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1 Introduction

The statistic data scouting through the DATA VOLLEY 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.

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

This Software 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 beginners.

1.1 Hardware configuration

Minimum requirements to work with Data Volley Media

- Video Resolution: minimum 1280x768
- Windows OS: Windows 10, Windows 8, Windows 7, VISTA, XP SP3
- Ram 4GB or more
- Available USB Port
- Internet connection required for license activation

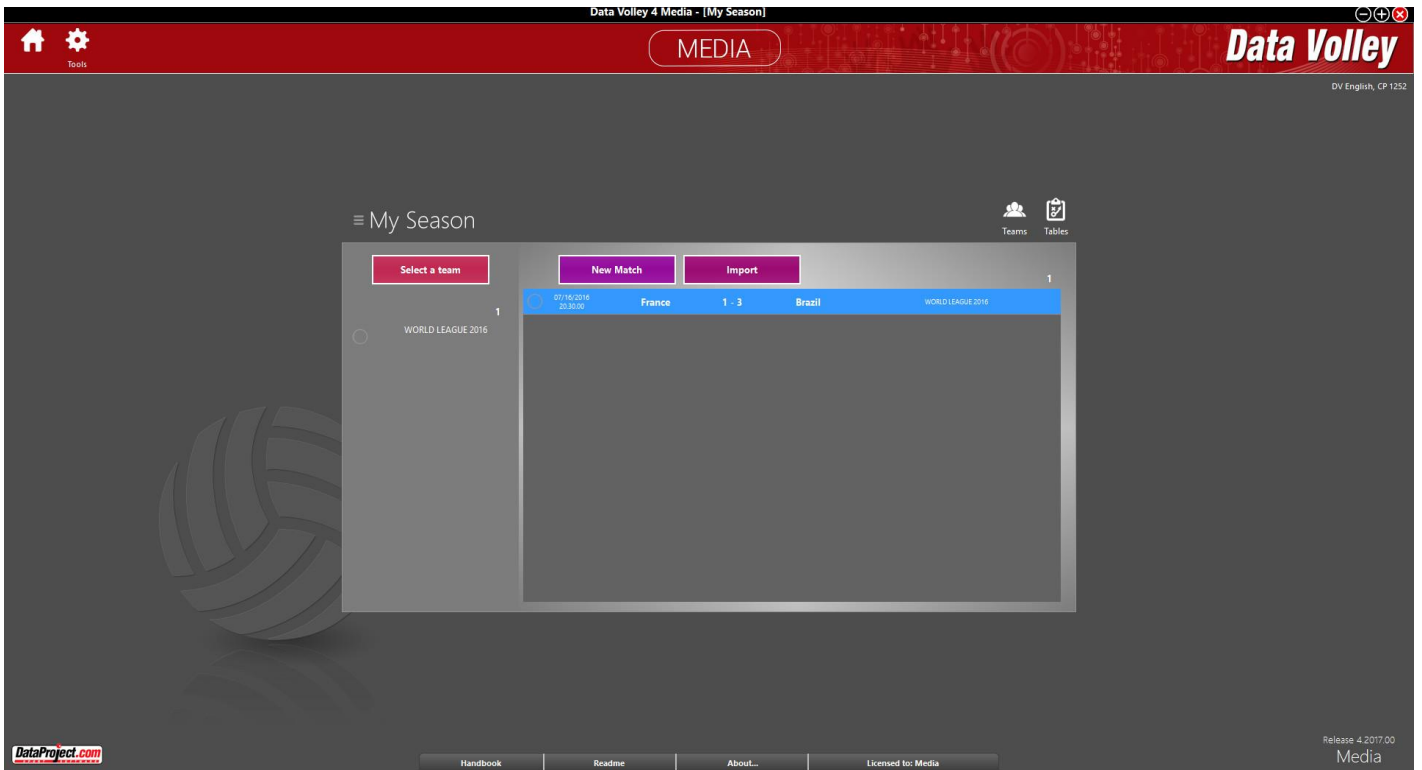
1.2 Installation

Data Volley Media can be downloaded from www.dataproject.com/<Federation> , install on your computer by following the guide step by step.

2 Introduction to the first use

2.1 Homepage

This is the home screen of the program



2.2 Preliminary operations

Before proceeding with a statistical scout of any level, you must make few preliminary steps.

Here are the steps to do at first use:

1. [Create your own season](#) (eg: Season 2014-2015). At the first use you will find a default season named **My Season**, with the default parameters of the program.
2. [Enter the teams](#) into the database.
3. Define the [Table](#) for the season
4. Define the [general options](#)
5. Define the [scouting options](#)
6. [Define the keys](#) associated with the different functions that will be used during the scouting

2.3 Season

Seasons are a very important tool that allows you to better organize your work with Data Volley Media.

