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Presents

DATA GATHERING & LIVE STATISTICS SEMINAR FOR VOLLEYBALL ICELAND

Data Volley



Data Volley is the most used and widespread software tool to gather and analyze statistical data during volleyball matches.

Data Volley is keyboard based



The statistics coding system

a

- prefix necessary for opponent team code only

nn

- shirt number of the player performing the hit

S

- skill (**S**erve, **R**eception, **A**ttack, **B**lock)

E

- Evaluation

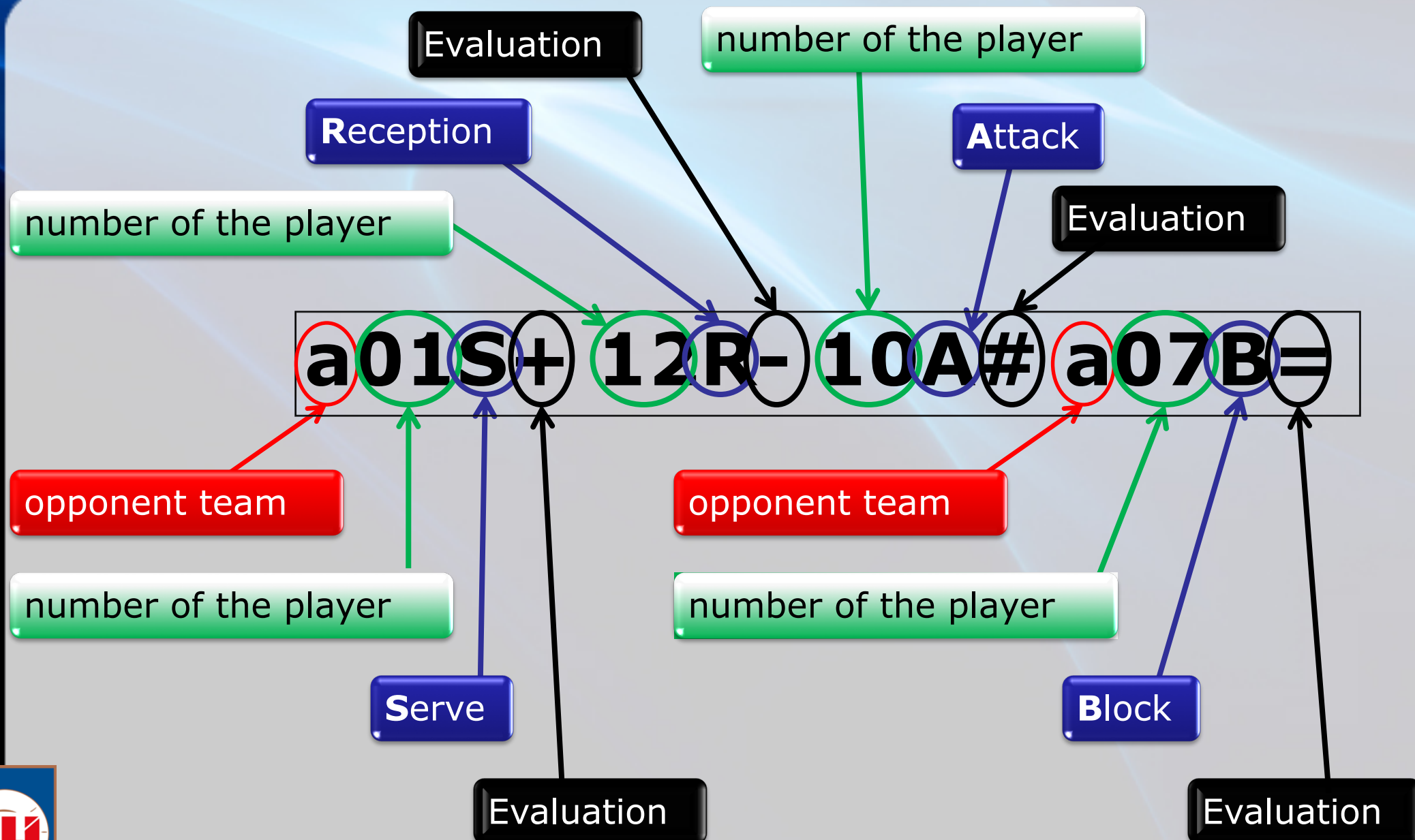
- Home team final code

nnSE

- Opponent team final code

annSE

Example



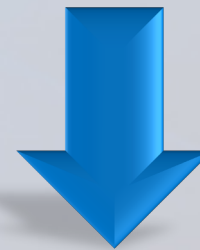
Complex coding system

Default skill



A (Attack)

