Modify scout, from the scouting menu, after you have opened a match.
- Select Modify scout directly in the match database window.
- Select Modify scout from the Active match menu

To open a saved match instead of following the procedures described so far, select the match you want to open directly in the match database positioned on the right hand side of the main window under the starting commands, that will appear when launching the program.



When you open a match that has been scouted using different parameters (attack combination window, table called setters table, zone or cone attack trajectories,) the following window will be displayed:

You can choose to both convert the file and adjust it to the parameters that are being used (it is a guided and almost completely automated procedure) or leave it in its original format in which case some functions will be limited. Details on the functions of these tables will be covered in future paragraphs.



## New

By clicking NEW in the Match database a new scout will open. For details on how to initiate a new scout see previous paragraph.

## Delete

This button will delete the selected match. The program will always ask you to confirm your choice before processing the request.

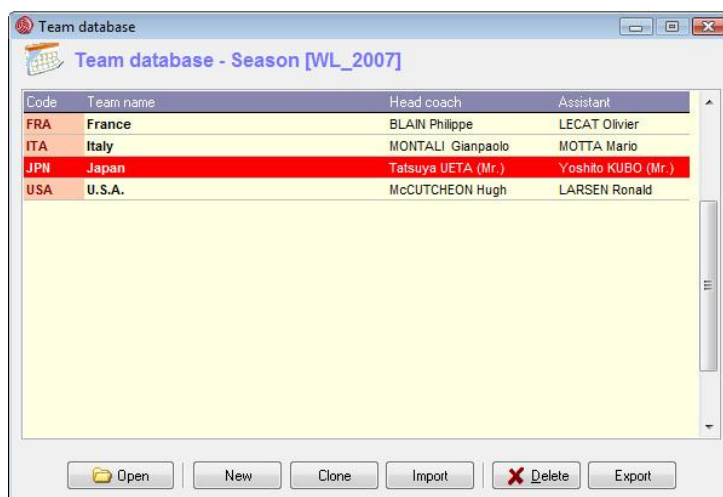
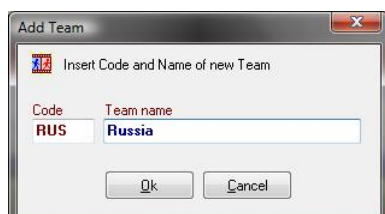
### 2.2.3 TEAMS

By selecting the Teams option from the File drop down menu, the Team Database will open in which you can manage all the teams in the current Season.

The current season can always be found in the first line of the window.

The Team Database will be empty when you open the program for the first time.

PLEASE NOTE: you need to add at least one team in the Team Database before you can perform any kind of scouting.



## 2.2.4 INSERT A NEW TEAM

By clicking on the New button this window will be displayed. The name of the team and the code are made up of five chosen characters (i.e. RUS for Russia) that must be different for each team.

It is not possible to enter two teams with the same code.

By clicking on the [OK] button an empty Players team window will appear for the new team.

The name of the coach and of his assistant is entered in the two fields on the top part of the window.

The screenshot shows the 'Players list' window for the team 'Russia'. The window has a title bar 'Players list' and a close button. It contains several input fields and buttons.

At the top, there are fields for 'Code' (RUS), 'Team name' (Russia), 'Head coach' (Gribov Sasha), and 'Assistant' (Davidenko Mikahil). Below these is a table with columns: N, Id, Code, Last name, Name, Nickname, Date of birth, Hgt, Role, For, T, P. The first row shows a player with N=1, Id=SMI-ALE, Last name=Smirnov, Name=Alexander, Date of birth=01/01/2001, Hgt=199, Role=Setter, For=, T=, P=.

Below the table is a large yellow area for listing players. To the right of this area is a grey area with the name 'Smirnov' and a 'Picture' placeholder. At the bottom right of this area are 'Browse...' and 'Clean' buttons.

At the bottom of the window, there is a footer with instructions: 'For Code we suggest you the first three letters of the last name and first name.', 'Id: L=Libero, C=Captain', '"T" - select if the player is released.', and '"For" - select if foreign.' Below this are buttons for 'Print', 'Add', 'Delete', 'Ok', and 'Cancel'.

Follow these steps to enter information for every player:

- A new row will appear for the player by clicking the add button.
- Insert the information relative to each player in the relevant field (use the direction arrows to move between fields):
- N. → player number
- Id → this field is only used to indicate the Libero, with the letter L, and the captain, with the letter C.
- Code → we advise to use the first three letters of the player's surname followed by the first three letters of the name separated by the '-' symbol (i.e. for player Andrea Giani the code could be GIA-AND) or alternatively use the membership number of the player.

It is important to enter the codes of the players correctly to avoid errors during the scouting or analysis of more than one match as the code of the player guarantees a correct update. The player code is also important when a player uses different team numbers in different matches.

- Family name
- First Name
- Nickname
- Hgt. → height
- For. → used if the player is foreign
- T. → this field is used if the player has been transferred

Select a player to be removed and click on the Delete button.

Click on the PRINT button to print the complete players list.

### Open an existing team

Double click (or click on the Open button) on the team name to display the associated players list. Refer to the previous paragraph to modify the players list.

### Duplicate an existing team

The Duplicate function is used when you want to create a new team starting from an existing one (i.e. when more than one player is present in more than one team/league).

Select a team and click on the Clone button. A window will open asking you to insert the code of the duplicated team that will have to be different to the original code.

The program will duplicate the players list creating a new team.

### Importing and exporting teams

These functions are used to export and import teams from a previous software version or from a mobile device (DV Mobile or DV Mobile 2). Click on Import or Export found in the teams database and select the path where you can find or where you want to move the team and follow the on screen instructions.

### Delete a team

Select the team you want to remove and click the DELETE button.

## 2.2.5 TABLES

The tables menu allows you to define certain fundamental parameters for the scouting and analysis phase. When the program is opened for the first time the parameters are set on the default values that can be manually modified as and when required.

### 2.2.5.1 Weight for custom evaluation

You can associate a specific "weight" to the effect of each skill. The weight value goes from -5 to 10 (from the most negative to positive).

The program uses these values to calculate the index, which is a value that appears in the analysis tables for each skill.

Tick the Hide Index in analysis option, on the bottom left hand corner of the window if it is not needed in the analysis.

The use of this table allows you to adapt the evaluation system, for the performance of each skill, to your technical point of view or to your personal representation scale (i.e. in USA the values range between 0 and 4).

	=	/	-	!	+	#
Serve	0	8	4	0	7	10
Reception	-3	-3	-1	0	7	10
Attack	0	0	5	0	5	10
Block	0	0	0	0	0	10
Dig	0	0	0	0	0	10
Set	0	0	0	0	7	10
Free ball	0	0	0	0	0	10

Formula: 
$$\text{Index} = \frac{(\text{Events} * \text{Weight}) + (\text{Events} / \text{Weight}) + (\text{Events} - \text{Weight}) + (\text{Events!} * \text{Weight})}{(\text{Events} * \text{Weight}) + (\text{Events\#} * \text{Weight})} * \text{factor}$$

☐ Hide Index in analysis

The index value is calculated using the values entered in the table as shown:

(c -> number of hits p -> weight)

$$\text{Index} = \frac{(c * p) + (c - \text{weight}) + (c / p) + (c! * p) + (c + p) + (c\# * p)}{\text{total number of hits performed}} * \text{factor}$$

We will discuss the two Parameter columns positioned on the right hand side of the figure:

- % min → defines the lowest percentage of hits performed individually in respect to the total number of hits by the team, in order to assign an index value. For example: if 10% is set for digs and the total number of digs performed by the team is 100, each player must have performed at least 10 digs before he can be assigned an index value.
- Factor → defines a multiplication factor. We suggest you insert values 1 (if you want to keep the real value) or 100 (if you want a value based on percentage).
- It is possible to represent an index in absolute full value, with decimal or in a percentage format.
- You can represent the evaluation as a decimal number or in a percentage format.



### 2.2.5.2 Efficiency

The efficiency value is another evaluation index value used in the Volley ball world and in DATA VOLLEY 2007 MEDIA.

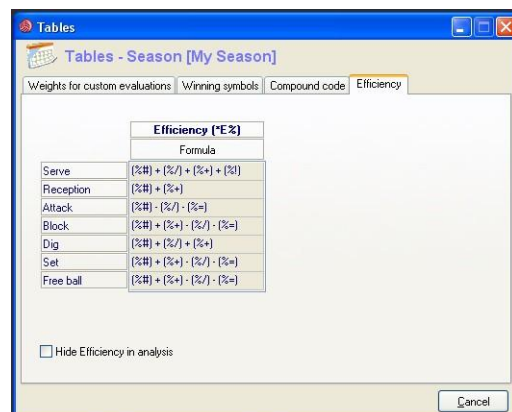
The classic efficiency is an index that uses the ratio between the winning hits minus the missed ones, divided by the total number of hits.

$$\frac{(C\#) - (C=)}{\text{Total number of hits}}$$

We have chosen to use the evaluation system used by the Italian National team, which varies for every skill:

- For serve, reception, dig and Free Ball you have to consider the sum of the percentage of the positive hits.
- For attack, block and set you consider the percentage ratio between the positive and the negative hits (Efficiency).

Refer to the scouting paragraph for defining positive and negative hits. Check the Hide Efficiency in analysis option in the bottom left hand corner of the window if it is not needed in the analysis.



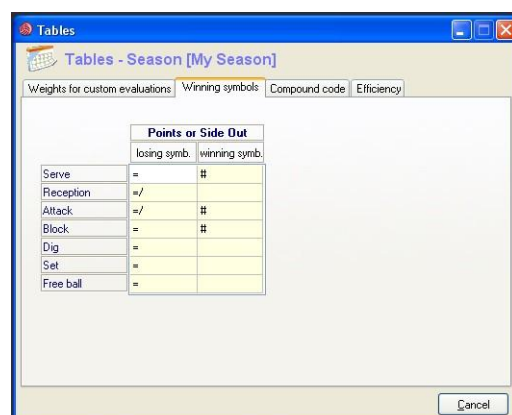
### 2.2.5.3 Winning symbols

This window allows you to define the effects that determine the awarding or the loss of points for the different skills.

If you are using DATA VOLLEY 2007 MEDIA for the first time we suggest you use the default values.

These are the values that are used by the software:

- To verify the information. For example to check if the rotation is correct (i.e. after a serve #, winning effect, the same player will have to return to the serve zone without a change of rotation).
- To create an evaluation group (winning, losing, and intermediate) for example the assigning of the colours in the graphical analysis of the attack directions.

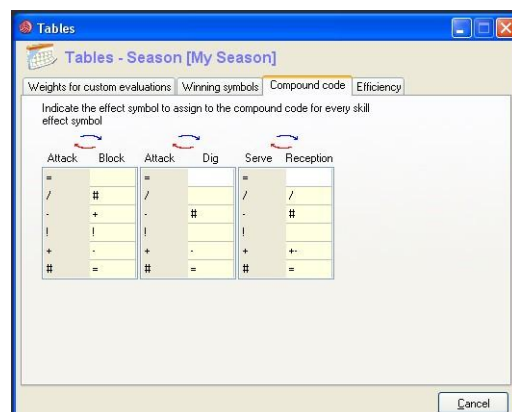


### 2.2.5.4 Compound codes

In this window you can modify the correspondence of the compound code effects in the scouting phase for each skill.

The combinations defined in this table are always relative to a certain Season.

We suggest you use the default values until you are familiar with the program.