Seasons allow to subdivide in a clear and simple way your own scouting files, with appropriate tables and custom parameters specific to each season


The potential of the Seasons are multiple, but in particular can be used for operations such as:

- Storage and analysis of scouting files divided by sporting season (for example by creating season 2013-2014 and 2014-2015 to get historical analysis more easily);
- Separation of scouting files related to two or more teams trained by the same coach (for example by creating two season: Female Under 18 e Female C League) which probably also require different settings and custom scouting parameters.

At the first use of the program it will be set only one Season named My Season, with the default parameters defined by the program.

IMPORTANT: Different Seasons may have different parameters, because Scout, Teams and Tables are related to each

Season. The active Season is always visible in the upper left of the central screen.

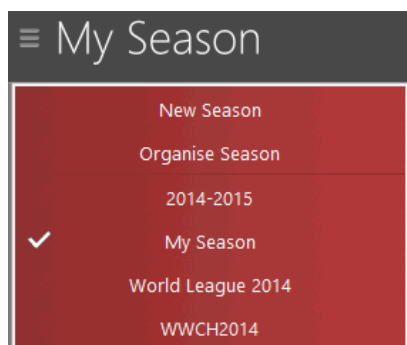
The active Season is always signaled by the symbol 

You can activate another Season selecting it from the drop-down menu on the main screen, or by double clicking on the Season within the window [Organise Season](#). You can create a new Season by selecting [New Season](#) from the drop-down menu, or by clicking the button [New] in [Organise Season](#).

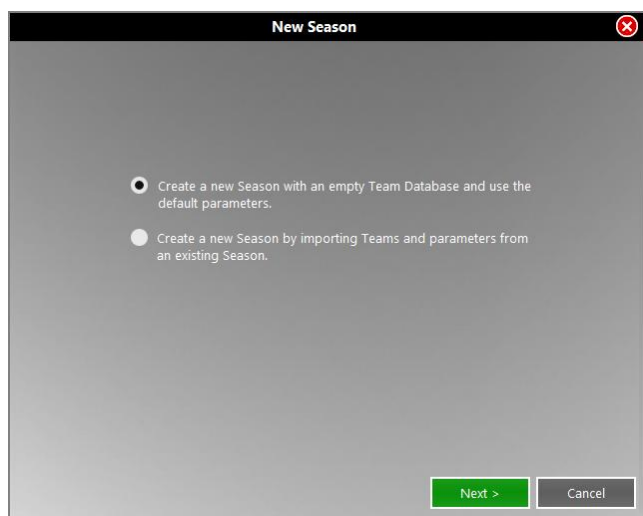
2.3.1 New Season

To create a new Season

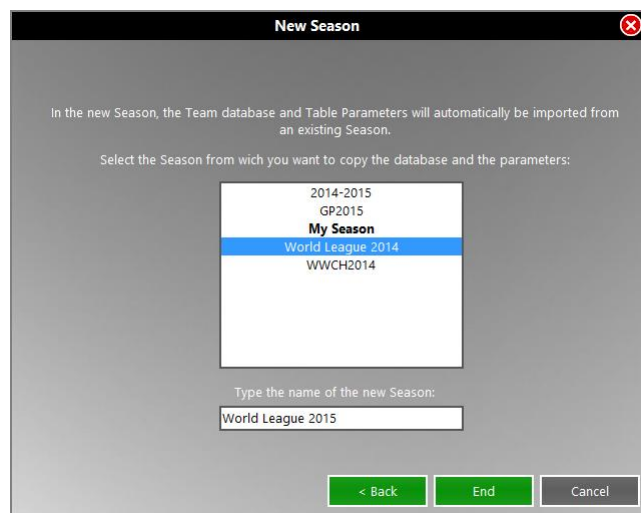
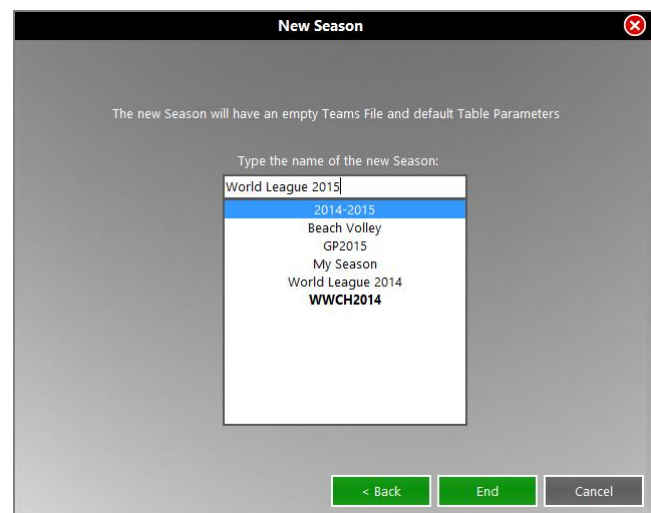
1. Click the button **[My Season]**. It opens a drop-down menu where you una tendina in which you must select **New Season**.