Default value



+

a01S+ 12R- 10A# a07B=

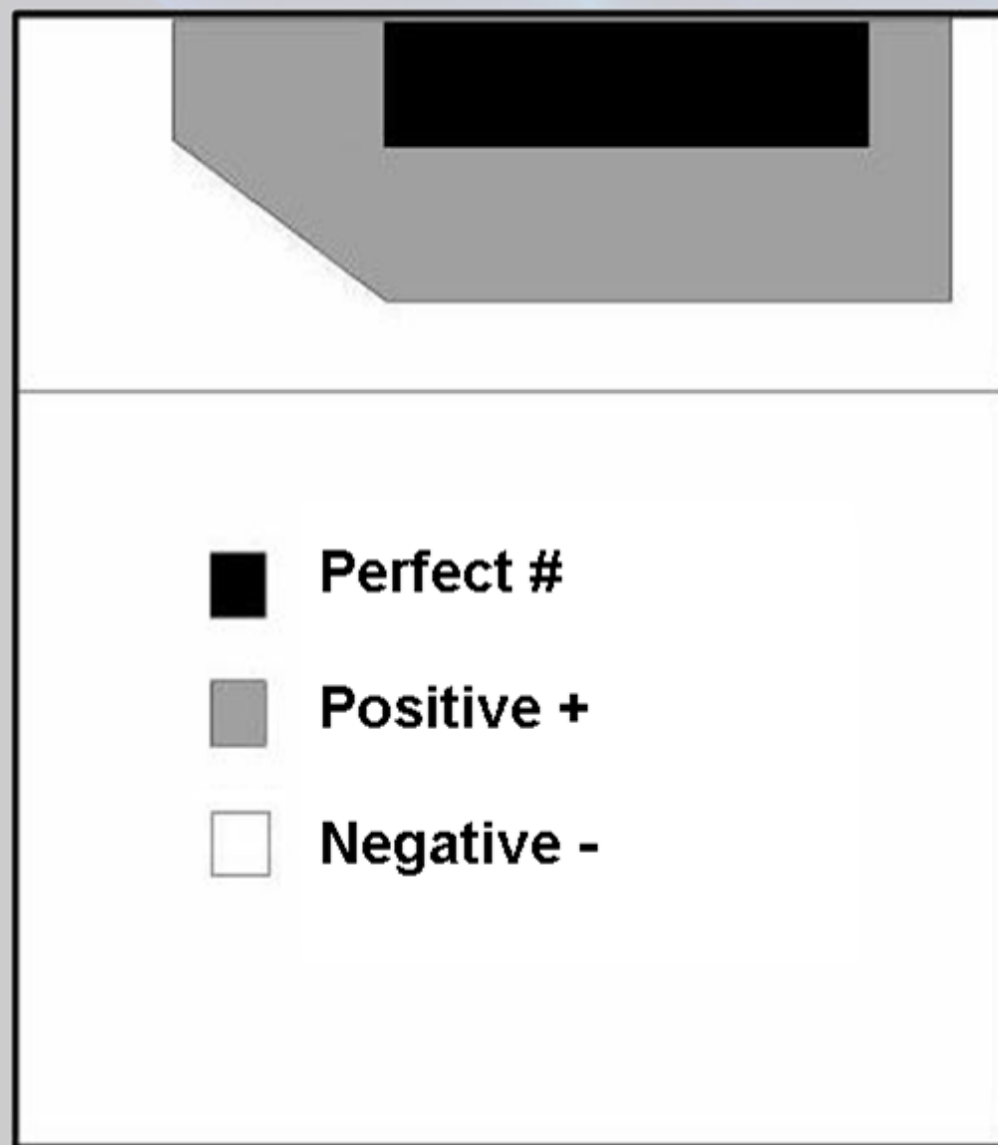
a1S.12R- 10A.7B=

a1S.12- 10.7=

The evaluation symbol

Evaluation	Symbol	
Double Plus hash	#	Perfect
Positive	+	Good
Slash	/	
Negative	-	Negative
Double minus	=	Error

Reception



Reception



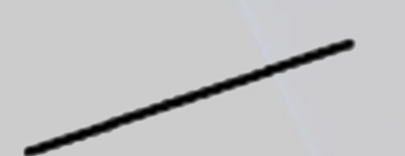
Perfect



Too High



Too low



Tense

Serve / Reception

Evaluation of the Serve totally depends on the evaluation of Reception

Reception is evaluated "=" when:

A player performs a wrong hit

A player does not receive (ball on floor)

The team loses the ball on the 2nd hit

Reception is evaluated "/" when:

Ball goes directly in the opposite court and an opponent player kills (attack or block)

Serve	Reception
#	=
+	-
/	/
-	+ #
=	

Serve / Reception

Evaluation of the Serve totally depends on the evaluation of Reception

Serve is evaluated "+" when:

The opponent reception ends 3 or more meters from the net, the setter is not able to play a quick set

The opponent reception ends 1-2 meters from the net, the team is not able to attack with a combination

Serve	Reception
#	=
+	-
/	/
-	+ #
=	

Reception

Mistake: a pass is considered a mistake in two cases

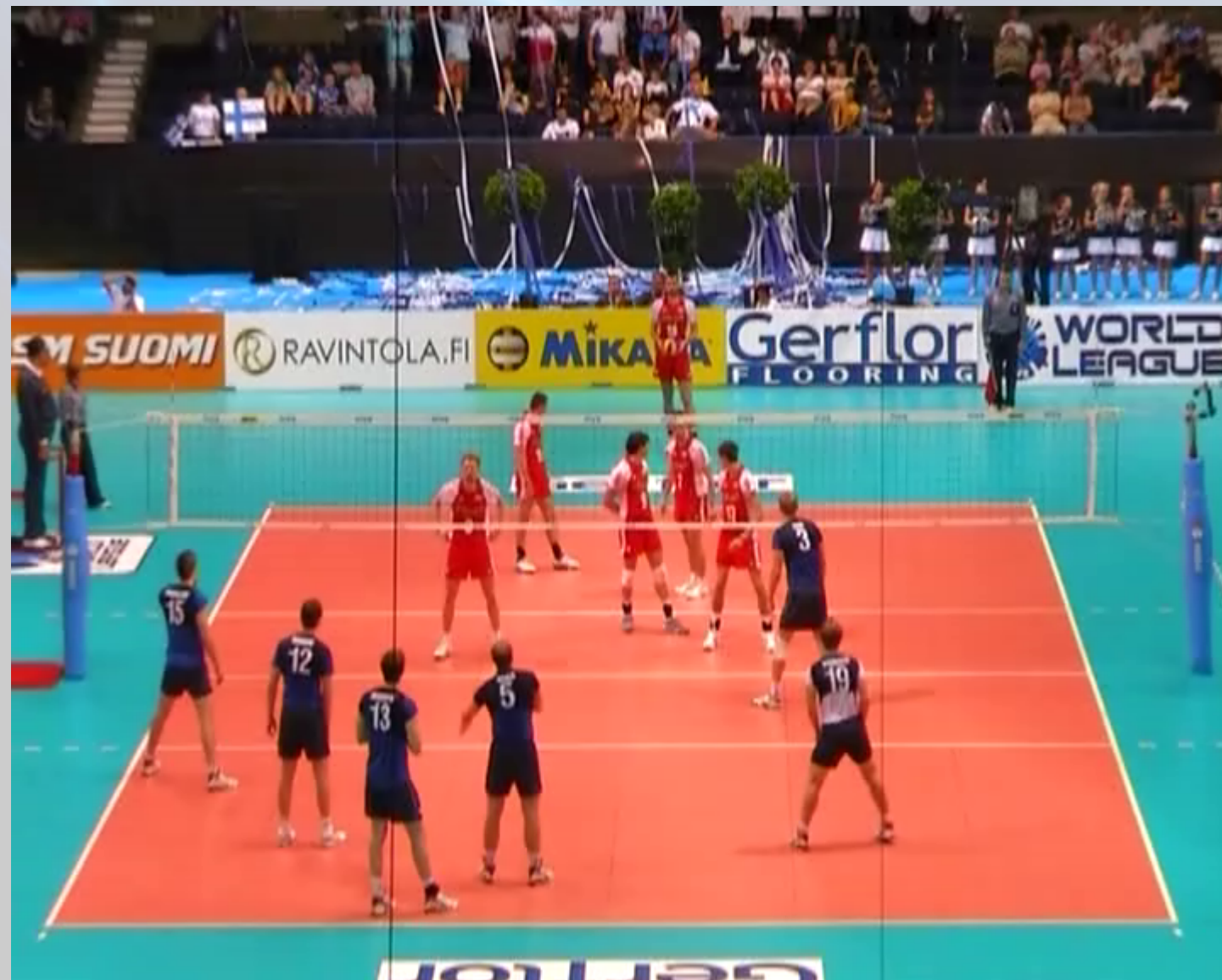
If the ball isn't touched by any receiving player or it is touched by a receiving player and it goes out of bounds or any other player isn't able to save it

if the reception goes into the opponent side and it is killed directly and successfully by an opponent player (code /)

in the first case the code is =
so if the serve is performed by the home player no. 10 and the ball hits the court in the area close to opponent player no. 7 (even if the player didn't touch the serve) or he missed the pass, you have to codify **10S.7=**

in the second case the right code is /
in fact if the pass, after the serve, goes into the opponent field and it is killed directly by the opponents. Example: if the home player no. 10 serves and the ball after the reception of the opponent player no. 7 goes into the home team field and it is killed directly by the home player no. 4, you have to codify **10S.7/ 4#**