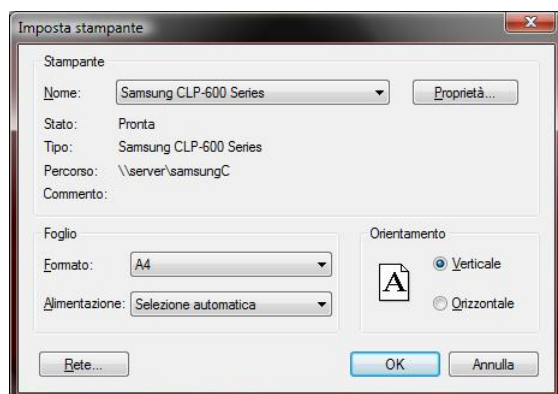
### 2.2.6 CLOSE A MATCH

Closing a match allows you to exit the current match and return to the main program window. The program will ask you to confirm if you want to exit the game if any changes have been applied.

### 2.2.7 PRINTER SETUP

DATA VOLLEY 2007 MEDIA works with any printer installed on the computer.

It is important to set up the printer correctly through the file menu and make sure the printer is connected because when you launch the print option during the scouting and analysis phase the program will automatically select the defined printer without requesting confirmation.



## 2.3 COMMAND MENU

The entries that appear in the drop down Command menu represent all the operations that can be made in the program. The menu will be disabled if you are in a situation where you can't use the commands.

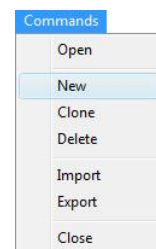
This menu will change according to the active window displayed.

The following commands will outline the main commands in the menu.

### 2.3.1 COMMAND MENU IN TEAM DATABASE

If the team database is displayed the command menu will appear as shown.

The entries are the same that appear in the same window as buttons: open, new, clone, delete, import, export, exit.

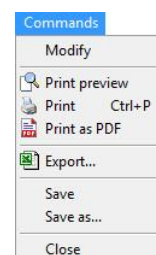


### 2.3.2 COMMAND MENU IN ANALYSIS

If the analysis window is displayed the command menu will appear as shown.

The menu entries are:

- **modify:** allows you to return to the analysis composition window to modify the type of analysis.
- **Print preview:** to view the current analysis preview before printing
- **print:** prints the current analysis directly on the default printer
- **print as PDF file:** the current analysis is saved as a PDF file before it is printed
- **export:** saves the current analysis as an excel file
- **save**
- **save as**
- **close**



### 2.3.3 COMMAND MENU IN SCOUTING

The command menu during a scouting is very important and has the following entries:

PLEASE NOTE: the commands present in this menu during a scouting can be directly inserted in the Command window by entering the corresponding codes that will appear in brackets.

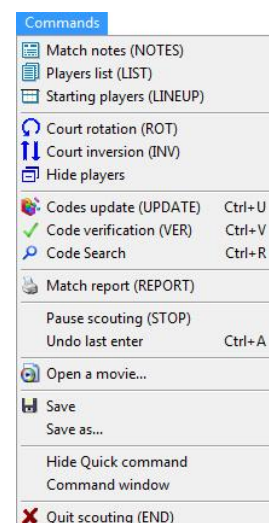
When positioned in the rotation window, press the [Esc] key to enable the command window. This will allow you to use the keyboard only, without having to use the mouse to select the command from the menu list.

#### MATCH NOTES (NOTES):

This command will directly take you to the notes window where all the match information is kept. This command can also be found in the Quick command window next to the scoreboard.

#### PLAYERS/ATHLETES LIST (LIST):

This command is used to view the player list window for both teams. This list can be modified as previously described. Thanks to this command you can always view the initial line-up by checking in the cells next to the player name, the position occupied at the beginning of each set. This command can also be found in the Quick command window.

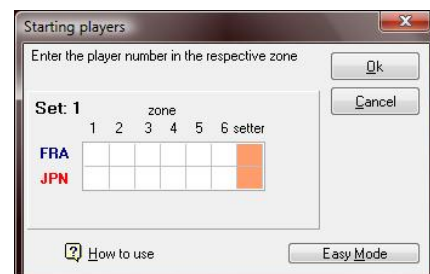


## INITIAL ROTATION (LINE UP):

This command is used to enter the initial line up.

Enter the initial line up for both teams at the beginning of each set using this command or by clicking on the button positioned in the centre of the scouting window when starting a new match.

The first set will be displayed in the player window set1 that will be empty. Enter the line up for both teams, and indicate the two setters, by either dragging the players in the court picture or by double clicking on the players that need to be positioned on the court (starting from zone 1 and following the normal volley ball rotation system 1-2-3-4-5-6).



In the previous version the initial line-up was entered using the classic mode (you can access this mode using the relative button) using the old window and by typing the numbers and moving between the cells using the arrow keys.

This command can also be found in the Quick command window.



## COURT INVERTION (INV)

This command is used to invert the position of the teams on the court. This command is used to position the teams on the screen in the best possible way. For example, at the start of the match or at the start of the fifth set, the INV command is used if the teams are positioned in the opposite way as they appear on the screen. This command is also used following a tie break when one of the two teams reaches 8 points. At the end of each set the program will automatically invert the position of the teams on the court.

This is the INV command icon  or  present in the Rotation Window.

## COURT ROTATION (ROT)

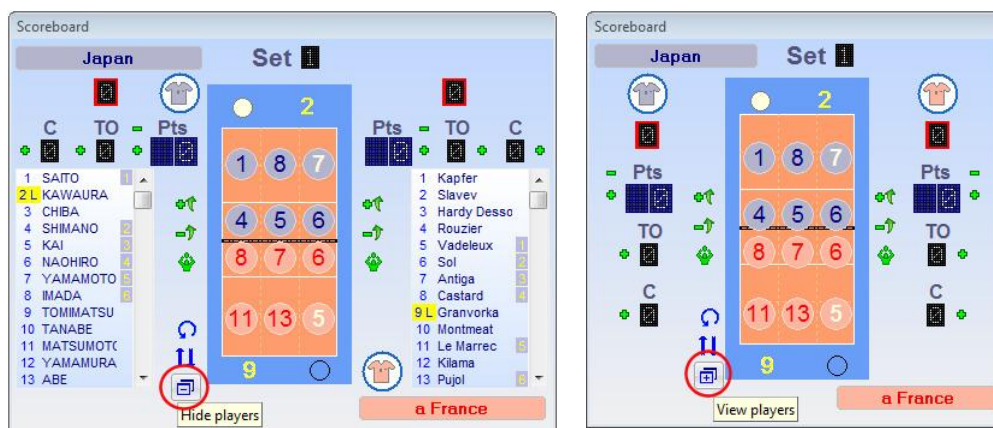
This command allows you to change the position of the courts from horizontal to vertical and vice versa. This command is very important as it allows the scout man to position the court in the best way, regardless of his position on the actual court. If the court is displayed vertically, the team in the top part of the court is the team on the left and the one in the bottom part is the right team (this is important when assigning a point using the end rally left and end rally right keys).

This is the ROT command icon  present in the Rotation Window.



## HIDE PLAYER

This command is used to minimize and maximize the Scoreboard Window by hiding the player lists. This command icon can be found in the Rotation/Scoreboard window.



## UPDATE CODES (UPDATE):

This command is used to update the statistical data that has been modified during a scout. This command is used, in particular, in the Codes list window.

This command is also found as a button in the bottom part of the Codes List window.

## VERIFY CODES (VER):

This command runs a verification procedure on the information entered in the Codes list Window.

This command can also be found as a button in the bottom part of the Codes list window.

## SEARCH CODE

This command runs a search for certain codes entered in the Codes list window through certain filters (see paragraph relating to Program windows).

## MATCH REPORT (REPORT)

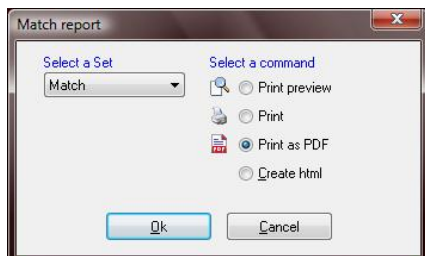
This command is used for printing the complete statistical match report relative to the match (or to a set) in a journalistic format.

This command can be used during a match (during a time-out or at the end of a set) or once the scouting is complete.

This window will appear when the function is selected in the Command menu where you can choose any of the following:

- choose the set for the match report you want to print (one or all)
- match report language (English or Italian)
- print preview
- print
- print as PDF file
- create HTML file (you will be asked to specify the patch where you want to save the file).

This command can also be found in the Quick Command window.



World League

1° Day Qualificazione

Italy

France

2

2

Match report Match

Match	19	Spectators	6.300
Date	01/06/2007	Income	
Time	20.07.00	Hall	Nelson Mandela For
City	Firenze		

Referees Hobor (HUN) - Zenovich (RUS)

Set	Time	Partial score				Score
		1	2	3	4	
1	0:24	8-5	16-14	21-16	25-20	
2	0:27	4-8	16-13	21-16	25-20	
3	0:28	5-8	12-16	16-21	22-25	
4	0:22	4-8	10-16	13-21	15-25	
5	0:16	5-3	10-7	12-9	16-15	
1.57					103-105	

Italy

	Set	Vote	Points			W-L	Serve	Pts	Reception			(Exc%)	Attack			BK							
			BP	Blo	Op				Err	Pos%	Err		Blo	Pts									
1	Mastrangelo	5	5	5	5	9	3	+3	18	3	2	1	100%	8	1	1	5	62%	2				
4	Nuti								1														
5	Mattera	6	6	6	6	6.1	1	+1	13								1	100%					
6	L. Farina							-1															
7	Paparoni																						
8	C. Cisolla																						
9	Savani	4	4	4	4	6	23	5	+11	16	5		23	2	39%	(26%)	40	2	2	21	52%	2	
10	Tencati																						
11	Gavotto	3	3	3	3	5.8	17	4	+9	21		1					39	1	7	16	41%		
13	Perazzolo						2			3	1						3	1		2	67%		
17	Sala	2	2	2	2	6	9	5	+3	16	2	1	4		75%	(25%)	14	1	3	5	36%	3	
18	Cemic	1	1	1	1	6.2	16	6	+5	16	4		32	1	75%	(56%)	37	1	5	16	43%		
Team totals		Points won:		Ser	Ar	Blo	Op	Er			104	15	4	95	4	65%	(47%)	142	7	18	66	46%	7
		Set 1		16	1	8					24	2		19	2	79%	(53%)	29	2		16	55%	1
		Set 2		16	3	4					25	3	2	18		44%	(33%)	37	2	4	16	43%	3
		Set 3		13	1	6					22	5	2	23	1	74%	(57%)	33	1	5	13	39%	1
		Set 4		12		3					16	3		22	1	59%	(41%)	27	2	7	12	44%	
		Set 5		9	2	5					17	2		13		69%	(54%)	16		2	9	56%	2
Head coach		MONTALI Gianpaolo																					
Assistant		MOTTA Mario																					

France

	Set	Vote	Points			W-L	Serve	Pts	Reception			(Exc%)	Attack			BK							
			BP	Blo	Op				Err	Pos%	Err		Blo	Pts									
1	Kapfer								2														
2	Slavov	6	1			4	1		4		1	16	2	62%	(44%)	6		2	3	50%			
4	Rouzier							-1	2	1						4	1		1	25%			
5	Vadeleux	1				2		+1	6							5			2	40%			
9	C. Granvorka	2	3	2	3	5.6	12	4	+5	18	1					34	2	4	11	32%	1		
10	Montmeat	2	1	2	2	6.9	16	6	+14	18						16	2		12	75%	4		
11	Le Marrec																						
13	Pujol	5	6	5	6	7	8	6	+3	15	3	1	1			5	1		2	40%	5		
14	Geller					6.3	10	3	+2	11	3		21	4	52%	(52%)	16	1		10	62%		
15	Samica	3	4	3	4	6.3	16	5	+9	15	2	1	20		70%	(65%)	28	4	1	12	43%	3	
17	Kieffer	4	5	4	5	6.4	12	4	+10	15						14	2		7	50%	5		
18	L. Exiga												31		77%	(65%)							
Team totals		Points won:		Ser	Ar	Blo	Op	Er			106	10	3	89	6	66%	(57%)	128	13	7	60	47%	18
		Set 1		14		4					22	2	2	22		73%	(50%)	31	3	1	14	45%	
		Set 2		10	4	6					20	2		22	3	64%	(55%)	31	1	3	10	32%	4
		Set 3		13	5	6					25	2	1	17	3	47%	(41%)	29	4	1	13	45%	5
		Set 4		13	7	5					24	2		13		85%	(85%)	18	1		13	72%	7
		Set 5		10	2	3					15	2		15		67%	(67%)	19	4	2	10	53%	2
Head coach		BLAIN Philippe																					
Assistant		LECAT Olivier																					