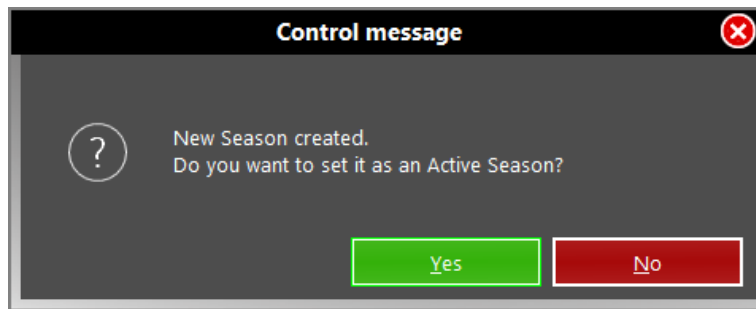
2. Choose whether to
 - Create a new Season.
 - Copy and rename an existing Season.



3. Type the name of the new Season.

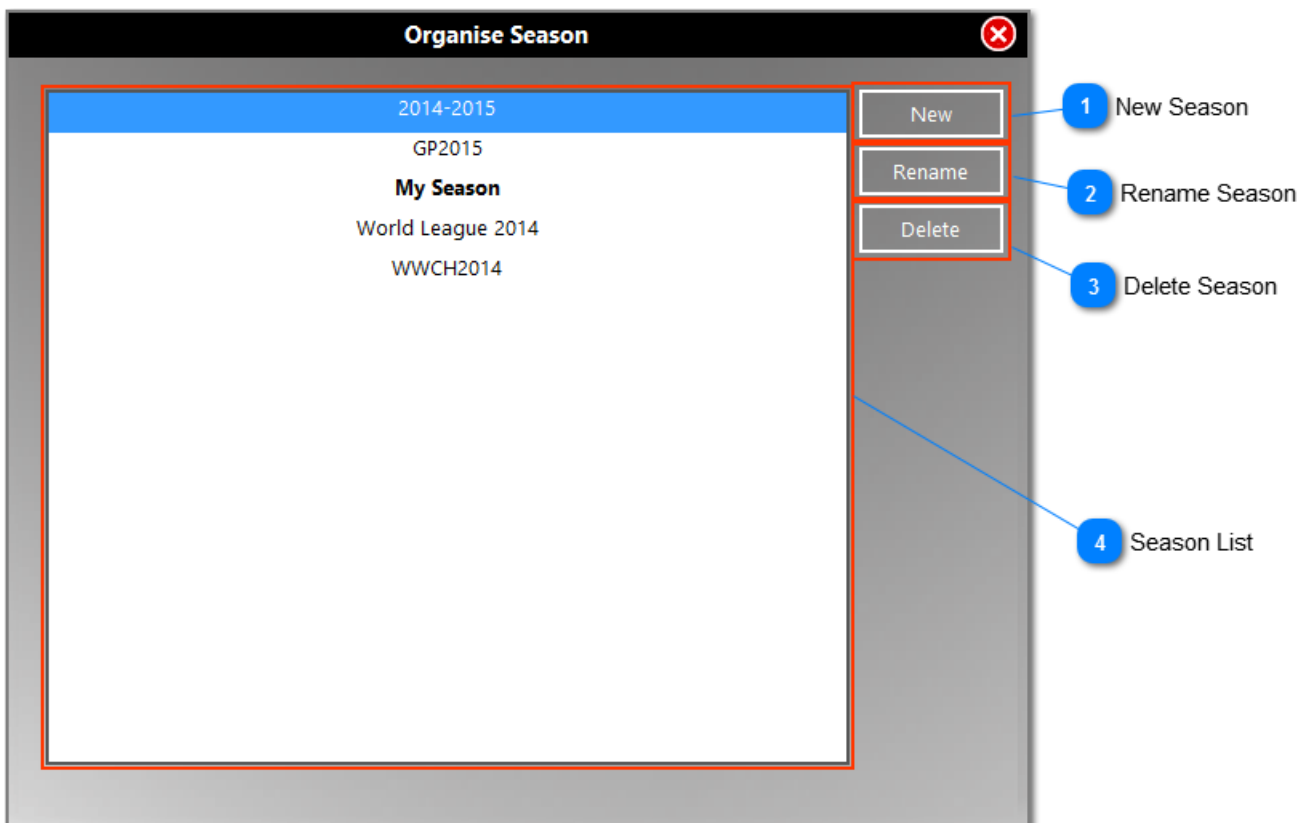


4. Choose whether to set it as the active season.

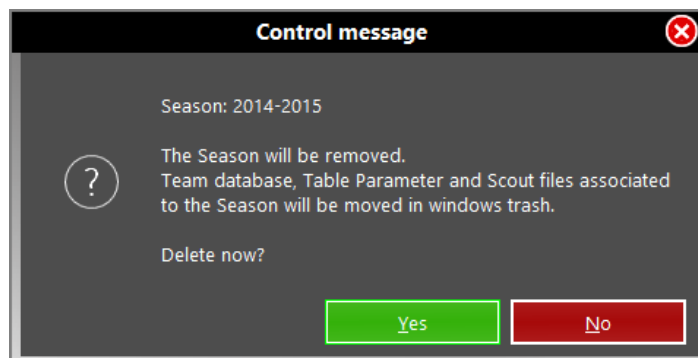


2.3.2 Organise Season

In the windows Organise Season you can create, edit, rename or activate a Season different than the current.



The deleted Seasons are moved to the Windows Recycle Bin. By clicking on the button **[Delete]** a window asks you to confirm the deletion from Data Volley Media. This means that if the Season has been accidentally deleted, you can always retrieve it by going to the Windows Recycle Bin, right-click and Repair.



2.3.3 Teams

By clicking on the button **[Teams]** a related window opens. The current Season is always visible in the window header.

When you first start the program, the mask Team Database will obviously be empty.

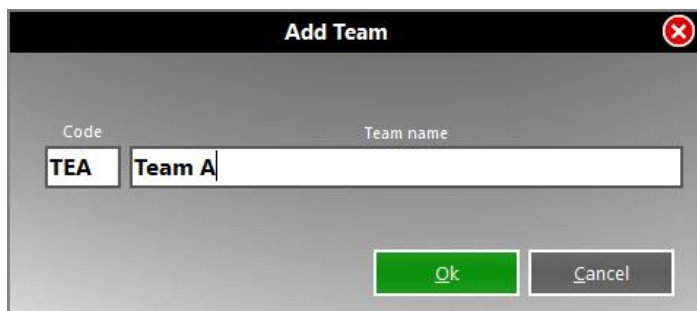


Enter at least two teams in the Team Database, even if you decide to scout one or both the teams. You can enter teams in two ways: by creating a [new team](#) or [importing](#) one or more teams. The Team Database is related to a specific Season. Therefore different Seasons can have different teams in the archive.

2.3.3.1 New team

- Click the button **[New]**
- Enter the code (3 letters) and the name of the team in the mask, then click **[OK]**.

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



The windows with the list of athletes will appear.

