



VIS STAFF GUIDELINES

EVALUATION CRITERIA

2005



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1. INTRODUCTION

The FIVB has developed the VOLLEYBALL INFORMATION SYSTEM (VIS) over the past six years. The VIS is used for the result management during FIVB World Competitions. The main purpose of VIS is to inform the national and international media on match results and on team and individual player statistics. For the development of the VIS program, the FIVB has followed the recommendations of the FIVB Mass Media Commission concerning the design of the reports which provide the information requested by the media. For the development of the observation criteria, the recommendations of the FIVB Technical Commission have been integrated. An important consideration for the development of the VIS has been that the provided data to the Press on volleyball events and in particular on FIVB events has to be presented in a clear and consistent way. Journalists and press agencies have to become familiar with the provided information and the system in use. The FIVB is aware of the fact that worldwide programs have been developed to provide match results and statistics but we are confident that our sport will only succeed if the press and the public obtain the information they expected and if this is always provided in the same format. If the provided information needs to be analysed to be understood, it means that the statistics and results will not be taken into consideration by the press.

Besides presenting press information after a match, the VIS will provide, in the near future data on teams and players before each match. The FIVB develops for this purpose a VIS data base including results and statistics over a period of several years

During the main FIVB competitions at least one FIVB control committee member, normally a member of the FIVB Coaches or Technical Commission, will be in charge of the control of the VIS program. The main responsibilities of this control committee member will be:

- Preparation and supervision of the VIS clinic
- Verification of the quality of the VIS personnel and their understanding and implementation of VIS observation criteria
- Verification of the VIS equipment
- Verification of the print outs
- Verification of the organisation for distribution
- Verification of fax and modem connections.
- Instruct Game Jury members how to check the P2 form

2. THE TRAINING OF VIS SUPERVISORS

For each FIVB event a VIS Supervisor has to be appointed by the organiser. The VIS Supervisor has to follow a clinic for VIS Supervisors organised by the FIVB or by another organisation authorised by the FIVB. The VIS Supervisor will have to prepare and train the personnel needed for the functioning of the VIS in its own country, be responsible for the VIS personnel during the event and for the preparation of the VIS print-outs and will be the contact person for the FIVB Control committee. The FIVB clinic for VIS Supervisors normally organised in Lausanne, will include the following topics:

Day 1

- Objectives VIS see Introduction
- The VIS observation criteria see point 5
- Training of the observers by video see point 3.c
- Presentation of the VIS hardware and software see VIS Software guide
- Installation of the VIS hardware and software see VIS Software guide
- Tests and trouble shooting see VIS Software guide

Day 2

- Training of the VIS operators by audio tapes see point 3.d
- VIS Supervisor functions during the match see VIS Software guide
- Result management see point 8

During live and or video matches:

- Work in groups of two with one computer, as observer and operator
- Work as Supervisor
- Control, modify, prepare and print reports (specially P-2 and P-4)

3. THE TRAINING OF VIS OPERATORS AND VIS OBSERVERS

The VIS Supervisor who has followed a clinic for VIS Supervisors organised by the FIVB, or by another organisation authorised by the FIVB, will have to prepare the personnel needed for the functioning of the VIS in its own country. This training program for the National VIS personnel has to be conducted at the latest one month before the competition so that, after the first training, the perfection of the personnel can take place during other matches to be organised before the event. A final clinic will take place 2 and 3 days before the start of the competition, conducted by the VIS Supervisor and under the control of the FIVB Control Committee member responsible for the VIS.

A. PROGRAM PROPOSED FOR THE TRAINING OF THE VIS PERSONNEL BY THE VIS SUPERVISOR

DAY 1

Part I (Theory)

- General introduction
- Separate training of VIS Observers and VIS Computer Operators
- Explanation to the Observers of the techniques and criteria to be used for observation
- An Observer gives calls following a match on video, previously analysed, the other Observer corrects him by checking his calls, reading the form delivered with the video tape and indicating the exact calls
- Explanation to the computer Operators of the use of the hardware and software
- The Operators hear the calls from an audio tape; and type the data into the computer

Part II (Practical)

- Observation of a live match by using, if needed, several VIS set-up at the same time.