Italy

France

Points	Rot	Diff	Receptions	Points SO	54	Each 1.76 Recept.	1 Point
6	-1						
5	-4						
4	+3						
3	-3						
2	+5						
1			Serve 104				
			Point BP 23				
			Each 4.52 Serve				
			1 Break Point				

Points	Rot	Diff	Receptions	Points SO	52	Each 1.71 Recept.	1 Point
6	+2						
5	+1						
4	-1						
3	-2						
2							
1	+1		Serve 106				
			Point BP 29				
			Each 3.66 Serve				
			1 Break Point				

KILL ON RECEPTION				ATTACK ON DIG			
Errors	Blo	Pts%	Tot	Errors	Blo	Pts%	Tot
3	8	47%	60	2	3	50%	28
			58				19
			59%				47%
			0				0
			2				7

BP Break point				Pos Positive + #			
Err Error	Blo Blocked	Pts Points		W-L Won - Lost	Exc Excellent		

Software:  
Data Project S.r.l.  
www.dataproject.com

Data Volley 2007 Professional - Data Project Sport Software

## PAUSE/STOP SCOUTING (STOP)

This command is used for the video synchronization in the DATA VOLLEY 2007 MEDIA Data Video System. This command is used during a scouting, for example on video, when several long pauses are made and they could create problems to the video synchronization due to the error in the creation of the time code.

## CLOSE SCOUTING (END)

This command is used to save and exit the scouting in the correct way. When entering this command the program will ask you to save the changes that will be confirmed by pressing the [Enter] key. The program will then suggest a file name that can be changed. The & symbol must be kept as the first character.

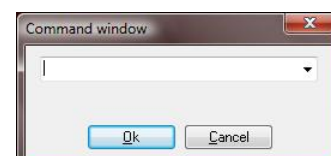
## SAVE

## SAVE AS

These commands are standard Windows commands in order to save the current project.

## COMMAND WINDOW

By clicking this item, it is possible to access to the Command Window through which it is possible to type manually the commands available in the scouting phase.



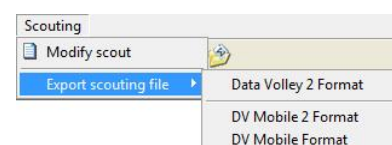
## 2.4 SCOUTING MENU

### 2.4.1 MODIFY SCOUT

The Modify Scout function is only available when an existing match is open (using the Open entry in the File menu or using the relative icon). By clicking on this function the scout for this match will be displayed and can be modified.

We suggest you open the scout when you want to modify the entered information (for example to add information or correct wrong information previously entered during a live scouting whilst watching the match video).

To run all type of analyses, we suggest you keep the match open and not the scouting to avoid modifying correct data accidentally.



## 2.5 TOOLS MENU

### 2.5.1 KEYBOARD REMAPPING

This function is used to adapt the keyboard to your needs.

You can create key shortcuts to associate a keyboard key to a certain command or scout code.

This window will be displayed when clicking on this function:

the present functions are defined by the program and they need to be set before you can start scouting. In particular, you will need to define the following commands:

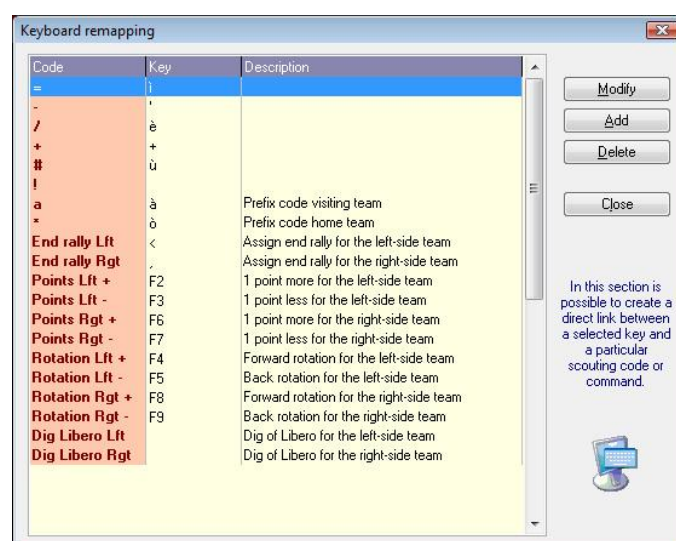
- Result values/evaluation
- End of rally
- Variations to the score and to the rotation

The program will set some default shortcut keys that can be modified by selecting the shortcut you want to modify and by clicking on Modify.

By clicking on the Modify button the following window will appear where you can enter the new shortcut key for the selected command.

The key combination shortcut Ctrl+key or Alt+key, can only be set for End of Rally rgt and End of Rally lft.

The scout codes can only be associated with one key at a time.



### Keyboard remapping suggestions:

- The keys that represent values (=, -, /, +, #) and the (\*, a) symbols used to indicate a home or away team should be positioned on the right hand side of the keyboard (on the left side if you are left-handed).
- Do not use the same key for more than one command
- Keep the original key association if possible (i.e. do not change the + position)
- Try and associate a key function as near as possible as its original position. (I.e. associate the “i” to the “=” as they are near to each other on the keyboard).
- Try and position the negative and positive values close to each other, ideally the positive values next to each other on a row above the negative values.
- Ideally the end rally left and end rally right should be positioned on either side of the space bar (left on the left of the bar and right on the right side)
- Use Ctrl + key or Alt + key or the function keys for score and rotation update (ex. F1 rotation + left, F12 rotation + right and so on)
- We suggest you use the default association keys and change them when you are more familiar with the program.

The ADD button is used to add custom key shortcuts once you are familiar with the program.

Examples of shortcuts to add:

- Define one key to correspond to the players that go from player 9 onwards
- Define particular attack combinations
- Define combinations such as Ctrl+key or Alt+key that will correspond to a complete scout code that is frequently present during a scout, particularly present in your own team.

## 2.5.2 GERERAL OPTIONS

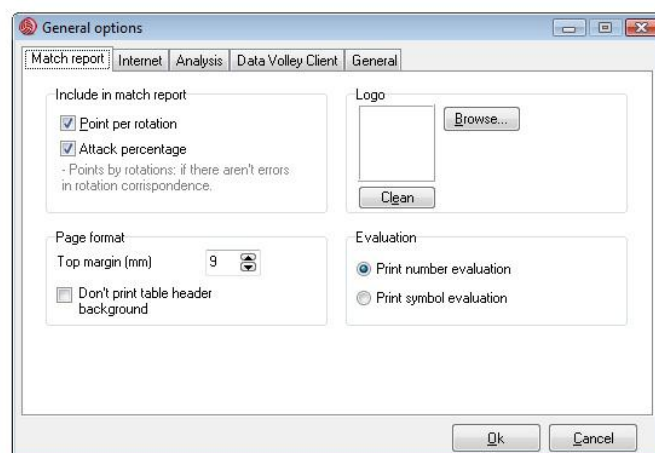
### 2.5.2.1 MATCH REPORT

This window allows you to define the options for printing a match report.

You can choose whether you want to include the points for rotation and/or the attack percentage.

You can select the width of the page margin and if you want to print the grey background on the header.

You can choose to either print an evaluation by number or by symbol.



header background

attack percentage

Evaluation by Number

evaluation by Symbol

Points for rotation

# World League 1° Day Qualificazione

## Match report Match

Italy  
France

2  
2

Match	19	Spectators	6.300
Date	01/06/2007	Income	
Time	20.07.00	Hall	Nelson Mandela For
City	Firenze		
Referees	Hobor (HUN) - Zenovich (RUS)		

Set	Time	Partial score	Score
1	0.24	8-5	16-14
2	0.27	4-8	16-13
3	0.28	5-8	12-16
4	0.22	4-8	10-16
5	0.16	5-3	10-7
	1.57		103-105

Italy	Set	1	2	3	4	5	Voti	Tot	Points BP	W-L	Tot	Serve Err	Pts	Tot	Reception Err	Pos%	(Exc%)	Tot	Attack Err	Blo	Pts	Pts%	BK Pts	
1	Mastrangelo	5	5	5	5	5		9	3	+3	18	3	2	1	100%			8	1	1	5	62%	2	
4	Nuti																							
5	Mattera	6	6	6	6	6	6.1	1	1	+1	13							1			1	100%		
6	L. Farina									-1				33	1	73%	(61%)							
7	Paparoni													2		50%								
8	C. Cistola																							
9	Savani	4	4	4	4	4	6	23	5	+11	16	5		23	2	39%	(26%)	40	2	2	1	52%	2	
10	Tencati																							
11	Gavotto	3	3	3	3	3	5.8	17	4	+9	21		1					39	1	7	16	41%		
13	Perazzolo							2			3	1						3	1		2	67%		
17	Sala	2	2	2	2	2	6	9	5	+3	16	2	1	4		75%	(25%)	14	1	3	5	36%	3	
18	Cernic	1	1	1	1	1	6.2	16	6	+5	16	4		32	1	75%	(56%)	37	1	5	16	43%		
Team totals								77	23	+31	104	15	4	95	4	65%	(47%)	142	7	18	66	46%	7	
								Points won:	Ser	Att	Blo	Op	Er											
								Set 1	16	1	8			24	2	79%	(53%)	29	2		16	55%	1	
								Set 2	2	16	3	4		25	3	44%	(33%)	37	2	4	16	43%	3	
								Set 3	2	13	1	6		22	5	2	74%	(57%)	33	1	5	13	39%	1
								Set 4		12		3		16	3		59%	(41%)	27	2	7	12	44%	
								Set 5		9	2	5		17	2		69%	(54%)	16		2	9	56%	2
Head coach	MONTALI Gianpaolo																							
Assistant	MOTTA Mario																							

France	Set	1	2	3	4	5	Voti	Tot	Points BP	W-L	Tot	Serve Err	Pts	Tot	Reception Err	Pos%	(Exc%)	Tot	Attack Err	Blo	Pts	Pts%	BK Pts	
1	Kafer													2										
2	Slavet	6	1					4	1		4		1	16	2	62%	(44%)	6		2	3	50%		
4	Rouzier							2		-1	2	1						4	1		1	25%		
5	Vadeleux	1						1			6							5			2	40%		
9	C. Granvorka	2	3	2	3	2		12	4	+5	18	1						34	2	4	11	32%	1	
10	Montmeat	2	3	1	2	2		16	6	+14	18							16	2		12	75%	4	
11	Le Marrec																							
13	Pujol	5	6	5	6	5		8	6	+3	15	3	1	1				5	1		2	40%	5	
14	Geller							10	3	+2	11	3		21	4	52%	(52%)	16	1		10	62%		
15	Samica	3	4	3	4	3		16	5	+9	15	2	1	20		70%	(65%)	28	4	1	12	43%	3	
17	Kieffer	4	5	4	5	4		12	4	+10	15							14	2		7	50%	5	
18	Le Favia													31		77%	(65%)							
Team totals								81	29	+43	106	10	3	89	6	66%	(57%)	128	13	7	60	47%	18	
								Points won:	Ser	Att	Blo	Op	Er											
								Set 1	2	14		4		22	2	73%	(50%)	31	3	1	14	45%		
								Set 2		10	4	6		20		64%	(55%)	31	1	3	10	32%	4	
								Set 3	2	13	5	6		25	2	1	77%	(41%)	29	4	1	13	45%	5
								Set 4		13	7	5		24	2		85%	(85%)	18	1		13	72%	7
								Set 5		10	2	3		15	2		67%	(67%)	19	4	2	10	53%	2
Head coach	BLAIN Philippe																							
Assistant	LECAT Olivier																							