The screenshot shows the 'Players list' interface for the team 'Cucine Lube Banca Marche Macer'. The interface includes input fields for Team Code (1), Team Name (2), Abbreviation code (3), Head Coach (4), Assistant (5), Add player (6), and Delete player (7). A table lists 18 players with columns for N., Id, Code, Last name, Name, Nickname, Date of birth, Hgt, Position, For., and T. Player 12 (Henno Hubert) is highlighted as a Libero. At the bottom, there are buttons for Clone (10), Print (11), Export (12), and Save (13), along with a trash icon (8) and a 'Delete Team' button (9). A note at the bottom left explains the code format: 'Id: L=Libero, C=Captain', 'T' - select if the player has been transferred, and 'For' - select if the player is foreign.

N.	Id	Code	Last name	Name	Nickname	Date of birth	Hgt	Position	For.	T
1		LAM-DAV-80	Lampariello	Davidson	mpariello David			Outside Hitter		
2		PAJ-ALE-86	Pajenk	Alen	Pajenk Alen			Middle Blocker		
5		ZAY-IVA-88	Zaytsev	Ivan	Zaytsev Ivan			Outside Hitter		
6		PAR-SIM-86	Parodi	Simone	Parodi Simone			Outside Hitter		
7		STA-DRA-85	Stankovic	Dragan	tankovic Draga			Middle Blocker		
8		DIA-ENR-93	Diamantini	Enrico	iamantini Enric			Middle Blocker		
11		MON-NAT-74	Monopoli	Natale	Monopoli Natal			Setter		
12	L	HEN-HUB-76	Henno	Hubert	Henno Hubert			Libero		
13		TRA-DRA-86	Travica	Dragan	Travica Dragan			Setter		
14		RAN-LUI-94	Randazzo	Luigi	Randazzo Luigi			Outside Hitter		
15		STA-SAS-88	Starovic	Sasa	Starovic Sasa			Outside Hitter		
16		KOO-DIC-87	Kooy	Dick	Kooy Dick			Outside Hitter		
18		POD-MAR-87	Podrascanin	Marko	podrascanin Mar			Middle Blocker		

- Click **[Add]** to enter one by one the team's players. Required fields are those relating to number, name and code. The code is written automatically by taking the first 3 letters of the last name and name. If there are players with the same code the program will automatically notify you and you have to edit it manually. For the libero, you must enter the letter L in the Id box, or assign the role in the proper field.