Reception



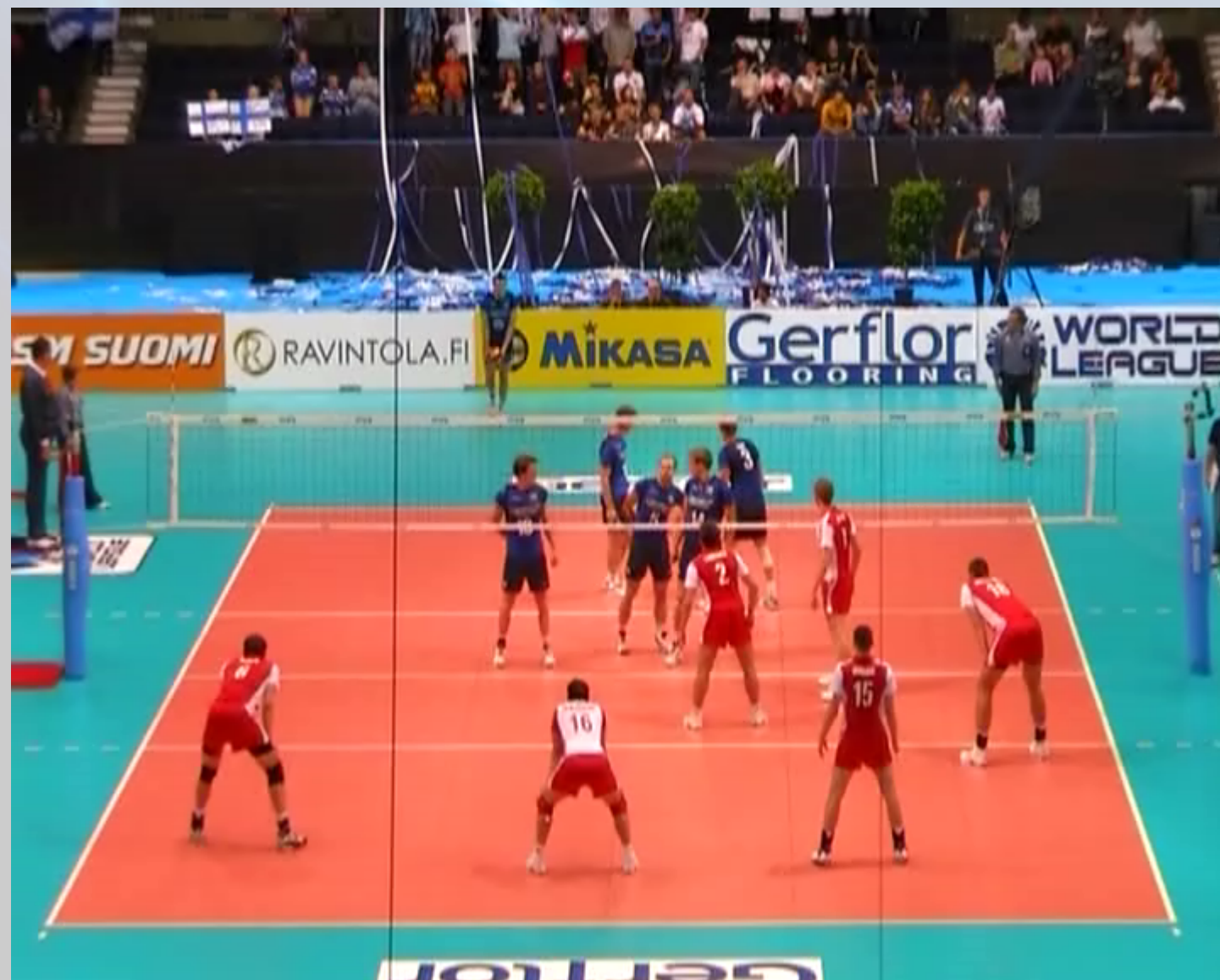
TYPICAL RECEPTION ERROR

Reception



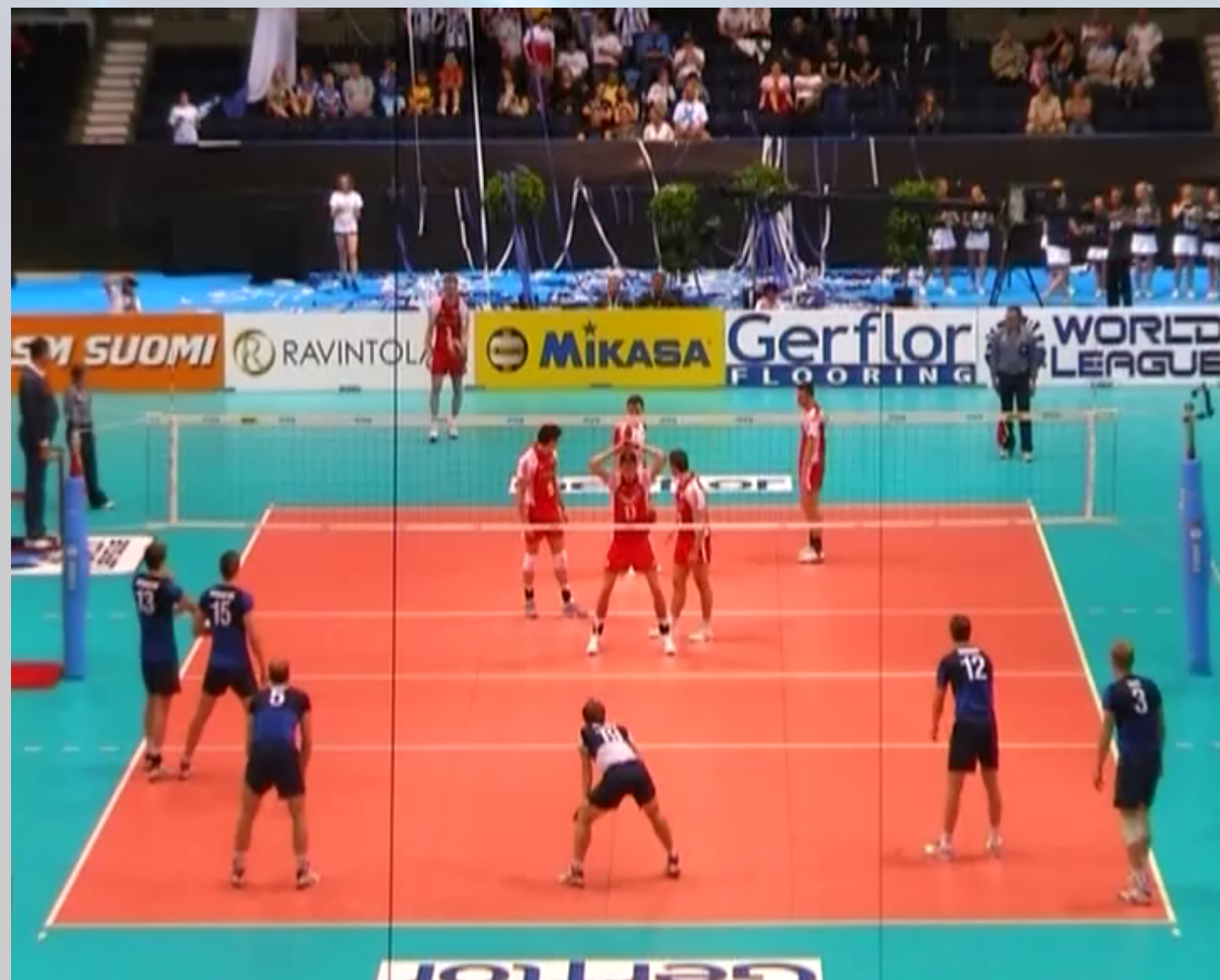
ERROR ON 2nd HIT

Reception



BETWEEN PLAYERS

Reception



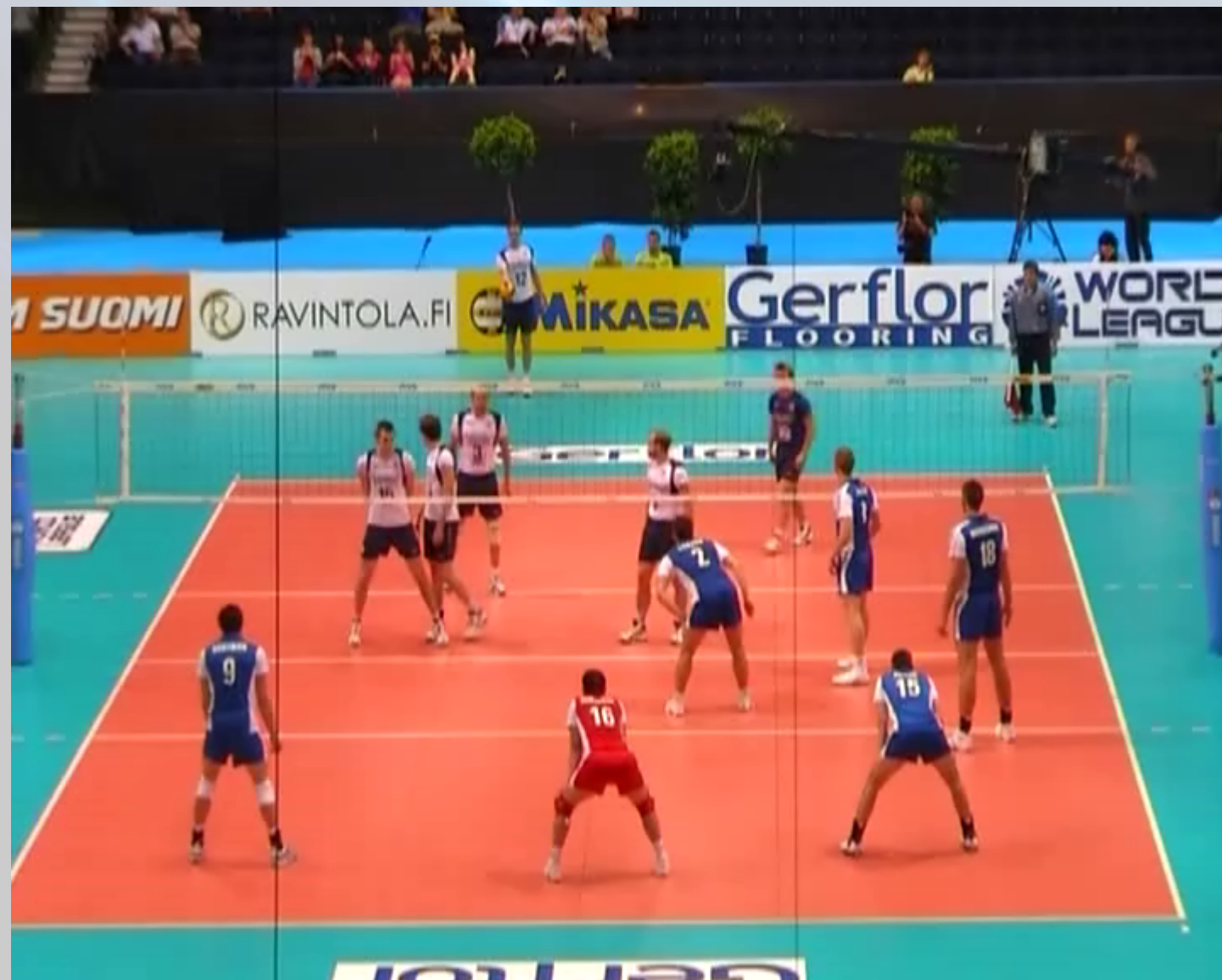
NO TOUCH

Reception



AFTER NET CONTACT

Reception



RECEPTION “/”

Reception



RECEPTION – (it is not /)

Attack

Attack is evaluated “#” when:

It's a killing spike

The opponent team loses the ball in dig on the 2nd hit

Evaluation	Symbol	
Double Plus	#	Point
Positive Negative	+ -	Continue
Slash	/	Blocked Attack (Rally end with the block)
Double Minus	=	Error