Italy	Points Rot Diff	Receptions 95 Points SO 54	1st ATTACK AFTER POSITIVE RECEPTION (+#)	Receptions 89 Points SO 52	Points Rot Diff	France
6	-1	Each 1.76 Recept. 1 Point	Errors Blo Pts% Tot   Tot Pts% Blo Errors	1 Point	6 +2	BP Break point Pts Points Err Error Blo Blocked Pos Positive +# Exc Excellent W-L Won - Lost
5	-4		2 3 8 47% 60   28 59% 0 2		5 +1	W-L Starting line-up position
4	+3		1st ATTACK AFTER NEGATIVE RECEPTION (-)		4 -1	Substitute
3	-3		Errors Blo Pts% Tot   Tot Pts% Blo Errors		3 -2	
2	+5	Serve Point BP 23	2 3 3 50% 28   19 47% 0 4		2 -	Software:
1	-	Each 4.52 Serve 1 Break Point	ATTACK ON DIG		1 +1	Data Project S.r.l. www.dataproject.com
			Errors Blo Pts% Tot   Tot Pts% Blo Errors			
			2 7 40% 54   51 33% 7 7			



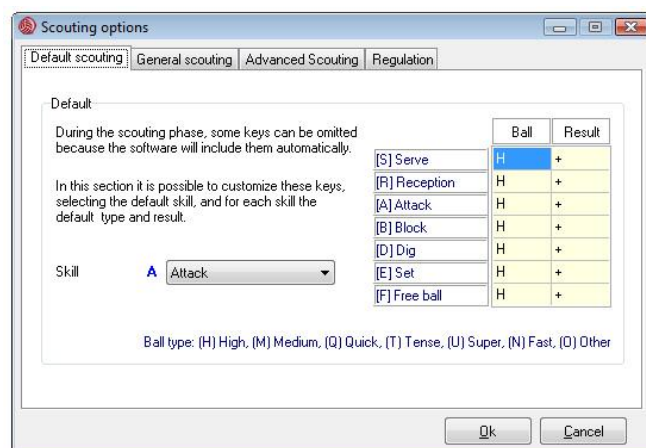
## 2.5.3 SCOUTING OPTIONS

### 2.5.3.1 DEFAULT SCOUTING

It is possible to change the scouting values that DATA VOLLEY 2007 MEDIA sets as default or automatic in this window. The program allows you to define:

- The default skill: is the skill that is used more often. The program will set the attack as the default skill.
- Type of hits and relative default effects: for each skill you can define a default effect and ball type (the most frequent ball type is usually High Ball (H) and the result value is usually (+))

Thanks to these settings you will be able to speed up the scouting phase (hen the default skill is performed with the relative default effect i.e. for a high attack with + effect, you will have to enter the number of the player in the scouting window to continue the scout as the program will automatically normalize the codes with these parameters). These settings also allow you to outline the scouting phase according to your needs.



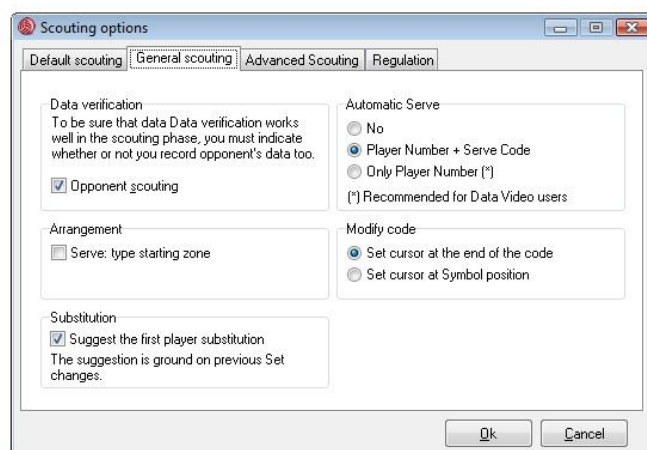
### 2.5.3.2 GENERAL SCOUTING

#### DATA VERIFICATION

By selecting the Opponent scouting option you will allow the program to scout both teams in order to optimize the verification of certain scouting sequences (after a correct serve there will be a reception of the opponent team).

#### NORMALIZATION

In order to have a precise code normalization phase, you need to indicate if you want the starting zone of the serve to be scouted.



#### SUBSTITUTIONS

Tick this option if, during a player substitution, you want the program to suggest the substitution in the previous sets. You can directly modify any information as and when required.

#### AUTOMATIC SERVE

By clicking in one of the three available options you can decide if you want to automatically enter the code relating to the next serve in the scouting window, after pressing the End Rally key.

These are the possible three options:

- No (do not select this option as the code will not be displayed in the scouting window after an End Rally)
- Player number + serve code (it will activate the insertion of the number of the player that will perform the serve and the serve code -S- )
- Player number only (it will only activate the insertion of the number of the player that will perform the serve. We suggest you use this option if you use Data Video when you synchronize the images in the video with the DATA VOLLEY 2007 MEDIA scouting. Due to the program normalizing the codes depending on the time it takes to type the key associated with the skill (i.e. the serve is synchronized when the S key is pressed), we suggest you use this option to allow the program to enter the number of the player but not the serve code to avoid confusion during the synchronization.

#### MODIFY CODE

This option allows you to simplify the code modification phase during the scouting of a match by positioning the cursor directly at the end of the code or in correspondence to the score (to help the evaluation variation of the hit in the next phase). You can always modify any field where the scout code can be entered.

### 2.5.3.3 ADVANCE SCOUTING (Professional version only)



## AUTOMATIC LINE UP

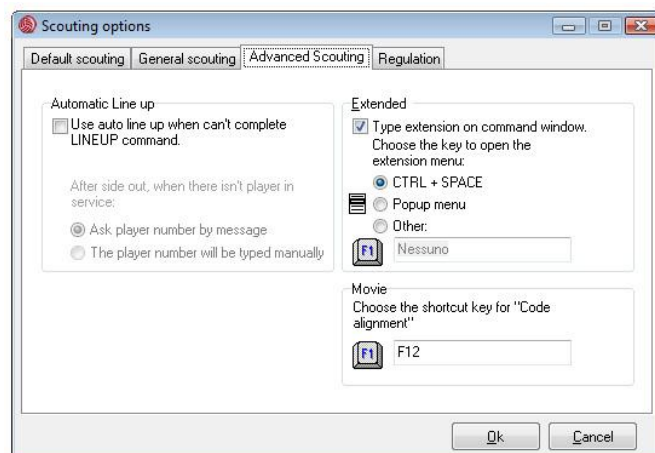
By clicking on this option, DATA VOLLEY 2007 MEDIA will be able to create the initial line up for each set even if it was not entered at the start of the scouting through the LINEUP command or through the relative icon.

The program will register, after every ball change, the number of the player that performs the serve, entered in the scouting window, in order to complete the dull sextet after six rotations.

This function is used for example when it is not possible to have the sextet line up before the start of the match and you need to start the scout or if you don't have enough time to enter the line up.

If you enable this function you can choose between two further options relating to the insertion:

- a message will ask you for the number of the player that performs the serve after a ball change
- the number of the player that performs the serve after a ball change is entered automatically



### 2.5.3.4 REGULATIONS

The parameters relating to the type of regulation to use for the scouting of the matches needs to be defined in this section.

In the Players section you can enter:

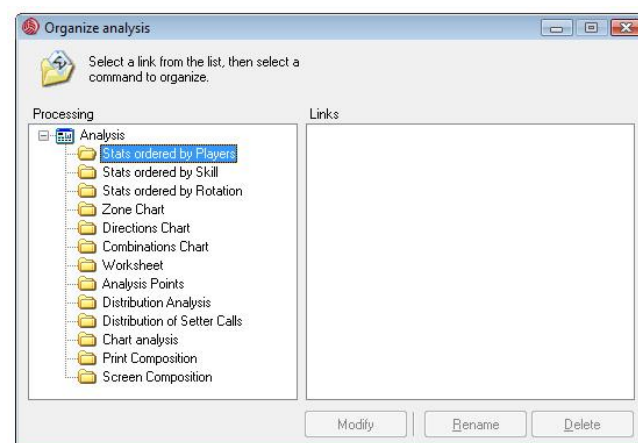
- The number of players in the line up (for events that require a line up of more than 12 players)
- The number of players in the roster
- The maximum number of substitutions for each set
- In the Score: section you can enter:
- The number of sets that can be played
- The score at the end of the 4 sets
- The final score at the end of the potential tie-break or fifth set )
- If you have the additional BEACH module, you will need to check the settings in the Beach Volley section depending on the type of match, either 2 or 4 players.

### 2.5.4 ORGANISE ANALYSIS

This function allows you to view the previously stored analysis and make changes if necessary. By clicking on Organise analysis a window will be displayed with a list of the analysis types provided by DATA VOLLEY 2007 MEDIA.

By clicking on a category in the left hand side of the window you will see all the analysis stored in that folder.

You can Modify, Rename or Delete a saved analysis using the buttons positioned on the bottom of the window.

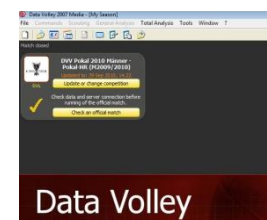


## 2.5.5 ROSTER VALIDATION

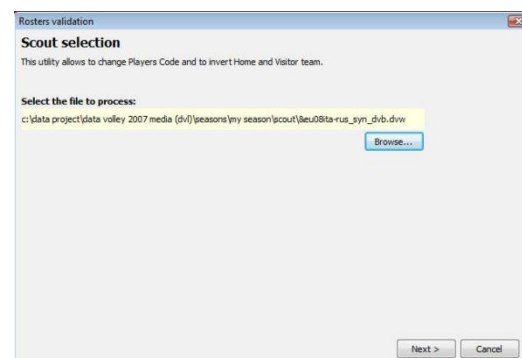
The roster validation tool is used to make sure the players present on the roster are correct.

This could happen when a player has been added to the roster manually or when you request the scout file from the opposite team.

In order to use the Roster Validation you must check the teams in the database or Update the Competition if you are using a Media Tool.



Select Roster Validation from the Tools menu and the following window will appear where you can select the file you want to process.



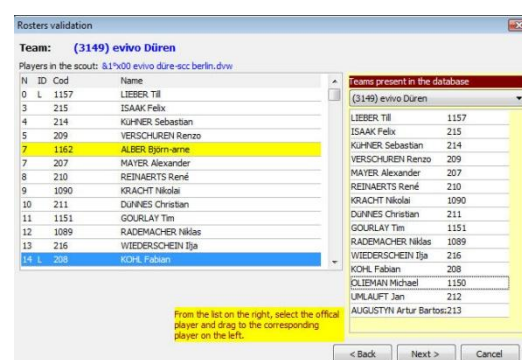
Press Next to continue.

The second window will allow you to invert the teams if necessary. This may happen if for example the file has been sent by the opposite team who positioned their team as home team even though they were playing an away match.



This window will highlight possible roster errors that were made to the list of players.

The codes that are not compatible with the official ones will be highlighted in yellow. Select the corresponding player from the list on the right and drag to the relative position on the list on the left. This will amend the roster with the correct information.