Shirt number

Player transferred

N.	Id	Code	Last name	Name	Nickname	Date of birth	Hgt	Position	For.	T
1		LAM-DAV-80	Lampariello	Davidson	mpariello David		190	Outside Hitter		
2	L	HEN-HUB-76	Henno	Hubert	Henno Hubert		188	Libero	✓	
3		PAR-SIM-86	Parodi	Simone	Parodi Simone		195	Outside Hitter		
4	L	PAP-ALE-81	Paparoni	Alessandro	paroni Alessand		191	Libero		

It is important to precisely enter the codes of the players because in case of processing and analysis of more matches, the player code will allow an exact update. The code is particularly important, also, because it will officially identify the player even in case the same player (with the same code) uses different numbers of shirts in different matches.

- Once entered all the players, click **[Save]** to save the team in the Database

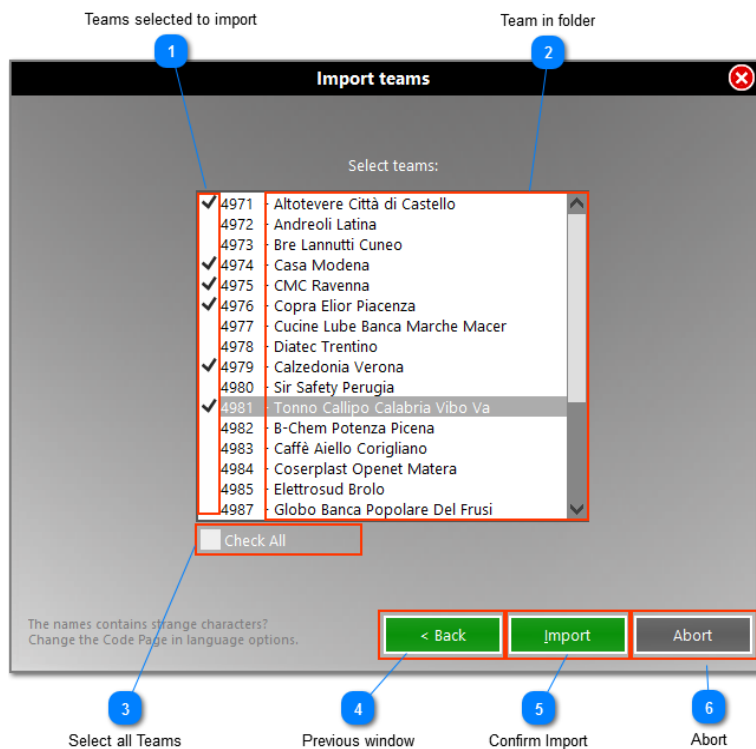
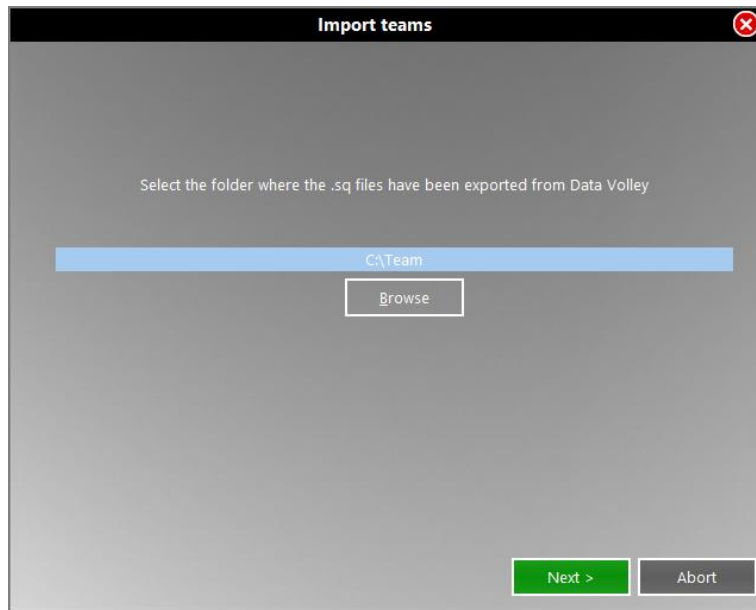
2.3.3.2 Import team

Clicking the button **[Import]** you have to choose between:

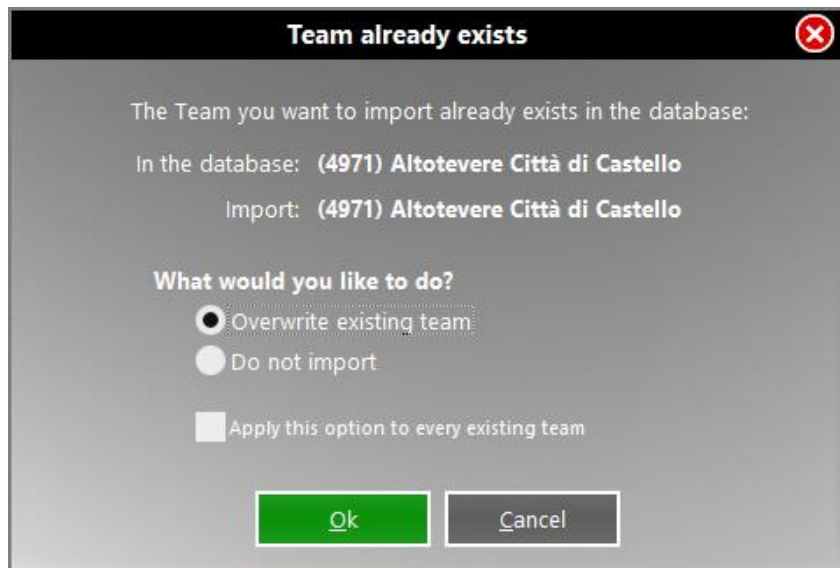


Choose VIS FIVB format only for FIVB events. In both cases, it opens a new window in which you have to:

- Select the folder in which the .sq (or .vis) files are
- Select the teams to import



If any of the selected teams are already in the database, you will get the following window asking you whether to overwrite or not to import.



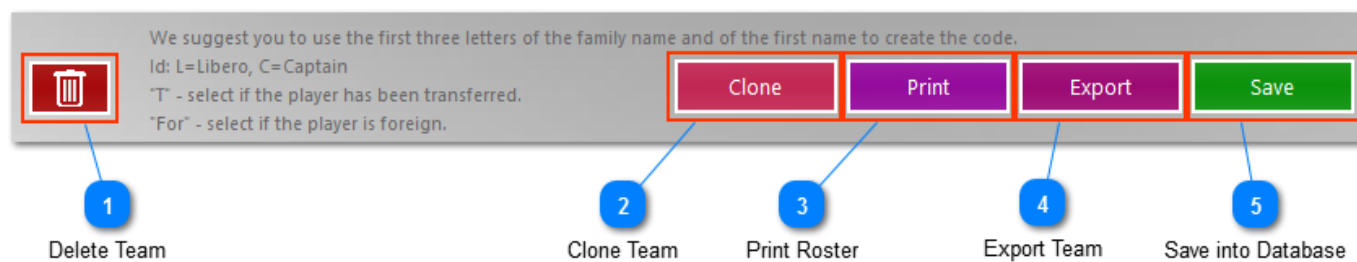
2.3.3.3 Export All

Click this button to export in a folder all teams from the selected season.

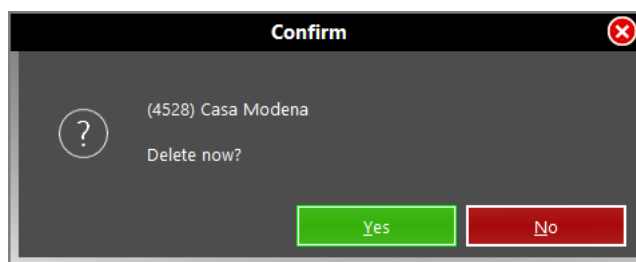
2.3.3.4 Teams database

This lists all the teams in the database. To open or edit a team, just click on the line related to the team and the player list will appear.

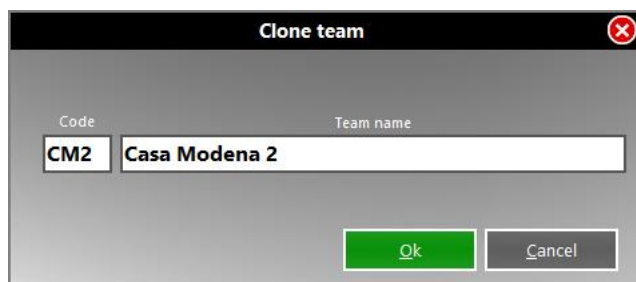
The other possible options are:



1. Delete: to remove the team from the database. A new window asking for confirmation to prevent accidental erasure will appear.



2. Clone: useful for duplicate teams participating in various competitions with the same athletes without having to retype any information. This opens a window in which you must enter a different team



3. Print: to print the roster, save it in pdf or jpeg format

4. Export: to export in Data Volley format

5. Save: to save the changes to the database

2.3.4 Tables

By clicking on the button **[Tables]** it opens the window related to the tables. The current Season is always visible in the window header.

The tables define certain fundamental parameters for the phases of scouting and analysis. The program is set at its first start with default settings editable at any time depending on the needs of the user.

The tables are linked to a specific Season. Therefore different Seasons can have different tables.