Attack



Winning Attack

Attack



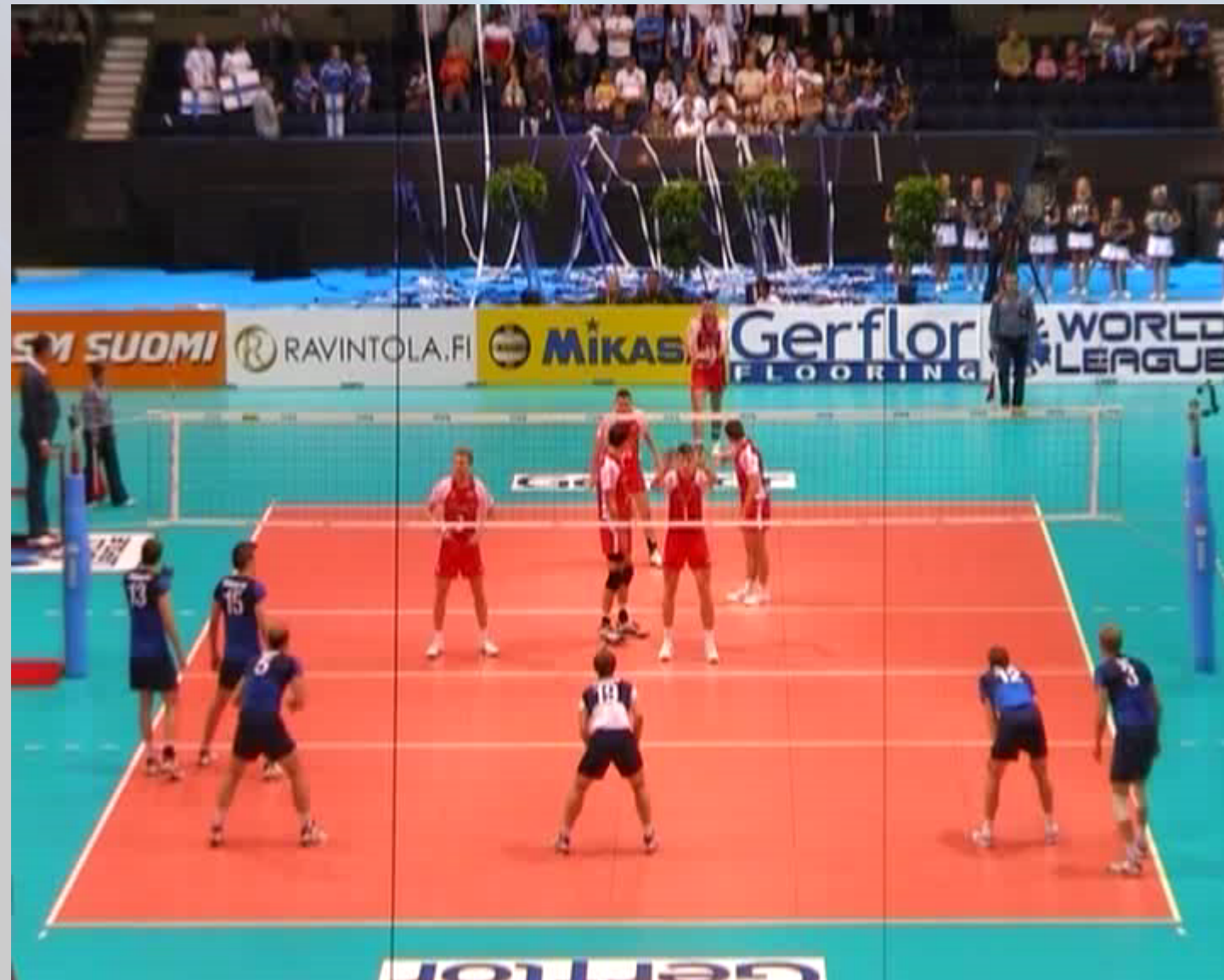
Winning Attack with Dig attempt

Attack



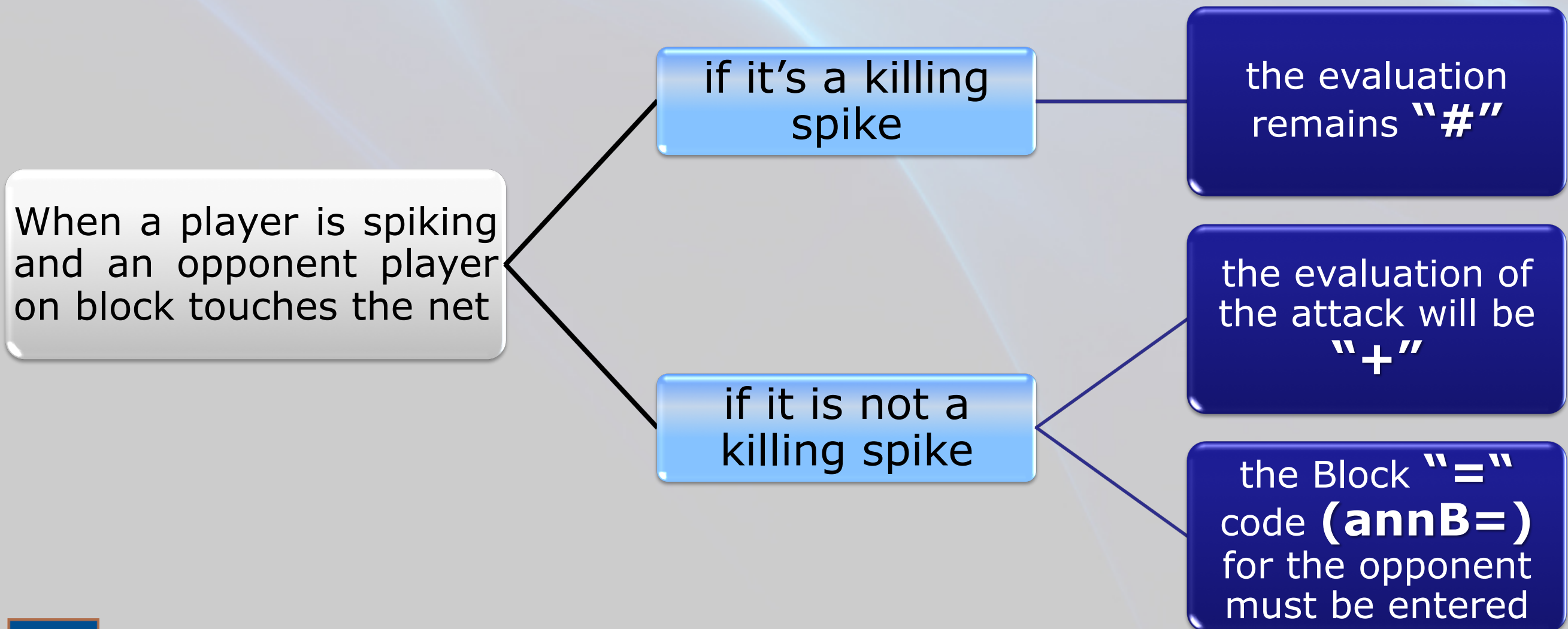
Winning Attack after Dig 2nd Touch

Attack



Winning Attack Off the Block

Attack

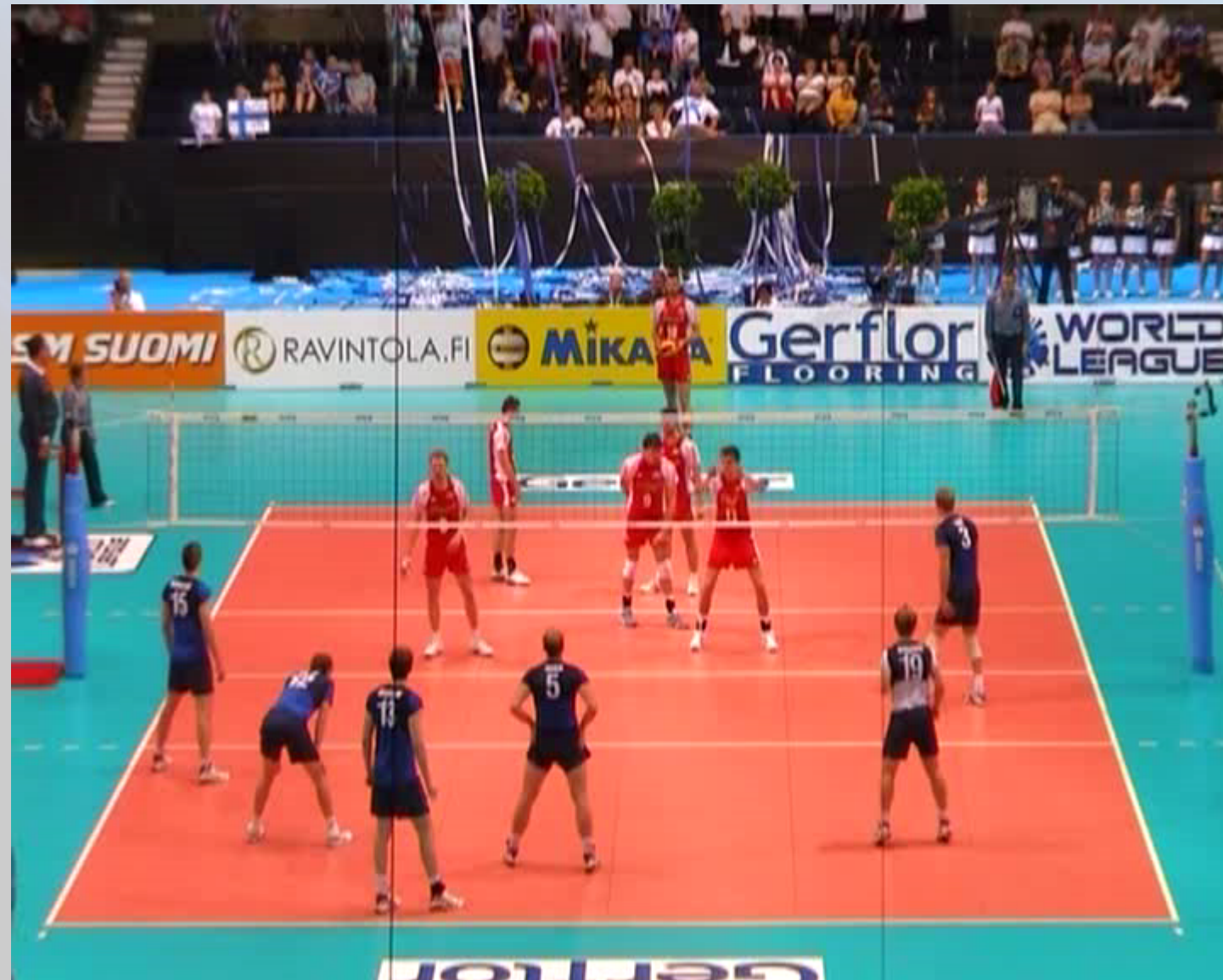


Attack+; Block=



Block Net Violation, then it is coded as nA+ and nB=

Attack - Setter



A hit directed in the opponent court performed by the setter must be coded as an Attack

Block

Block is evaluated “#” when:

It's a killing Block (one player only, you have to decide between the two players)

The opponent team loses the ball in defense on the 2nd hit

Evaluation	Symbol	
Double Plus	#	kill
Double Minus	=	Net Touch

Block



Winning Block after Dig 1 Touch

Block



Winning Block after Dig 2nd Touch

Accidental Errors



It's mine, it's yours

Data Volley



Data Volley - Notes

Data Volley 2007 Media - [My Season]

File Commands Scouting General Analysis Total Analysis Tools Window ?

Media

CEV Tools

Live match Upload match

Enable Live match

Disconnected

Notes

Match notes

Match feature

Date: 07/09/2020 15 Competition: TEST Competition - TEST Cha MatchID: 1376 CmplID: 42

Time: 20.30.00 Phase: Final - TEST Championship Match N.: FF-01