## 2.6 WINDOW MENU

This menu is used to organize the windows on the screen.

The windows that are open on the screen will be listed in the bottom part of this menu and the active window will be indicated by a tick mark.

Window	?
Arrange screen	
Hide all analyses	Ctrl+T
Reduce all	
Restore all	
1 Codes list	
2 Scoreboard	
3 Quick command	
✓ 4 Scouting window	

### 2.6.1 ARRANGE SCRREN

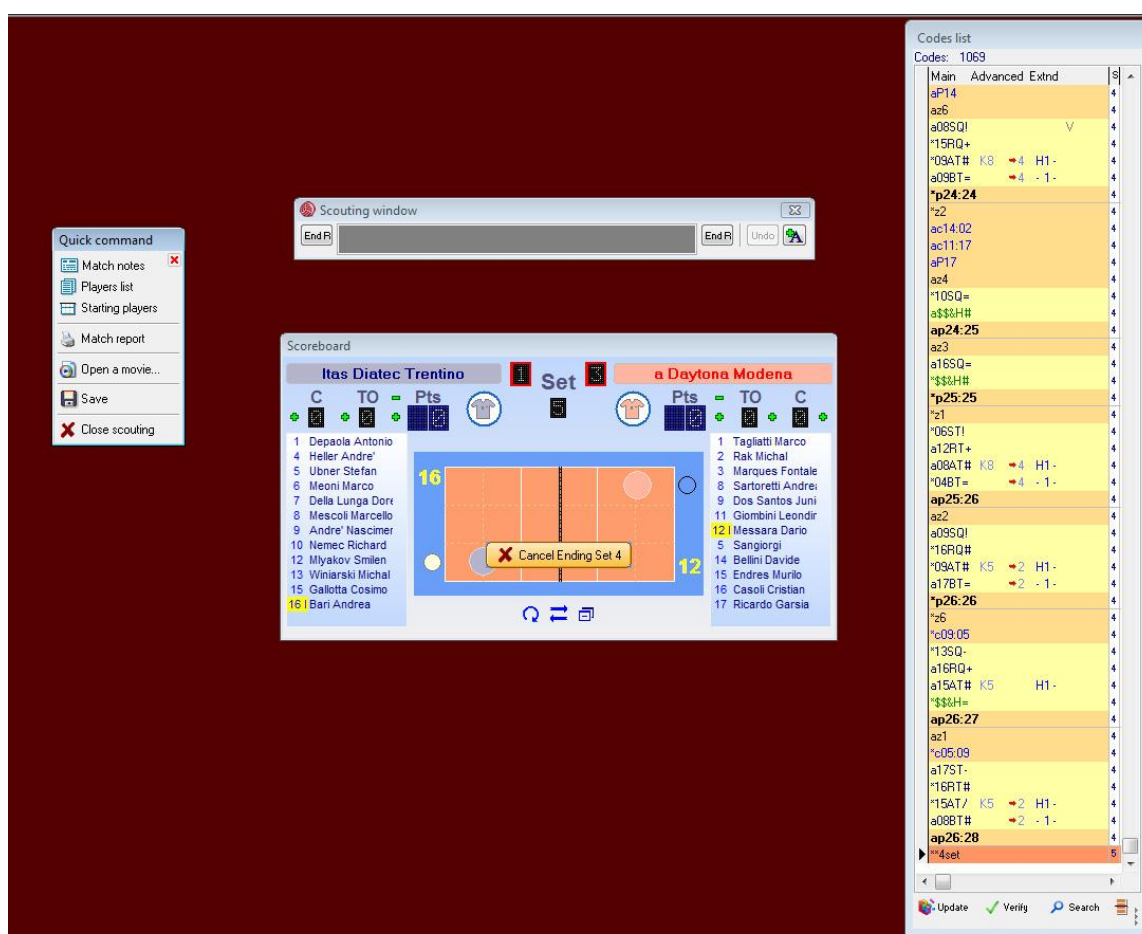
It is used to arrange the screen according to the default position.

### 2.6.2 HIDE OR CLOSE ALL ANALYSIS

This function closes all the analysis windows displayed on the screen.

### 2.6.3 MINIMIZE ALL/REDUCE ALL

This function allows you to minimize all the analysis windows opened.



### 2.6.4 MAXIMIZE ALL/RESTORE ALL

This function allows you to restore all the analysis windows previously minimized to an icon.

General Analysis	
Player Analysis	▶
Analysis by Skill	▶
Analysis by Rotation	▶
Point analysis	▶
Action details	
Match report	
Play by Play	
Print sequence	

The analyses available in DATA VOLLEY 2007 MEDIA have been updated and improved substantially: the number of analyses are greater to adapt to the amplified scouting possibilities; the analysis window is straightforward for the understanding and compilation; the statistic tables are more detailed and can easily be adapted to your needs.

By selecting any entry in the menu, the ANALYSIS WINDOW will appear where you can select the parameters relating to the way you want to display the match.

### 2.7.1 STATISTICS ORDER BY PLAYER - SKILL - ROTATION

These three types of analyses are very similar to one another:

- player/skill/rotation




- skill/player/players (team)/rotation

- Rotation/player (team)/skill

The first two columns “Ind” and “Eff” show, respectively, the personalized index value according to the parameters indicated in File\_tables\_weight for custom evaluation and the DATA VOLLEY 2007 MEDIA efficiency according to the parameters indicated in File\_tables\_efficiency.

Here are some examples of table analysis to outline the differences between the analyses:

- analysis by player: details of all the skills for Millar and Priddy

Stats ordered by Players - Untitled																												  		
U.S.A.		Player detail										Skills detail																		
Player	Skill	Type	S	Se	Ind.	%E	Tot	=	%	BP	pS	/	%	BP	pS	-	%	!	%	+	%	#	%	BP	pS					
8 Priddy	Serve				2	56%	16	2	12%	-	2	-	-	-	-	5	31%	7	44%	1	6%	1	6%	1	-					
	Reception				4	50%	16	-	-	-	-	-	-	-	-	8	50%	-	-	1	6%	7	44%	-	-					
	Attack				6	17%	35	1	3%	1	-	6	17%	4	2	8	23%	-	-	7	20%	13	37%	3	10					
	Atk after Rec				6	19%	16	1	6%	1	-	4	25%	4	2	2	12%	-	-	1	6%	8	50%	-	8					
	Transition				6	16%	19	-	-	-	-	2	11%	-	2	6	32%	-	-	6	32%	5	26%	3	2					
	Block				4	50%	8	2	25%	1	1	-	-	-	-	-	-	-	-	3	38%	3	38%	2	1					
9 Millar	Serve				3	50%	16	-	-	-	-	-	-	-	-	8	50%	6	38%	2	12%	-	-	-	-					
	Reception				10	100%	2	-	-	-	-	-	-	-	-	-	-	-	-	-	-	2	100%	-	-					
	Attack				7	43%	14	1	7%	1	-	1	7%	-	1	3	21%	-	-	1	7%	8	57%	1	7					
	Atk after Rec				8	50%	12	1	8%	1	-	-	-	-	-	3	25%	-	-	1	8%	7	58%	-	7					
	Transition				5	-	2	-	-	-	-	1	50%	-	1	-	-	-	-	-	-	1	50%	1	-					
	Block				3	100%	9	-	-	-	-	-	-	-	-	-	-	-	6	67%	3	33%	3	-	-					

➤ analysis by skill: details of the skills and details of all the players

Stats ordered by Skill - Untitled

U.S.A. | Player detail | Skills detail

Skill	Type	Player	S	Set	Ind.	%E%	Tot	=	%	BP	pS	/	%	BP	pS	-	%	!	%	+	%	#	%	BP	pS
Serve	Team		3	41%	103	11	11%	-	11	1	1%	-	50	49%	24	23%	12	12%	5	5%	5	-			
		7 Lee	4	58%	19	1	5%	-	1	1	5%	-	7	37%	5	26%	3	16%	2	11%	2	-			
		8 Priddy	2	56%	16	2	12%	-	2	-	-	-	5	31%	7	44%	1	6%	1	6%	1	-			
		9 Millar	3	50%	16	-	-	-	-	-	-	-	8	50%	6	38%	2	12%	-	-	-	-			
		10 Salmon	4	41%	27	3	11%	-	3	-	-	-	13	48%	5	19%	5	19%	1	4%	1	-			
		13 Stanley	4	25%	4	1	25%	-	1	-	-	-	2	50%	-	-	1	25%	-	-	-	-			
		14 Hansen	3	-	12	2	17%	-	2	-	-	-	10	83%	-	-	-	-	-	-	-	-			
		15 Gardner	3	22%	9	2	22%	-	2	-	-	-	5	56%	1	11%	-	-	1	11%	1	-			
Reception	Team		6	62%	76	2	3%	2	-	-	-	-	27	36%	-	-	6	8%	41	54%	-	-			
		5 Lambourne	6	70%	30	1	3%	1	-	-	-	-	8	27%	-	-	4	13%	17	57%	-	-			
		8 Priddy	4	50%	16	-	-	-	-	-	-	-	8	50%	-	-	1	6%	7	44%	-	-			
		9 Millar	10	100%	27	-	-	-	-	-	-	-	-	-	-	-	-	-	2	100%	-	-			
		10 Salmon	5	59%	27	1	4%	1	-	-	-	-	10	37%	-	-	1	4%	15	56%	-	-			
		14 Hansen	-1	-	1	-	-	-	-	-	-	-	1	100%	-	-	-	-	-	-	-	-			
Attack	Team		7	34%	121	13	11%	8	5	9	7%	6	3	17	14%	-	-	19	16%	63	52%	13	50		
		7 Lee	8	56%	9	1	11%	-	1	-	-	-	2	22%	6	67%	-	-	6	67%	-	6			
		8 Priddy	6	17%	35	1	3%	1	-	6	17%	4	2	8	23%	-	-	7	20%	13	37%	3	10		
		9 Millar	7	43%	14	1	7%	1	-	1	7%	-	1	3	21%	-	-	1	7%	8	57%	1	7		
		10 Salmon	7	38%	21	3	14%	2	1	1	5%	1	-	2	10%	-	-	3	14%	12	57%	5	7		
		14 Hansen	0	-100%	1	1	100%	-	1	-	-	-	-	-	-	-	-	-	-	-	-	-	-		
		15 Gardner	7	41%	41	6	15%	4	2	1	2%	1	-	4	10%	-	-	6	15%	24	59%	4	20		
		Atk after Rec	7	49%	68	5	7%	5	-	4	6%	4	-	8	12%	-	-	9	13%	42	62%	-	42		

In this table the skills appear in the first column and the details of each player appear in the second column. This kind of table is helpful when you need to compare the individual performances of each player in each skill. You can always increase or reduce the statistic specificity by entering one or more code filters.

For example: if you want to compare an attack on poor reception for all the players of the home team in the second set.

➤ Analysis by rotation: reception of the team, details of all the rotations

Stats ordered by Rotation - rotation\_01

Itas Diatec Trentino | Reception | Rotations detail

S	Player	Skill	Type	Set	Ind.	%E%	Tot	=	%	BP	pS	/	%	BP	pS	-	%	!	%	+	%	#	%	BP	pS
1	Team	Reception			79	86%	14	1	7%	1	-	-	-	-	-	-	1	7%	4	29%	8	57%	-	-	
6					70	70%	10	-	-	-	-	-	-	-	-	1	10%	2	20%	2	20%	5	50%	-	-
5					50	50%	12	-	-	-	-	-	-	-	-	2	17%	4	33%	4	33%	2	17%	-	-
4					11	42%	19	6	32%	6	-	-	-	-	-	3	16%	2	11%	3	16%	5	26%	-	-
3					0	36%	14	3	21%	3	-	2	14%	2	-	2	14%	2	14%	4	29%	1	7%	-	-
2					-44	11%	9	4	44%	4	-	1	11%	1	-	-	3	33%	-	-	-	1	11%	-	-

In this table we can see how we can compare a skill and a reception, in this example, according to the different rotations (first column). With a statistic table like this one, the scout-man can immediately identify in which type of rotation the team is not good enough in (for example, rotation 3 and rotation 6 25% efficiency, rotation 5 with 29% with two point errors) and make the relevant improvements and corrections.