DAY 2

Part I (Theory)

- Evaluation of the results of previous day
- Final instructions to the Observers and explanation of observation techniques, evaluation criteria and special cases
- Final instructions to the Operators and explanation of hardware, software and special cases
- Explanation of the system to be used if VIS does not function
- An Observer gives calls following a match on video, previously analysed, the other Observer corrects him by checking his calls, reading the form delivered with the video tape and indicating the exact calls
- The Operators hear the calls from an audio tape and type the data in the computer

Part II (Practical)

- As day 1, also to train the system to be used if VIS fails
- Final discussion

B. EQUIPMENT, MATERIAL AND PERSONNEL TO BE PROVIDED FOR THE TRAINING OF THE VIS OBSERVERS AND OPERATORS

Room 1 (Theory)

- seats with tables for all requested supervisors, observers and operators needed for the Competition
- overhead projector
- VHS video projector with large screen
- pencils and paper
- VIS instructions in English and if need be translated into the national language
- availability of English/national language interpreter

Room 1 will be used for the general instructions to all the statistical personnel and for the specific instruction of the Observers.

Room 2 (Theory)

- minimum 10 seats with tables
- all IBM computers (A.T. Bus compatible) FIVB hardware that will function in the Competition venue, as well as the equipment that will be for reserve.
- overhead projector
- VIS User's Guide available
- VIS software
- hardware and software expert
- availability of English/national language interpreter

Room 2 will be used for the instruction of the VIS Supervisor and the Operators.

Hall (Practical)

- one (1) hall with volleyball court installed
- two (2) referees
- two (2) volleyball teams
- IBM computers (AT Bus compatible) or FIVB VIS hardware systems installed. A second system may be requested if needed.
- one printer and one laser printer
- hardware expert
- VIS software
- availability of one English/national language interpreter
- For installation of the VIS System see the attached Installation Plan and the VIS User's Guide.

C. TRAINING OF THE VIS OBSERVERS BY USING VIDEO

After introducing the general idea of the VIS and giving a detailed explanation of the observation criteria to be used for the observation of the different skills, the training of the VIS Observers should continue by using a video tape. FIVB has prepared a video tape of an international match and provides in writing the calls that have to be given by the Observers.

For the use of the video observation we would like to make the following remarks:

- Due to the quality of the video tape it is difficult to recognise the number of the players. The Observer may, especially at the beginning, choose a number and use this number for all players. The importance is that the Observers learn to make the calls in the right order, with the right speed and the right criteria.
- Firstly, the course instructor should give some calls looking at the tape, so that the Observers get an idea on how to proceed.
- Then the observers should work in groups of two, one making the calls while he is looking at the tape and the other checking with the provided list if the calls are good. The tape should be stopped after a few calls to provide discussion on the work of the observer. Later, the observer continues over longer periods and corrections will be discussed at the end.

Use the video tape and the printout with the observer's calls of the match, attached to this document.

D. THE TRAINING OF VIS OPERATORS BY USING AN AUDIO TAPE

After introducing the general idea of the VIS and the VIS observation criteria, the functioning of the Atari has to be thought. The FIVB has prepared a audio tape with the observation calls during a match.

- At first, the tempo of the calls is kept lower than during a real match and after a few calls a break has been included.
- Later the calls are at normal speed.
- To control the quality of the work of the operator, the data input of the operator can be compared direct from the screen of the Atari, with the original printed calls.

Use the audio tape and the printout with the observer's calls of the match, attached to this document.

E. QUALITY CONTROL OF THE WORK OF OBSERVERS AND OPERATORS

The video tape can be used for a quality control of the work of the operators and observers. In this case, the Observer will make his calls looking at the video and the operator takes care of the data input into the Atari. The results can be compared direct from the screen of the Atari with the original printed calls. Please realise that the numbers of the players are difficult to recognise.

Use the video tape and the printout with the observer's calls of the match, attached to this document.