2.3.4.1 Weights for custom evaluation (Index)

Within this window, you can assign a specific "weight" for each effect of each skill.

This weight consists of a value which can range from -5 to 10 (from the most negative to most positive).

These values are used to allow the program to calculate the index, a value which appears, for each key, in the tables of analysis.

It is an index that can even not be shown in the analysis, for technical choice or because not used: just check the box at the bottom left.

The use of this table allows the user to adapt the system for evaluating the performance, in each fundamental, to his technical point of view or with his own scale of representation (eg. In the US, the values range from 0 to 4).

	Weights for evaluations (Ind)					Parameters	
	=	/	-	!	+	#	factor
Serve	0	8	4	0	7	10	1
Reception	-3	-3	-1	0	7	10	1
Attack	0	0	5	0	5	10	1
Block	0	0	0	0	0	10	1
Dig	0	0	0	0	0	10	1
Set	0	0	0	0	7	10	1
Free ball	0	0	0	0	0	10	1

Display format: Integer

Hide index in analysis

Default value

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{Total events}} \ * \text{factor}$$

The vote is a value calculated using a weighted average, using the values entered in the window, in this way (c -> number of hit p -> weight)

$$\text{Index} = \frac{(c = \times p =) + (c / \times p /) + (c - \times p -) + (c ! \times p !) + (c + \times p +) + (c \# \times p \#)}{\text{Total of hit performed}} \times \text{factor}$$

In the Parameter column, **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.

2.3.4.2 Winning symbols

In this window you can define what are the effects that determine the gain or the loss of the point in the different fundamentals.

It is recommended for who is using for the first time Data Volley Media to keep the default values.

These values will be used by the software:

- For the verification of the data, for example, to check the accuracy of the rotation (for example, after a serve #, winning effect, will have to come back to serve the same player, no change of rotation).
- To create groups of evaluation (win, lose, intermediate), for example, for the assignment of colors in the graphical analysis of the directions of attack.

	Points or Side Out	
	losing symb.	winning symb.
Serve	=	#
Reception	=/	
Attack	=/	#
Block	=	#
Dig	=	
Set	=	
Free ball	=	

Default value

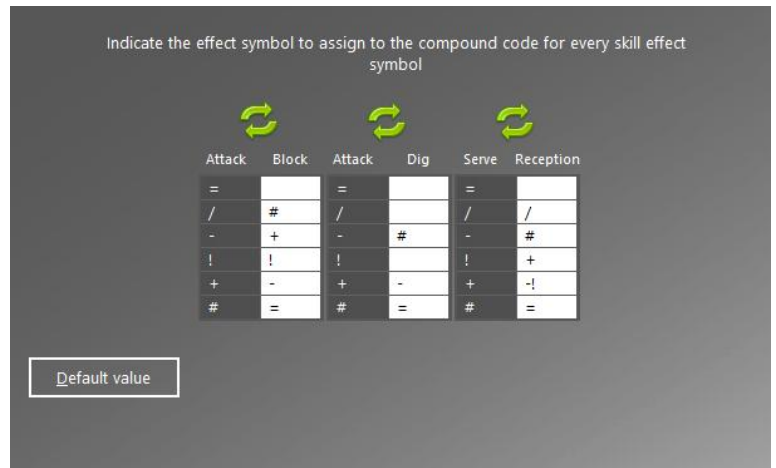
2.3.4.3 Compound code

The compound codification of Data Volley is developed to further speed up the work of users based on the strong correlation that exists between some couple of volleyball skills. Typical example of correlated skills are serve and receipt. Speaking about statistical analysis, the correlation is stronger, because the evaluation of the hit depends on how this affects the continuation of the game, and, in the case of correlated skills, from the evaluation of the next hit.

In this table, you can customize the correlations between the skills: Attack/Block; Attack/Dig; Serve/Reception

The compound codification is also called dot coding because we use a "dot" (.) to link two correlated skills, so you can not repeat too much information and speeding up the work of the operator by allowing him to avoid duplication of information..

In the [Appendix](#) you can see some examples of the functioning of the dot coding.



2.3.4.4 Efficiency

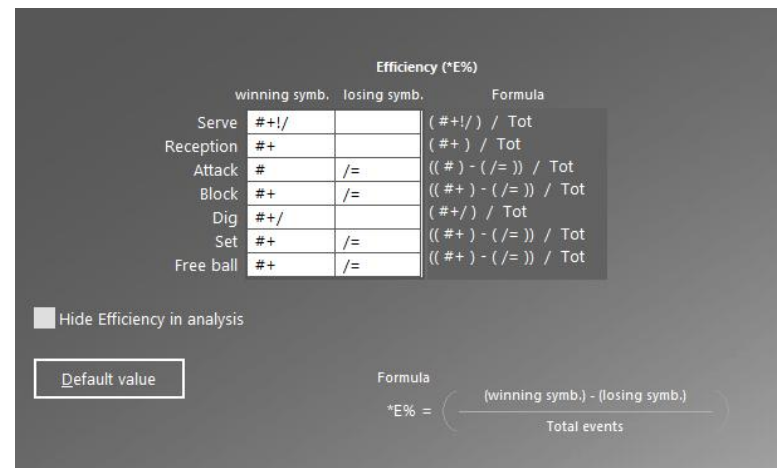
The "classic" efficiency is an index that uses the ratio between the winning hits minus the missed ones, divided by the total number of hits.