This type of table, and with different levels of specificity and that can be modified, can be created straightaway using the parameters required in the analysis window.



## 2.7.2 POINT ANALYSIS

This analysis allows you to compare the points won by the two teams in a break point phase and compare them dividing them by skill.

This is an example where the total numbers of points of both teams, during the break point, are compared without detailing the rotations.

Analysis Points - Untitled

Itas Diatec Trentino

S in:	Set	Team	BP	Ace	%	Att BP	%	Block BP	%	Err Op in Att	%	Err Op All	%	Serve BP%	N Rec	SO/Rec	
	Match	Itas Diatec T.	25	4	16%	11	44%	6	24%	4	16%	4	16%	87	29%	78	50%
		Daytona M.	38	14	37%	14	37%	5	13%	5	13%	5	13%	100	38%	68	65%

The points on break point of the two teams are displayed in the first column highlighted in yellow (serve/ace, attack, block, opponent error, opponent error in attack).

The last two columns represent:

- the number of serves and % of points carried out during the serve phase (or point phase)
- the number of receptions and % of points carried out during the reception phase (or sideout phase)

You can also decide if you want to display a point analysis detailed by rotation. In this case the point analysis in comparison will be referred to every position of the setter of the team selected in the analysis window where the choices are made.

Analysis Points - Untitled

**General selection**

Team: **Itas Diatec Trentino**

Player: **Team**

Skill: **Ignore**

Rotation: **Detail of rotations**

Set: **Ignore**

Play phase: **Ignore**

**Advanced selection**

[Click here to set advanced filter rules](#)

[Advanced filter >>](#)

[Shortcut...](#) [Process](#) [Save](#) [Save as...](#)

Analysis Points - Untitled

Itas Diatec Trentino

Rotations detail

S in:	Set	Team	BP	Ace	%	Att BP	%	Block BP	%	Err Op in Att	%	Err Op All	%	Serve BP%	N Rec	SO/Rec	
5	Match	Itas Diatec T.	3	1	33%	2	67%	-	-	-	-	-	-	13	23%	10	80%
		Daytona M.	2	-	-	-	-	2	100%	-	-	-	-	12	17%	10	70%
5	Match	Itas Diatec T.	4	-	-	2	50%	1	25%	1	25%	1	25%	16	25%	12	58%
		Daytona M.	5	-	-	3	60%	-	-	2	40%	2	40%	17	29%	14	71%
4	Match	Itas Diatec T.	9	2	22%	2	22%	5	56%	-	-	-	-	21	43%	19	42%
		Daytona M.	11	6	55%	3	27%	1	9%	1	9%	1	9%	21	52%	17	47%
3	Match	Itas Diatec T.	3	-	-	3	100%	-	-	-	-	-	-	12	25%	14	43%
		Daytona M.	7	3	43%	3	43%	-	-	1	14%	1	14%	17	41%	8	75%
2	Match	Itas Diatec T.	2	-	-	1	50%	-	-	1	50%	1	50%	11	18%	9	33%
		Daytona M.	6	4	67%	2	33%	-	-	-	-	-	-	15	40%	8	75%
1	Match	Itas Diatec T.	4	1	25%	1	25%	-	-	2	50%	2	50%	14	29%	14	50%
		Daytona M.	7	1	14%	3	43%	2	29%	1	14%	1	14%	18	39%	11	64%



Elaborazione: Data Project S.r.l. - Tel/Fax ++39-051-307060 [www.dataproject.com](http://www.dataproject.com) Rilevatori: Montagner Scabbia

### 2.7.3.1 MATCH REPORT VOTE SYSTEM CALCULATION

**SERVE VOTE** =  $[(\text{"="} \times 0) + (\text{"-"} \times 4) + (\text{"+"} \times 7) + (\text{"/" } \times 8) + (\text{"\#" } \times 10)] / \text{total serves}$

If the vote is lower than 5.5 it is rounded to 5.5

A vote is assigned in the Serve only if 5% of the serves are performed per team

**RECEPTION VOTE** =  $[(\text{"="} \times -3) + (\text{"/" } \times -3) + (\text{"-"} \times -1) + (\text{"+"} \times 7) + (\text{"\#" } \times 10)] / \text{total receptions}$

If the vote is lower than 5.5 it is rounded to 5.5

A vote is assigned in RECEPTION only if 7% of the receptions are performed per team

**ATTACK VOTE** =  $[(\text{"="} \times 0) + (\text{"/" } \times 0) + (\text{"-"} \times 5) + (\text{"+"} \times 5) + (\text{"\#" } \times 10)] / \text{total attacks}$

If the vote is lower than 5.5 it is rounded to 5.5

A vote is assigned in ATTACK only if 7% of the attacks are performed per team

#### **BLOCK VOTE**

If the number of BLOCKS # is higher or equal to (number of sets played x 1) → vote = 8.5

If the number of BLOCKS # is higher or equal to (number of sets played x 0.8) → vote = 8

If the number of BLOCKS # is higher or equal to (number of sets played x 0.5) → vote = 7

For those who have exploited the role of setter, the attacks after positive reception (+ #) , performed by the team when he is on court, are also considered.

#### **ATTACK AFTER POSITIVE RECEPTION VOTE**

=  $[(\text{"="} \times 0) + (\text{"/" } \times 0) + (\text{"-"} \times 5) + (\text{"+"} \times 5) + (\text{"\#" } \times 10)] / \text{sum of attacks after positive reception}$

A vote for these attacks is carried out only if the number of attacks after positive reception are more than 30% of the total of the attacks performed by the team.

**FINAL VOTE** = total votes / number of votes



## 2.7.4 PLAY BY PLAY

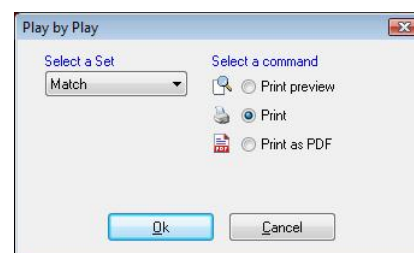
By selecting this function you can view the performance in a set or in a match, play by play (action by action). This window will be displayed where you can choose the play by play options.

The play by play analysis will be displayed as follows:

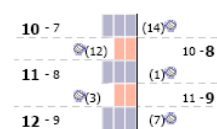
The match performance will be displayed action by action.

These are the different entries found in the analysis:

- the green numbers on the far right and on the far left of the sheet indicate the position of the setter of the respective team during the action (rgt or lft)
- the words in black represent the actions that lead to the assigning of the point (attack, serve, positive block and so on).
- The words in red represent the negative actions that lead to the loss of the point (reception, attack, wrong serve...).
- The words in green define the actions won following an error of the opponent team
- The ball symbol on the left or on the right of the centre line represents the serve possession of the respective team positioned on the left or on the right.
- This symbol  represents the winning of a tie break (point on your own serve).
- This symbol  (15) represents the player that serves.
- The coloured rectangles on the left and right of the centre line each represent an advantage point of the team compared to the opponent team. For example: two rectangular symbols on the left mean that the team on the left has two advantage points compared to the team on the right. A BLUE rectangular means that the last point was won by the home team, a RED one means that the last point was won by the away team.



5 in	Bulgaria 2 - 3 Cuba	5 in
6	Attack Tense # (15) Aleksiev 1 - 1	Attack Quick # (13) Simon 5
5	2 - 2	Attack Quick # (13) Simon 4
4	BP Attack Tense # (11) Nikolov V. 3 - 2	Serve Jumping # (4) Leal 3
	BP Serve jumping # (11) Nikolov V. 4 - 2	Reception Quick # (6) Gutierrez
	5 - 2	Attack Quick # (13) Simon
	6 - 2	Set # (14) Hierrezuelo
	Time Out	Reception Quick # (6) Gutierrez
	BP Serve jumping # (11) Nikolov V. 7 - 2	Reception Quick # (14) Hierrezuelo
	BP Serve jumping # (11) Nikolov V. 8 - 2	Attack Tense # (8) Cepeda 2
3	Attack Tense # (11) Nikolov V. 9 - 3	Block # (7) Camejo
	Attack blocked (11) Nikolov V.	Attack Tense # (8) Cepeda BP 1
	Dig Tense # (13) Salparov	Attack Tense # (8) Cepeda BP
	Attack Quick # (12) Yozlov	Time Out
2	Attack Tense # (6) Kazyski 10 - 7	Block Tense # (1) Leon
	Serve Jumping # (12) Yozlov	Serve Jumping # (1) Leon 6
1	Block # (11) Nikolov V.	Attack # (1) Leon 5
	Attack Tense # (6) Kazyski 12 - 9	Dig # (1) Leon
6	BP Attack # (15) Aleksiev 13 - 9	Attack Tense # (8) Cepeda
	Dig Tense # (3) Zhekov	Attack Quick # (13) Simon BP 4
	14 - 11	Serve Jumping # (8) Cepeda
5	Dig Quick # (6) Kazyski	Attack Quick # (13) Simon
4	Attack Tense # (11) Nikolov V. 15 - 12	Dig Tense # (6) Gutierrez 3
	Serve Jumping # (11) Nikolov V.	15 - 13
	Attack # (15) Aleksiev	13 - 14
	Reception Quick # (6) Kazyski	13 - 15
3	16 - 15	Serve Jumping # (13) Simon BP 2
	Dig Tense # (15) Aleksiev	Serve Jumping # (13) Simon
	Attack Tense # (11) Nikolov V. 18 - 15	Attack # (8) Cepeda
	Substitution in: Golev exit: Yozlov	Attack Tense # (8) Cepeda 1
2	BP Block Quick # (18) Nikolov N. 19 - 15	Attack Quick blocked (7) Camejo
	19 - 17	Attack Tense # (8) Cepeda 6
1	Block Tense # (11) Nikolov V.	Serve Jumping # (1) Leon
	20 - 17	Attack Tense # (4) Leal 5
	Attack Tense # (6) Kazyski 21 - 18	Substitution in: Hernandez exit: Camejo
	21 - 19	Attack Medium # (1) Leon 4
6	Attack Tense # (15) Aleksiev 22 - 19	Substitution in: Yozlov exit: Golev
	Substitution in: Mitev exit: Nikolov N.	22 - 20
5	Serve Medium # (20) Mitev	Serve Medium # (4) Leal 3
	Substitution in: Nikolov N. exit: Mitev	Time Out
	23 - 20	22 - 21
4	Dig Tense # (13) Salparov	Attack Tense # (1) Leon 2
	24 - 21	Serve Jumping # (13) Simon
3	Attack Tense # (15) Aleksiev	Attack Medium # (8) Cepeda



2.7.5 ACTION DETAILS

Action detail

Cuneo | Skills detail

0 : 0	*PQ4					
0 : 0	*z6					
0 : 0	aP09					
0 : 0	az2	*01SM+96	a16RM-96	a13AH=V545	*SS&H#	
1 : 0	*p01:00	*01SQ#95	a13RQ=95			
2 : 0	*p02:00	*01SQ-96	a01RQ+96	a09EM+K1P	a01AM#XP86	*SS&H=
2 : 1	ap02:01					
2 : 1	az1	a11SQ!11	*01RQ!11	*04EQ+K7C	*13AQ#X747	a03BQ=
2 : 1	az2					
2 : 1	az3					
2 : 1	az4	aSS&H=				
3 : 1	*p03:01					
3 : 1	*z5	*13SQ#16	a01RQ=16			
4 : 1	*p04:01	*13SQ-95	aSS&H#			
4 : 2	ap04:02					
4 : 2	az3	a13SQ!16	*01RQ!16	*04ET+KCB	*07AT-X622	a16DH#
4 : 3	ap04:03	a13SQ!16	*01RQ!16	*04EQ+KCC	*05AQ-XM37	a03BQ+
4 : 4	ap04:04	a13SQ!15	*03RQ!15	*04ET+KPB	*07AT-X622	a01BT+
4 : 5	ap04:05	a13SQ-16	*01RQ!16	*04EQ+K7C	*05AQ-X747	aSS&H#
4 : 6	ap04:06					
4 : 6	*T	a13SQ-16	*01RQ!16	*04ET+K1F	*03AT#X547	a13DH=
5 : 6	*p05:06					aSS&H
5 : 6	*z4	*07SQ-11	a13RQ#11	a09EM+K1P	a13AM#XP81	*SS&H=
5 : 7	ap05:07					
5 : 7	az2	a03SM-55	*03RM+55	*04ET+KPF	*03AT#X544	a18BH+
						a11DH

2.7.6 PRINT SEQUENCE

This function allows you to create a list (sequence) of analysis that will be sent in the set order, to the printer. You can add, rename or delete a sequence using the buttons on the right.