4. VIS REQUIREMENTS DURING FIVB COMPETITIONS

The Organising Committee will charge the VIS Supervisor with the preparation and supervision of the teams' and players' individual statistical evaluation by means of the FIVB Volleyball Information System (VIS).

a) Personnel required in Each Competition venue

- a permanently available hardware and software specialist
- a statistical working group of five (5) people consisting of one (1) VIS supervisor, two (2) observers, and two (2) operators. The statistical working group will be working a maximum of two (2) matches each day, therefore reserve personal must be available.
- one (1) runner

b) Material and Equipment Required in Each Competition venue

- for the computer hardware requirements see the attached installation plan and for detailed information consult the VIS User's Guide. If the FIVB hardware system is not being used, the VIS system may also be run on IBM computers (AT Bus compatible).
- the requested hardware has to be placed on tables within the 3m-wide free passageway around the playing area as indicated in the Installation Plan with sufficient chairs.
- four (4) walkie-talkies - one on the table of the Official Speaker to provide the starting line up to the VIS Supervisor and one on each table of the VIS working group.
- sufficient pencils and forms to be used in case the hard/software fails to function, or one Dictaphone/recorder for each Observer.

c) On-line Statistical Information to Press and TV Booth

- The FIVB may impose the installation of terminals in other areas of the Competition venue to provide Press and TV or radio commentators with on-line statistical information.

d) Statistical Working Room

- For the installation of the statistical working room consult Article 19.4 of the FIVB General Regulations.

5. CRITERIA TO BE USED FOR THE OBSERVATION OF VOLLEYBALL SKILLS

The Volleyball skills observed (6) have been divided into two groups:

1) Scoring Skills:

- A) Attack
- B) Block
- C) Service

Result : - Success (+)
 - Fault (-)
 - Attempt (space/return)

2) Non-scoring Skills:

- D) Dig
- E) Set
- F) Service Reception

Result : - Excellent (+)
 - Fault (-)
 - Attempt (space/return)

The observation criteria used have been defined as described in the following pages.

A) EVALUATION OF THE ATTACK

Calls: Attack - Player number - Success/Fault

Criteria:

- *Technique*
Player uses hit, tip or returns ball to the opponent's court with any other offensive technique
- *Success (+)*
 1. The ball is been attacked on the ground in opponent's court
 2. After the attack the ball is been touched by the opponent team and not kept in play

Result: Point for the attacker's team

- *Fault (-)*
 1. The attacked ball is; successfully blocked, hit out or hit in the net
 2. A technical fault of the attacking player is been penalised by the referee
 3. The attacker fails for any other reason

Result: Point for the opposing team

Remarks:

1. In the case that the ball is hit into the net or out but the opponent commits a technical fault whistled by the referee, an opponent error (Op.-) will be registered and the attack must be considered as an attempt.
2. In the case that the ball remains in play after an attack, only an attempt will be registered.
3. In the case that after the attack the ball is been touched more than once by the opponent team, trying to save the ball, but not kept in play due to the attack, the attack must be considered as a success.
4. If the attack is a success, but the referee penalised a technical fault of the opponent team, the attack must be called as a success and an opponent error must not be called.

B) EVALUATION OF THE BLOCK

Calls: Block - Player number - Success/Fault

Criteria:

- *Technique*
Player uses blocking action (player touches the ball)

- *Success (+)*
 1. The ball is blocked direct on the ground in the opponent's court
 2. After the block the ball is been touched by the opponent team and not kept in play

Result: Point for blocker's team

- *Fault (-)*
 1. The blocked ball goes after being touched by the blocker directly outside the court
 2. After the touch of the blocker the ball is not kept in play by his own team
 3. The blocking player commits a technical fault whistled by the referee

Result: Point for the opposing team

Remarks

1. Only one of the blockers will be recorded, the one who touches the ball.

2. In the case that the ball remains in play after a blocker touches the ball, only an attempt will be automatically registered.

3. In the case that after the block the ball is been touched more than once by the opponent team, trying to save the ball, but not kept in play due to the block, the block must be considered as a success.

C) EVALUATION OF THE SERVICE

Calls: Service - Player number - Success/Fault

Criteria:

- *Technique*
Player uses service technique

- *Success (+)*
 1. The ball is served directly on the ground in the opponent's court
 2. After the service the ball is touched by the opponent team and not kept in play
 3. The receiving player commits a technical fault whistled by the referee

Result: Point for serving team

- *Fault (-)*
 1. The ball is not served into the opponent's court
 2. The referee whistles a technical fault for the serving player

Result: Point for the opposing team

Remarks:

1. In the case that the ball remains in play after the reception of the opponent team, only an attempt will be automatically registered.