Season: 2010/ Type: Regulation Day N.: 1

Indoor Rally point

Code Team name Head coach Assistant T-Shirt

Home 191 TEST Team ITA

Opp. 192 TEST Team RUS

Other

Referees: Test Referee, Test Referee

Spectators: End Time: --:--

Receipts:

City:

Hall:

Scout man:

Set Situation

Result: ☐ ☐ ☐ 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"/>	-	-	-

Comments

Ok Cancel

Quick command

- Match notes
- Players list
- Starting rotation
- Match report
- Save
- Scout copy...
- Close scouting

Scoreboard

TEST Team ITA

C TO Pts

Scouting window

End R End R Undo

TAB+Shor. Print analysis

Codes list

Codes: 0

Main	Advanced	Extnd	S	Time

Update Verify Search

Data Volley - Rosters

Players list

191 TEST Team ITA

Update database

N.	Id	Code	Name	S1	S2	S3	S4	S5
1	L	5626	Player 1 Player 1					
2		5627	Player 2 Player 2					
3		5628	Player 3 Player 3					
4		5629	Player 4 Player 4					
5		5630	Player 5 Player 5					
6	L	5631	Player 6 Player 6					
7		5632	Player 7 Player 7					
8		5633	Player 8 Player 8					
9		5645	Player 9 Player 9					
10		5646	Player 10 Player 10					
11		5647	Player 11 Player 11					
12		5648	Player 12 Player 12					
13		5649	Player 13 Player 13					
14		5650	Player 14 Player 14					