The buttons positioned on the bottom of the window allow you to add, remove or rearrange the position of the analysis in the list.

An analysis must be previously saved before it can be added to a print sequence.

By clicking on the add analysis button this window will appear where you can select the analysis you want to print.

Click on the print button to launch continue.

Print sequence

Print sequence allow you to make a print queue of analysis to print.

firstsecond

Analysis type	Process	Ply	S	In Set
Stats ordered by Players	analysis_1	\$\$	0	0
Stats ordered by Players	new	6	0	0
Stats ordered by Players	analysis_3_setter2	\$\$	1	0
Stats ordered by Players	analysis_2_Skill	1	0	0

Sequence command:

AddDeleteRenameClose

Add analysisMove upPrintDelete analysisMove down

N. analyses: 4

Add analysis

Select the analysis to add in print sequence

Stats ordered by Players

analysis\_1

analysis\_2\_Skill

analysis\_3\_setter2

new

Stats ordered by Skill

Stats ordered by Rotation

Zone Chart

Directions Chart

Combinations Chart

Worksheet

Analysis Points

Distribution Analysis

Distribution of Setter Calls

Chart analysis

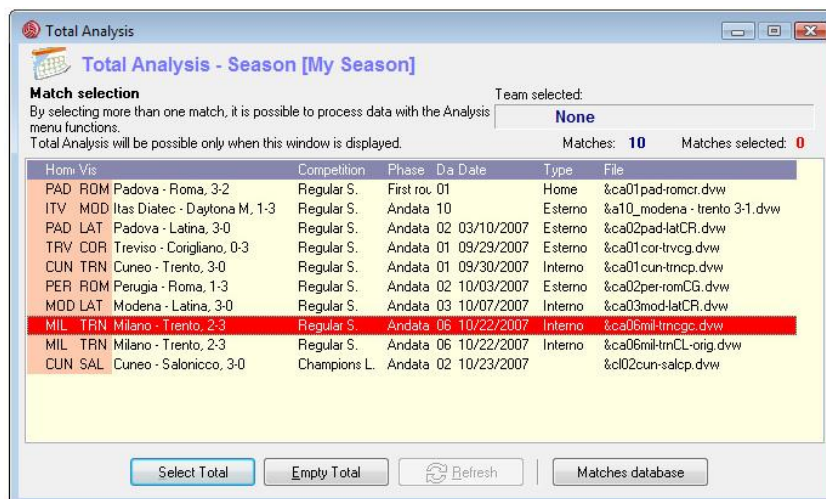
OkCancel

## 2.8 TOTAL ANALYSIS

This type of analysis allows you to analyse more than one match at the same time, played by the same team.

### 2.8.1 MATCH SELECTION

You can choose the teams you want to analyse by selecting Match selection in the Total analysis menu. The total analysis window will appear with the list of the matches saved in the current Season:

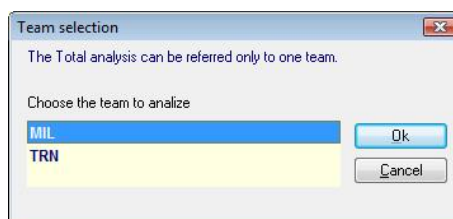
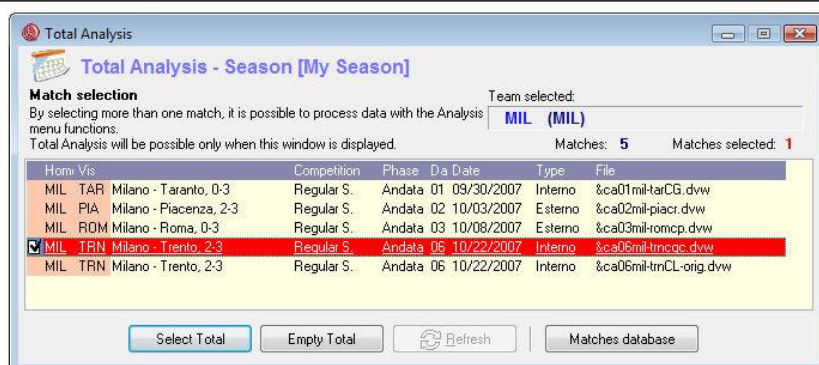
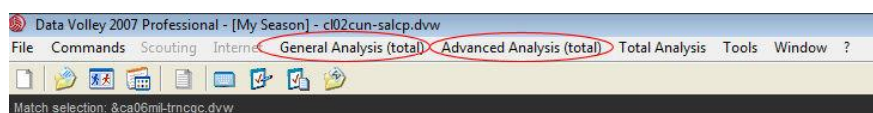


The matches to analyse are selected by pressing the Select Total button on the bottom of the screen

This window will appear when a match is selected:

Select the team you want to analyse in this window (the total must relate to the teams played by the same team). You can now continue with the analysis using the normal consultation commands found in the general analysis and advanced analysis menus.

PLEASE NOTE: this window MUST NOT BE CLOSED when you perform a total analysis and must remain open throughout the analysis procedure. When the total analysis is active the menu names will change and the "total" wording will appear next to general analysis and advanced analysis.





## 3 CHAPTER THREE

### 3.1 WHAT TO DO BEFORE INITIATING A SCOUT

You will need to perform a few preliminary operations before you can start a statistic scout.

First of all you need to enter at least one or two teams in the team database, depending on whether you are scouting one or both teams.

To enter a team you need to:

#### File / teams / New

- Enter the code(3 characters) and the name of the team;
- enter the name of the head coach and of the assistant in the top right hand corner of the players list window;
- Enter the name of the players and the relative details one by one using the ADD button to enter a new player row. The mandatory fields are: number, code, surname and name. For the Libero player enter "L" in the Id column (If you enter Libero in the role of the player the program will automatically insert L in the Id box). If you want the program to run a check on the number of foreign players on the court you need to tick the FOR box for the foreign player.

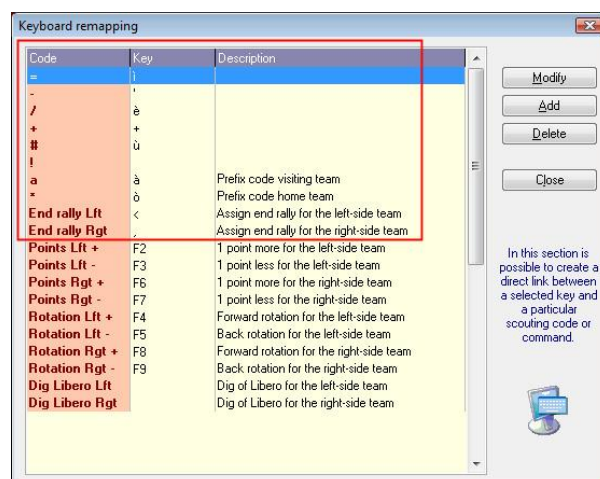
The next step is to identify the keys that are associated to a specific function that will be used during the scouting:

#### tools\_keyboard remapping

We advise you to not modify the shortcut keys until you are familiar with the functions. We suggest you memorize the default keys first, especially the ones relating to the hit effect values.

Another suggestion would be to add labels to your keyboard with the relative symbol/function to identify the keys straight away during a scouting.

Subsequently you will have to set some scouting options, or alternatively check for the active options if you do not want to modify the default ones.



#### Tools - Scouting options - Default scouting

Check the default values for skill/type/evaluation set by the program are: attack as default skill, type High (H) for all skills and positive effect +.

We advise you to not modify the default parameters until you are familiar with the program.

#### Tools - Scouting options - General scouting

- Tick on opponent scouting if you want to scout both teams
- (in the below examples, the first one will scout one team only therefore this box will not be ticked, in the other examples it will be ticked as they will scout both teams).
- You need to set the parameter relating to the automatic serve: the following examples will outline each option.



## 3.2 PREPARING A NEW MATCH

- When selecting New Match, the match notes window will appear where you can enter the initial information regarding the match. Select one or two teams according to the type of scout you want, in the blue (home) and pink fields (away/opponent). Make sure the teams have already been entered in the team database. You will also have to enter the date, time, competition type and type of regulation to use.
- By following the guided procedures the team database will be displayed for both teams where you can make sure that the entered information is correct and modify it if necessary. Click on the button in the centre of the scoreboard window, or run LINEUP command, to enter the initial line up at the start of the set for both teams.
- By clicking on Ok you will return to the scouting window, the teams will now be displayed in the scoreboard window and the automatic codes relating to the number of the setter and the rotation position of both teams will appear in the codes list window.
- The teams will have to be positioned on the court according to the position of the scout-man (if the scout-man is on the shorter part of the court the court will have to be viewed vertically, if he is positioned on the longest part of the court the court will be viewed horizontally).
- Our example shows the scout-man positioned behind the bench (on the longest part) and Italy team will be positioned on the left and Russia team on the right side of the court.
- The scoreboard will be displayed as shown:
- The white ball next to zone 1 of the home team indicates whose turn it is to serve. If the serve is assigned to the away team, click on the clear ball in the opposite court side or alternatively insert the command aS in the scouting window.
- The scouting can now begin.

Insert the starting  
typing LINEUP or  
clicking here



3.3 SCOUTING EXAMPLE - LEVEL 1 -

SCOUTED TEAM:

- HOME TEAM ONLY (to the left)

SCOUTED SKILLS:

- SERVE, RECEPTION, ATTACK, BLOCK (only when it influences the continuation of the rally)

SPECIFICITY LEVEL:

- LOW (player, skill with no type specification, evaluation. Directions and advanced characteristics are not scouted).

Select NO in the Automatic serve section found in Tools\_scouting options\_general scouting to scout one team only.

The scoreboard window indicates the initial line up in this rotation.



