**How to interpret stats**

1. **Serve Receive** – not good at all.  As a team we need to pass at a minimum a 2.2 if we ever want to compete at the highest levels.  I think changing our passing strategy to higher (15-20’) and more off the net (5-10ft) will help this statistic improve drastically.  It will also help if we can get a consistent 2-3 kids to receive every ball all year.
   1. **How it’s calculated**:  passer rating is calculated by watching the result of the pass.  A perfect pass to target would be a 3, a pass in the middle of the court would be a 2, a pass at the fringe of the court would be a 1 and getting aced/shanking a ball would be a 0.
2. **Serving** – wasn’t very good in my opinion.  We are struggling to hit the zone that was called and we didn’t put much pressure on the opposing teams (meaning they were In-System too often) out of serve receive.  When that happens, our blockers are at a disadvantage since all 3 options are available.  Our goal as a team is above a 2.0 and hopefully more like a 2.3 by year’s end.
   1. **How it’s calculated**:  server rating is calculated by watching the pass and then adding up to 4.  For instance, a perfect pass would be a 3 meaning that the server would get a 1 for their serve.  If we ace the opponent (a 0 pass) then the server would get a 4.
3. **Ace/Error ratio** – should be 2/1 if we are doing well, but I’ll take anything better than 1/1.
4. **Hitting percentage** – obviously we have a ton of room for growth on the offensive end of things.  I have left the calculation of Hitting % below but wanted to clarify some of the *reasons* we might have such low numbers and what the coaching staff is looking for….as usual, it depends on which position you play.
   1. **How it’s calculated**  This is equivalent of a batting average (should be in the neighborhood of .200-.300) and will obviously be higher for Middles and lower for Outsides.  It is calculated by using the formula:  (kills-errors)/total attempts.  So a player who gets 5 kills and 0 errors on 10 swings would be at .500 while a player who gets 5 kills and 5 errors on 10 swings would be hitting .000.

* **Pin players** – a decent/good pin player at this level will hit somewhere between .200-.300 and will get kills on approximately 30% of their attempts.  That means if they take 10 swings, they would get about 4 kills, 2 errors and 4 washes.  We have some hitters on the team who are getting the right percentage of kills per swing (30%) but are making waayyyy too many errors and some players just don’t get enough kills on their attempts (meaning they don’t swing aggressive enough).  Both are bad at this point.
* **Middles** – a middle should hit in the .300-.500 range due to more quality sets & typically a 1-on-1 block.  They should also kill greater than 50% of their sets.  That means a middle who gets set 10 balls would have 6 kills, 1-2 erros and 2-3 washes.