2. In the case that after the service the ball is been touched more than once by the opponent team, trying to save the ball, but not kept in play due to the service, the service must be considered as a success.

D) EVALUATION OF THE DIG

Calls: Dig - Player number - Success/Fault

Criteria:

- *Technique*
 1. A Player retrieves the ball coming from the opponent's side (except after a service)
 2. A player retrieves the ball coming of the block
 3. A player retrieves the ball while trying to save an uncontrolled ball, played by an other player of its team, not using an attack or setting technique

- *Success/Excellent (+)*
 1. Keeping it in play (Including overhead pass) and one of his teammates can play the ball

Result: Play continues

- *Fault (-)*
 1. Player digs the ball onto the ground in his court or outside the court, (including overhead pass)
 2. Player digging the ball sends it direct to an opponent attacker who scores
 3. The referee whistles a technical fault for the digging player.

Result: Point for the opponent team

Remarks:

1. In the case that the dig goes directly to the opponent's court and a point has been scored the DIG has to be considered as an attempt and an opponent error must be given
2. In the case that the ball remains in play after a dig and the opponent team plays the ball, automatically an attempt will be registered.
3. In the case the ball has been hit directly to the ground without touching the block, nor a defensive player, a team (-) will be given.

F) EVALUATION OF THE RECEPTION

Calls: Reception - Player number - Success/Fault

Criteria:

- *Technique*
Player uses reception technique.

- *Success/Excellent (+)*
 1. The receiving player places the ball within the reach of the setter at the net who can handle it to prepare any attack by all of the spikers

- *Fault (-)*
 1. The receiving player plays the ball out of reach of his team mates
 2. The receiving player commits a technical fault penalised by the referee.
 3. The receiving player doesn't touch the ball and the opponent scores a direct service point in his area.

Result: Point for opponent.

Remarks:

1. In the case that the reception goes directly to the opponent's court and a point has been scored the reception has to be considered as an attempt and an opponent error must be given,.

2. In all other cases the ball remains in play, automatically an attempt will be registered.

6. OVERVIEW OF THE VIS EVALUATION CRITERIA

SKILLS	EVALUATION
ATTACK	- rally continues - <u>no</u> evaluation - rally ends - <u>success</u> (+) or <u>fault</u> (-)
BLOCK	- rally continues - <u>no</u> evaluation - rally ends - <u>success</u> (+) or <u>fault</u> (-)
SERVICE	- rally continues - <u>no</u> evaluation - rally ends - <u>success</u> (+) or <u>fault</u> (-)
DIG	- rally continues - <u>no</u> evaluation or <u>success</u> (+) - rally ends - <u>fault</u> (-)
SET	- rally continues - <u>no</u> evaluation - rally ends - <u>fault</u> (-)
SERVICE RECEPTION	- rally continues - <u>no</u> evaluation or <u>success</u> (+) - rally ends - <u>fault</u> (-)

Opponent error (Op.-)

To be used in all cases that the team scores a point but no player action of their team can be evaluated for this success. The point is due to a mistake by the opponent.

Team fault (T-)

To be used in all cases that the team loses a point but no player action can be evaluated for this fault.

7. BREAKDOWN OF THE VIS SYSTEM

In the event of a breakdown of the VIS computer hardware or software, the statistical observation should continue by using one of the options presented below.

7.1 Dictaphone/Recorder

- the Observer continues to give the same calls and speaks them into the microphone of the recorder
- after the set the tape should be used by the Operator to program the data into a computer
- before the match check that each Observer has a recorder with tapes available, and test the recorder.

7.2. Acquisition by Hand

- the Observer continues to give his calls
- the programmer uses the forms (see form *Acquisition by Hand*), recording the calls in writing
- after the set or match the data has to be put into the computer. Two people will be needed for the input - one to read the data and one to operate the computer
- before the match check that each Operator has sufficient forms and pencils available.

You are free to choose one of the two proposed options, but during the training of your statisticians include the training of the system to be used in those situations where the "Volleyball Information System" does not function.

8. RESULT MANAGEMENT

Directly after each match, the P-2 form must be printed by the VIS Supervisor and approved and signed by the FIVB game Jury and immediately distributed.

Directly after the last match of the day, the VIS Supervisor assures that the P4 form will be printed and approved and signed by the FIVB Technical Delegate or the FIVB Control Committee member responsible for this task and immediately distributed.