Last name
Player 1

Name
Player 1

Nickname
Player 1

Role
1 Libero

☐ Foreign

Apply

Add Not on roster Players in the list 16 Ok

The list must only include the players on the roster. Please check.
Id: L=Libero, C=Captain

Home team Visiting team

Players list

192 TEST Team RUS

Update database

N.	Id	Code	Name	S1	S2	S3	S4	S5
1	L	5634	Player A Player A					
2		5635	Player B Player B					
3		5636	Player C Player C					
4		5637	Player D Player D					
5		5638	Player E Player E					
6	L	5639	Player F Player F					
7		5640	Player G Player G					
8		5641	Player H Player H					
9		5653	Player I Player I					
10		5654	Player L Player L					
11		5655	Player M Player M					
12		5656	Player N Player N					
13		5657	Player O Player O					
14		5658	Player P Player P					

Last name
Player A

Name
Player A

Nickname
Player A

Role
1 Libero

☐ Foreign

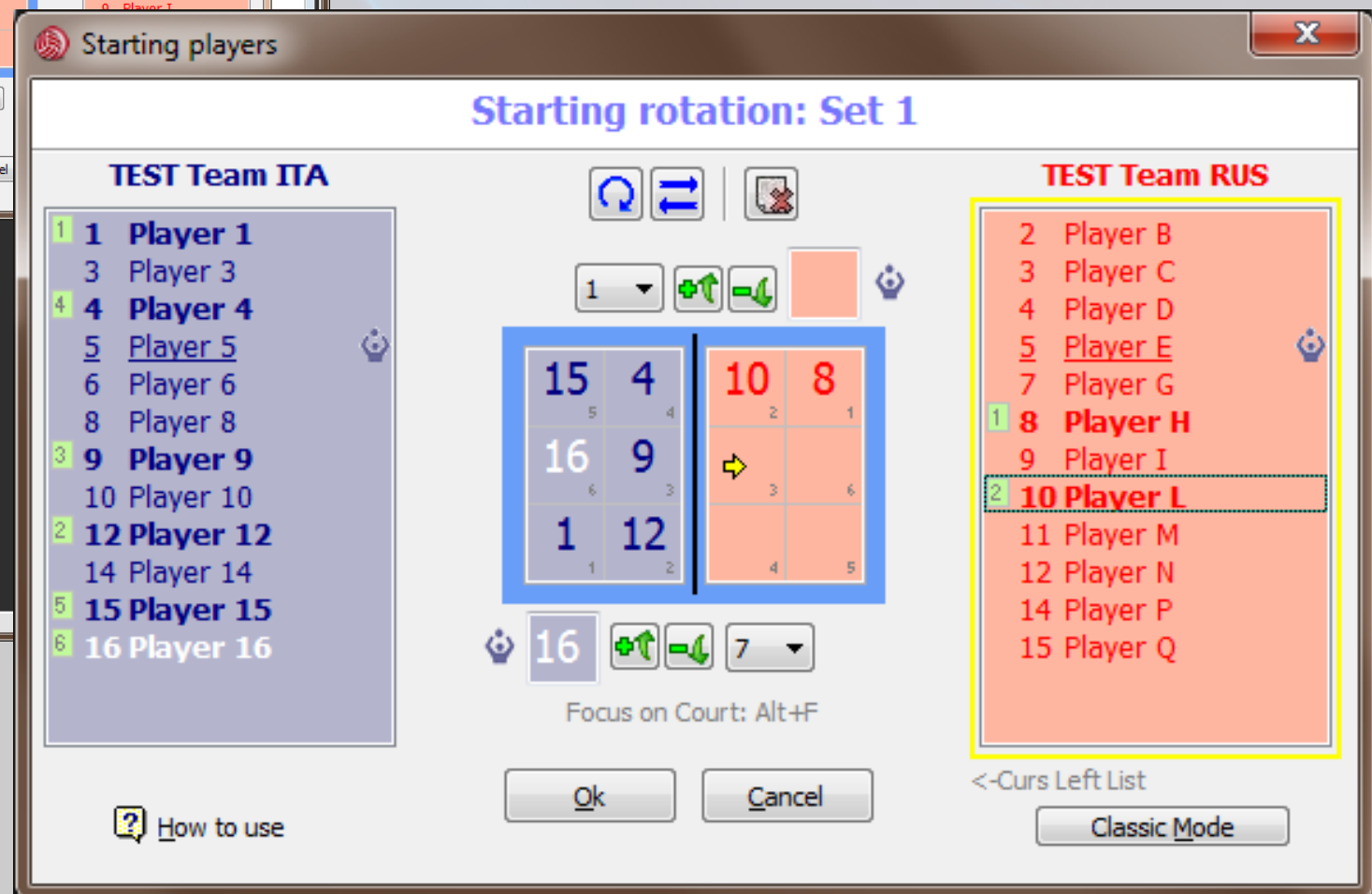
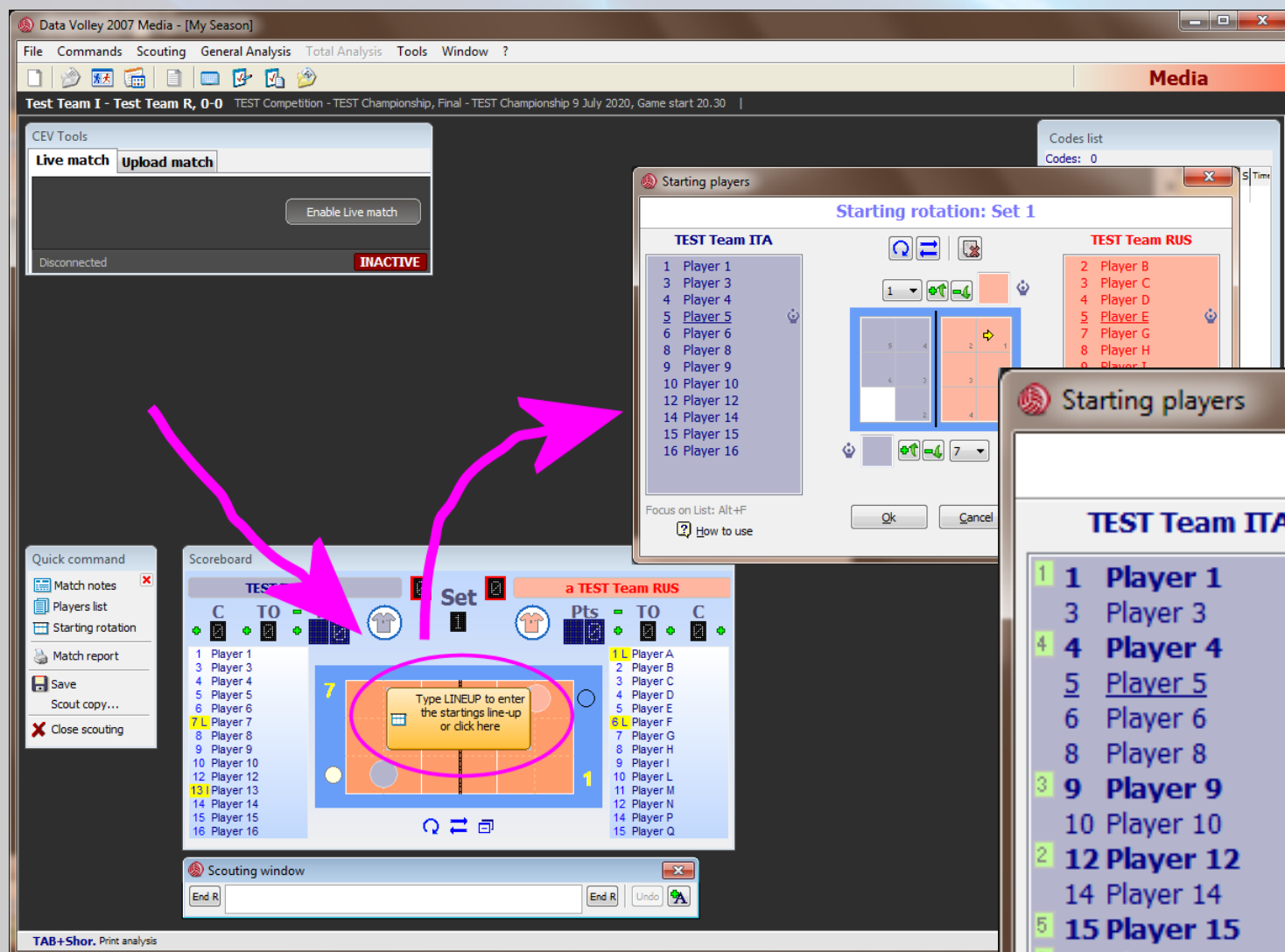
Apply