RALLY DESCRIPTION	CODE IN THE SCOUTING WINDOW	NORMALIZED CODE
The away team serves, n.8 perfectly receives; n.4 performs a positive attack but does not hit the floor and the ball is returned; n.14 performs a positive/winning attack.	8R# 4+ 14# end rally left	*08RAH# *04AH+ *14AH# *p01:00 (SCORE) *z6 (new rotation)
n. 6 serves an ace.	6S# end rally left	*06SH# *p02:00
n. 6 serves; perfect reception by the opponent and a positive/winning attack is performed.	6S- end rally right	*06SH- ap 02:01 az4
Opponent serves, n.8 receives, the opponent blocks and scores a direct point.	8R/ end rally right	*08RH/ ap 02:02
Opponent serves positive reception by n.6, n.4 performs a negative attack, the opponent rebuilds and n.4 performs a winning block.	6R+ 4- 4B# end rally left	*06RH+ *04AH- *04BH# *p03:02 *z5

## 3.4 SCOUTING EXAMPLE - LEVEL 2

### SCOUTED TEAMS:

- BOTH (home team on the left, away team on the right using the compound codes)

### SCOUTED SKILLS:

- SERVE, RECEPTION, ATTACK, BLOCK (only when it influences the continuation of the rally)

### SPECIFICITY LEVEL:

- MEDIUM (player, skill, evaluation type. Directions and advanced characteristics are not scouted).

Select Player number+serve code or only player number in the Automatic serve section found in Tools\_scouting options\_general scouting to scout both teams.

The scoreboard window indicates the initial line up in this rotation.

We suggest you choose player number+serve code if you don't use Data Video and you don't want to edit the video. Choose only player number if you want to edit the video.

RALLY DESCRIPTION	CODE IN THE SCOUTING WINDOW	NORMALIZED CODE
Opponent n.4 jump serves and n.8 performs a perfect reception; n.4 performs a quick positive attack but does not touch the floor; opponent n.3 hits back with a high ball that does not touch the floor; n.14 performs a positive/winning tense attack	a4SQ. 8# 4Q+ a3- 14T# End rally left	a04SQ- *08RAQ# *04AQ+ a03AH- *14AT# *p01:00 (score) *z6 (new rotation)
n.6 jump serves an ace on the Libero.	6SQ.8= End rally left	*06SQ# a08RQ= *p02:00
N.6 high serves, the opponent libero player performs a perfect reception; Opponent n.5 performs a positive/winning tense attack.	6SQ.8# a5ST# End rally right	*06SQ- a08RQ# a05ST# ap 02:01 az4
Opponent n.5 serves feet on the floor, n.8 receives from the net; Opponent n.3 closes with a direct point	A5S.8/ a3H# End rally right	a05SH/ *08RH/ a03SH# ap 02: 02
Opponent n.5 serves feet on floor, n.6 performs a positive reception but not perfect; n.4 attacks a quick ball with negative effect; Opponent n.3 returns a quick ball, n.4 performs a winning block.	a5S. 6+ 4Q- a3Q.4# end rally left	a05SH! *06RH+ *04AQ- A03AQ/ *04BQ# *p03:02 *z5

## 4 MEDIA TOOLS

Available for the following programs:

- DATA VOLLEY 2007 MEDIA
- DATA VOLLEY 2007 PROFESSIONAL

### 4.1 INTRODUCTION TO MEDIA TOOLS

Data Volley 2007 Media allows you to download the rosters, the logo, the pool/phase and all additional information of a Competition.

The Media Tools function also allows you to connect to the live score and send the statistics to the database of the Federation.

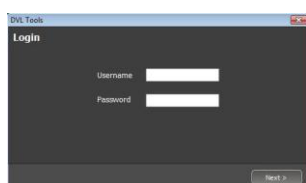
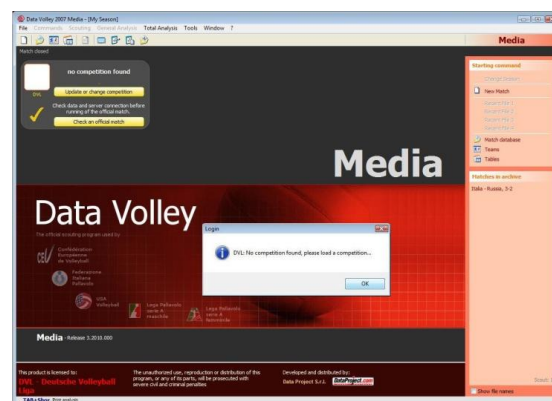
### 4.2 BEFORE THE START OF THE MATCH

When you launch Data Volley 2007 Media, or Data Volley 2007 Professional with Media Tools installed, for the first time the screen will appear as shown in the below image:

The main window has an additional MEDIA TOOL button positioned in the top left hand corner of the screen.

The first thing you need to do is Add a competition into the program, if you are accessing the program for the first time, or Update or change the competition should one already be present in the program.

Enter login and password provided by the Federation to access the list of available competitions:



Once you have selected the competition press Next to continue. The following window will appear with the name of the competition, the logo, and the date of the last amendment.

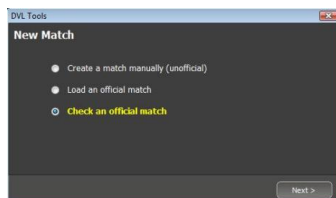
From this window you can update or change a competition or check an official match.

**PLEASE NOTE:** it is recommended to always update the competition before you start a new match.



### 4.3 CHECK AN OFFICIAL MATCH (Not present in Italian and Polish championships)

To avoid problems when using Data Volley Media, you must check an official match one or two days prior to the start of the match to make sure the permissions, the notes, the lists are correct and the server connection is up and running. Click on “Check an official match”

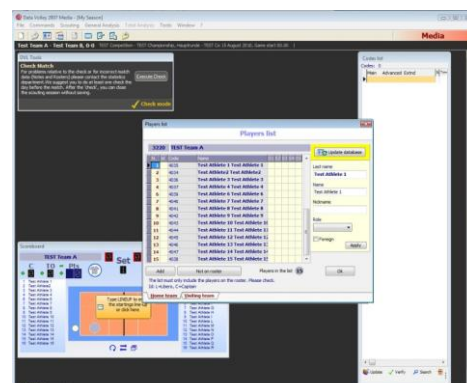
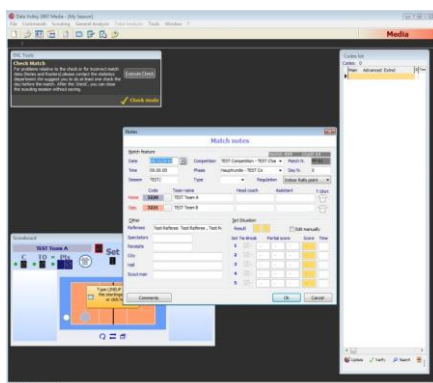
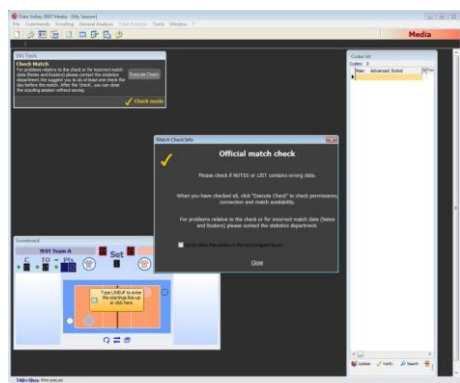


Select the Competition from the list that will appear.

The competitions that will appear will be the ones associated to the entered login. Press Next to continue and select the match:

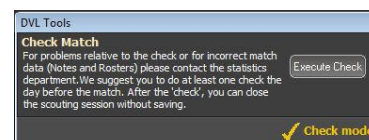


Press Load Match to confirm and continue.



The program will open the match window and you will be reminded to check the team notes and list of players.

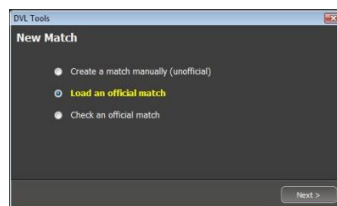
All functions will be disabled as the check official match is only to check the information, permissions and server connection. Press executes check to run the check.



Should there be any problems or incorrect information, contact the Technical Support department of the Federation.

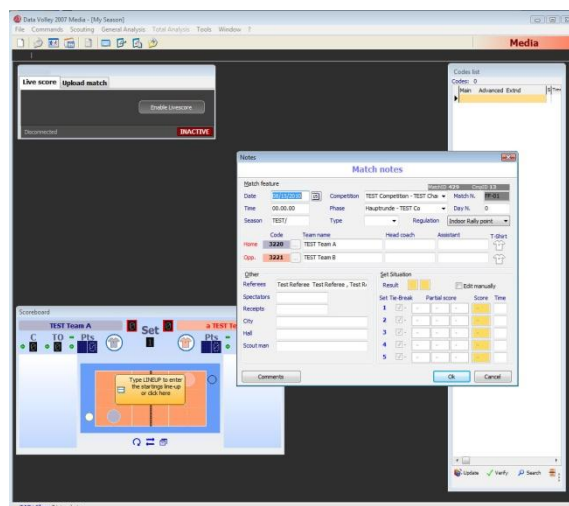
## 4.4 NEW MATCH

Select New Match and follow the wizard to open a new match:



The program will elaborate and display the following window layout:

The match notes window will appear where you need to enter information regarding the match. Most of this information can be found on the website.



Once the match notes are complete press OK to open the players list.

For some Federations, in the NOTES and LINEUP window, will be available a button to load info from eScoreSheet.



## 4.5 DURING THE MATCH

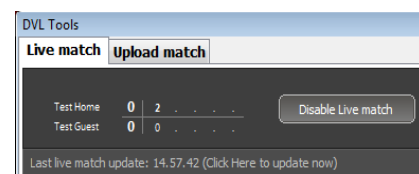
### LIVE MATCH

The LIVE MATCH function, when present, must be used during a live match to send the score and the statistics to the official score page on the website of the Federation.

At the start of the match the ENABLE LIVE MATCH button is pressed in order to connect to the website of the Federation and automatically update the website with the live information.

You can see the live score read from the web (as shown in the image).

When the match is finished press Disable Live match.





## 4.6 AT THE END OF THE MATCH

### UPLOAD MATCH

The next step is to Upload the match: the scouting file and the statistics will be sent to the database of the Federation.

The match has therefore been successfully uploaded on the server.

Check the web site of the Federation to view the statistic report that has just been sent to make sure the information is correct and the procedure was carried out correctly.



## 5 WARRANTY

### 5.1.1 WARRANTY RESTRICTIONS

Data Project S.r.l. guarantees:

- for a period of 90 days from the date of purchase, the correct functioning of the CD ROM provided containing the software;
- for a period of 24 months from the date of purchase, the correct functioning of the software according to the functions outlined in the handbook and in the leaflets accompanying the product;

Data Project S.r.l. is not responsible for loss, damaged or a non correct use of the software.

Data Project S.r.l. will not be liable for any direct or in direct damages caused by the use of the software products.

### 5.1.2 Consumer protection

In the event of problems related to the software, the responsibility and the sole solutions will be at the discretion of Data Project S.r.l.:

- The repair or replacement of the software;
- The refund of the total amount, providing that the products are returned intact, functioning and with the supplied components (smart key, handbook, etc.).

The warranty becomes void when the software problems are caused by accidents, incorrect use or misapplication of the product..

### 5.1.3 Procedures to follow

During the warranty validity, please contact our technical support department on 0039 089 6307845 or send us an email [info@datapproject.com](mailto:info@datapproject.com), [tech@datapproject.com](mailto:tech@datapproject.com) in the event of performance problems of the program.

Our customer service lines are open, from 10:00 to 13:00 and from 16:00 to 18:30, Monday to Friday, except public holidays.

The technical support service is limited to the use of the software procedures and whenever possible a direct problem solving consultation.

Should our customer service department not be able to solve the problems, please send a written request directly to Data Project S.r.l., detailing the error the steps that led to it, and when possible, a copy of the file archive that caused the problem; Data Project S.r.l. will endeavour to examine the problem and update the company website [www.datapproject.com](http://www.datapproject.com) with the modified software procedures.

### 5.1.4 ADDITIONAL WARRANTY SERVICE

The client, during the warranty validity, can download all relative updates for the purchased software version from the Data Project S.r.l. website [www.datapproject.com](http://www.datapproject.com)