The VIS Supervisor makes sure that the internal distribution in the competition hall and the distribution by fax and modem takes place according to the specific agreements for the distribution of results for each FIVB Competition.

See the specific result distribution chart for each FIVB Competition.

MATCH HOLLAND - USA (WOMEN)

- SWITZERLAND, MONTREUX, 1992 -

VIS OBSERVER'S CALLS

The match Holland - USA has been analysed using the VIS observation criteria. The first set the statistics have been taken observing the Dutch team and the second set observing the American team.

For the training of the observers the video tape should be used and the calls should be direct compared with the calls on this list. Because the numbers of the players are hard to recognise, the observer should indicate any player number he wishes to use.

For the training of the operators the audio tape should be used. Afterwards the work of the operator should be compared with this list, direct from the screen of the computer.

LINE-UP

The line up should be put into the application VBA (Volleyball Acquisition) before the start of each set. From the table of the speaker, beside the scorer the line up can be given by using a walkie-talkie.

First set HOLLAND:	<table><tr><td>7</td><td>2</td><td>12</td></tr><tr><td colspan="3"><hr/></td></tr><tr><td>13</td><td>3</td><td>4</td></tr></table>	7	2	12	<hr/>			13	3	4	Setter is 13 Centers are 4 and 7 3m attacker is 2
7	2	12									
<hr/>											
13	3	4									

Second set USA:	<table><tr><td>6</td><td>4</td><td>13</td></tr><tr><td colspan="3"><hr/></td></tr><tr><td>7</td><td>8</td><td>5</td></tr></table>	6	4	13	<hr/>			7	8	5	Setter is 2 Centers are 4 and 7
6	4	13									
<hr/>											
7	8	5									

Substitutions 13 for 1
4 for 15

Third set HOLLAND:	<table><tr><td>7</td><td>15</td><td>11</td></tr><tr><td colspan="3"><hr/></td></tr><tr><td>6</td><td>8</td><td>4</td></tr></table>	7	15	11	<hr/>			6	8	4	Setter is 6 Centers are 4 and 7 3m attacker is 2
7	15	11									
<hr/>											
6	8	4									

Substitutions 4 for 1

ABBREVIATIONS USED

F = Fault
S = Success (scoring skills)
X = Success (Excellent)
SRV = Service
REC = Reception
ATK = ATTACK
BLO = BLOCK

END OF MATCH

VERIFICATION OF THE P-2 FORM BY THE FIVB GAME JURY

The verification of the P-2 form has to be done by the FIVB game jury immediately after the match, to enable a correct and fast distribution of the game results. All game jury members must be able to verify and approve the P-2 form. If you need any explanation concerning this task the control committee member in charge of the VIS, normally a member of the FIVB coaches or Technical commission is available to advise you.

The following points should be verified before approving and signing the P-2 form:

1. Match data	<ul style="list-style-type: none">- Match number- Date and time- Number of spectators present- City- Hall
2. Match results	<ul style="list-style-type: none">- Team abbreviation- Sets won by each team- Points won each set by each team- Total number of points scored by each team- The time for each set and for the total time for the game
3. Referees	<ul style="list-style-type: none">- Name, first name and country
4. Players	<ul style="list-style-type: none">- Control of the numbers and names of the players- Control of the starting line up for each set (verify with O-4)- Control of the substitutions in each set (verify with O-4)
5. Coaches	<ul style="list-style-type: none">- Name, first name and country of the head coach and assistant-coach
6. Team & Player performance	<ul style="list-style-type: none">- The total points (WON) indicated under teams and players performances, all points scored with the scoring skills (Attack, Block, service and opponent error) must be the same for each team as the total number of points mentioned in point 2 and indicated on the top right side of the P-2 form.- If any difference is been found the VIS supervisor must be instructed to verify the flow of the game and try to allocate the difference so he can make the necessary correction(s). If it is not possible to find the error(s) the total points won indicated under teams and players performances, must be adjusted to the official game score by modifying the number of opponent errors accordingly. Individual statistics or the scoring skill statistics may only be corrected if the VIS Supervisor finds the error verifying the flow of the game.

After verifying all data and making necessary corrections the game jury president must sign the P-2 form and immediately give it to the assigned runner for photo copying and distribution.