Add Not on roster Players in the list 16 Ok

The list must only include the players on the roster. Please check.
Id: L=Libero, C=Captain

Home team Visiting team

Data Volley – Line Ups



Data Volley– Scouting

**Modify
Codes**

Data Volley 2007 Media - [My Season] - eu08ita-rus_syn_dvb.dvw

File Commands Scouting General Analysis Total Analysis Tools Window ?

Italy - Russia, 3-2 Campionato Europeo 2005, Finale 1° - 2° posto, ROMA 11 September 2005, Game start 21.00 | 11-12 |

Media

Codes list

Codes: 5 / 149

Main	Advanced	Extnd	S
*P5			1
aP17			1
*z2			1
az1			1
01SQ=			1
a\$\$&H#			1
ap00:01			1
az6			1
a05SQ+			1

Quick command

- Match notes
- Players list
- Starting rotation
- Match report
- Save
- Scout copy...
- Close scouting

Scoreboard

ITALY 3 Set 2 a RUSSIA

C TO Pts

1 MASTRANGELO 1
3 SINTINI GIACOMI
5 VERMIGLIO VAL
7 PAPARONI ALESSAI
8 CISOLLA ALBERTO
9 SAVANI CRISTIA
10 TENCATI LUCA
12 CORSANO MIRKO
14 FEIALESSANDR
16 LASKO MICHAEL
17 COZZI PAOLO
18 CERNIC MATEJ

1 MELNIK VLADIM
4 KHTEY TARAS
5 ABRAMOV PAVI
7 KAZAKOV ALEX
8 TETYUKHIN SER
9 POLTAVSKY SEI
10 VERBOV ALEXE
11 USHAKOV KON
12 BARANOV SER
14 EGORTCHEV AN
16 APALIKOV NIKO
17 MAKAROV SER

Scouting window

End R

TAB+Shor. Print analysis

Substitution

Substitution: ITALY

On Court

- 1 MASTRANGELO LUIGI
- 5 VERMIGLIO VALERIO
- 8 CISOLLA ALBERTO**
- 10 TENCATI LUCA
- 14 FEI ALESSANDRO
- 18 CERNIC MATEJ

On Bench

- 3 SINTINI GIACOMO
- 7 PAPARONI ALESS/
- 9 SAVANI CRISTIAN**
- 12 CORSANO MIRKO
- 16 LASKO MICHAEL
- 17 COZZI PAOLO

Substitute (Enter)

Out.In
8.0

<-Curs Court

Substitutions

How to use

Focus on Subst: Alt+F

Del Delete substitution

Ok Cancel

Substitution

Substitution: ITALY

On Court

- 1 MASTRANGELO LUIGI
- 5 VERMIGLIO VALERIO
- 10 TENCATI LUCA
- 14 FEI ALESSANDRO
- 18 CERNIC MATEJ

On Bench

- 3 SINTINI GIACOMO
- 7 PAPARONI ALESS/
- 12 CORSANO MIRKO
- 16 LASKO MICHAEL
- 17 COZZI PAOLO

Substitute (Enter)

Out.In 1.3

Curs-> Bench

Substitutions

8 -> 9

Del Delete Substitution

Ok Cancel

Scouting training

LINE UP:

ICELAND 6 3 8 4 11 7 (10)

LUXEMBOURG 4 8 6 15 14 5 (2)

Serve : ICELAND

Scouting training

6S-.a4R+ a15A.8B#

Point ISL *1:0*

6S=

Point LUX *1:1*

a8S-.3R# 8A#

Point ISL *2:1*

3S-.15R# a15A+ 11A#.6B=

Point ISL *3:1*

3S=

Point LUX *3:2*

a6S+.11R- 3A- a5A+ 8E=

Point LUX *3:3*

a6S-.11R# 8A.14B+ 11A- a4A#

Point LUX *3:4*

a6S-.11R# 4A#.15B=

Point ISL *4:4*

Scouting training

8S.2# a15#

a15=

4=

a14.11+ 4=

a14.3+ 4.4B=

11=

Point LUX *4:5*

Point ISL *5:5*

Point LUX *5:6*

Point LUX *5:7*

Point ISL *6:7*

Point LUX *6:8*



**STAND ABOVE THE REST,
HAVE #1 ON YOUR SIDE**



Takk fyrir