

# All-State Information Sheet

## Deadlines/Dates

Friday, September 11	All-State nominations due <b>online only</b> (check email for link) by 11:59 pm. Maximum 5 nominations per team. Email confirmation will be sent within 24 hours to confirm receipt of nomination. *Any players nominated after this deadline <u>will not</u> be considered!
Monday, October 26	Stats for All-State nominated players due <b>online only</b> (check email for link) by 11:59 pm. Maximum stat submissions per team. Email confirmation will be sent within 24 hours to confirm receipt of stat submission. *Any stat submissions after this deadline <u>will not</u> be considered!
Monday, November 3	Email notifications will be sent to players/coaches of players that have been named to the MNVBCA All-State Team (coaches will also be notified if their player(s) was not selected).
Wednesday, November 11	All-State Teams will be announced and presented at the State Tournament Banquet

## Statistical Definitions

To improve the All-State selection process, listed below are definitions of the statistical categories that will need to be submitted by the Monday, October 26 deadline. Please ensure that your team statisticians are using these definitions and guidelines. While it is not mandatory that all of the following stats are kept and submitted, nominees with incomplete stats and/or supporting information may be at a disadvantage during the selection process.

### Attacking

**Attack Attempt** – any overhead contact of the ball designed to score.

\*\*Note: Any kill **must** have a corresponding attack attempt

**Kills** – Any attack that lands for a point. Also award a KILL when:

- a freeball or a set (intentional or not) crosses the net and lands on the floor
- an attack is blocked out of bounds or in the net
- when an opposing blocker is called for a net or centerline violation
- a dig attempt crosses the net and lands on the floor

**Attack Error** – any overhead contact of the ball that:

- is hit out of bounds, into the net, or into the antenna
- is blocked by the opposition to the attacker's side of the net, leading to a point
- creates a centerline violation by the attacker or is called as an illegal contact

**Assist** – awarded to the player who passes/sets the ball to a teammate who attacks the ball for a kill

- An assist is generally the second contact in a play sequence followed by a kill on the third contact
- An assist can be awarded off a dig/pass (1<sup>st</sup> contact), provided the attack comes on the 2<sup>nd</sup> contact

### SERVING

**Ace** – is awarded when:

- a serve lands untouched on the opponent's side
- the receiving team has overlapped or is out of rotation
- the passing player is whistled for a reception/ball-handling error
- the serve is passed, but cannot be kept in play

**Service Error** – is awarded when:

- the server commits a foot fault
- the serve doesn't advance past the net, is out of bounds, or hits the antenna
- the server is out of rotation (error charged to player who should have served)

**Serve Attempt** – any time a player attempts a serve.

**Reception Attempt (in serve receive)** – is awarded when:

- a Team A player attempts to receive a Team B player's serve

**Reception Error (in serve receive)** – is awarded when:

- the serve hits the floor near a player
- the player passes the ball, but it can't be kept in play
- the player is called for a lift

\*\*When an ace falls between two players and fault cannot be judged, a team error is recorded

## **DEFENSE**

**Dig** – is awarded when a defensive player keeps a bona fide attack in play with a pass

- a dig is only awarded off an attack attempt from the opposing team
- thus, a dig is NOT awarded when passing a freeball, receiving serve, or playing up a ball that was blocked by the opposing team

**Block** – is awarded when a player blocks an opposing attack into the opposition's court leading directly to a point

- SOLO BLOCK – when only one blocker is up
- ASSIST BLOCK – when more than one blocker is up, awarded to all contributing blockers regardless if only one person touches the ball

One of the criteria used by the selection committee will be statistics. The committee realizes the great diversity of statistics which will be presented by the candidates. **It will be just one of the criteria used.** All stats should be recorded using the definitions listed above. All statistical data will be considered; however, the importance of each shall be left to the judgment of the selection committees. Nominees with incomplete stats and/or supporting information **may be disadvantaged and potentially eliminated during the selection process.** Coaches are also encouraged to consider content of character when submitting nominations or stats for players who have had a violation(s) of the behavior regulations set forth by the MSHSL.

**NOTE:** The statistical minimums listed below are meant to serve as guidelines, not as firm requirements, for All-State nominees.

### STATISTICAL CRITERIA

#### **A. Attack**

1. Kills per game
  - a. Middle Hitters – 3.5
  - b. Outside Hitters – 3.5
  - c. Right Side – 3.0
2. Hitting efficiency (kills – errors/total attacks)
  - a. Middle Hitters - .350
  - b. Outside Hitters - .275
  - c. Right Side - .300

#### **B. Setting** (for setters only)

1. 5-1 Offense: Assist per game – 8.00
2. 6-2 Offense: Assist per game – 4.00

#### **C. Passing** (serve reception)

1. Is candidate a primary passer?
2. Reception percentage (successful receptions/total attempts)

#### **D. Digs**

1. Digs per game
  - a. Libero – 4.5
  - b. Outside hitter – 3.5

#### **E. Blocks**

1. Total blocks per game (assists + solos)
  - a. Middle Hitters – 1.0
  - b. Right Side – 0.6

### SELECTION CRITERIA

#### **A. Middle Hitters**

1. Primary Considerations
  - Hitting efficiency, Kills per game, Blocks per game
2. Secondary Considerations
  - Passing, Digging, Serving

#### **B. Outside/Right Side Hitters**

1. Primary Considerations
  - Hitting efficiency, Kills Per game, Digging, Passing
2. Secondary Considerations
  - Blocking, Serving

#### **C. Setters**

1. Primary Considerations
  - Assist per game, Digging
2. Secondary Considerations
  - Blocking, Serving

#### **D. Libero**

1. Primary Considerations
  - Digs per game, Passing
2. Secondary Considerations
  - Serving

**\*NOTE:** Per game stats are based on games (sets), not per match.