$$\frac{(\text{winning hits}) - (\text{missed hits})}{\text{Total number of hits}}$$

Total number of hits

In Data Volley Media we have chosen to use the default values of 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. (Positivity)
- For attack, block and set you consider the percentage ratio between the positive and the negative hits (Efficiency)



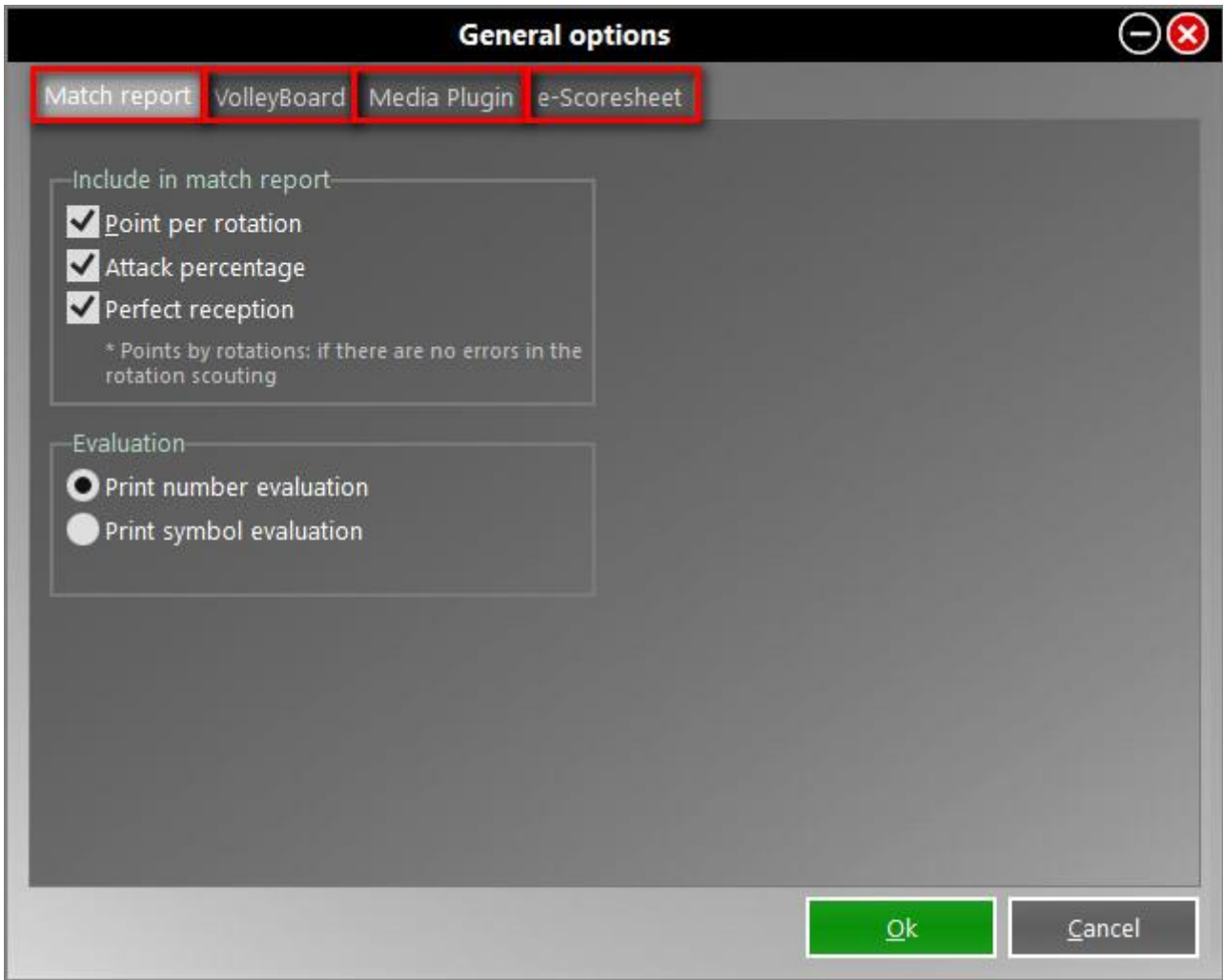
Refer to the scouting paragraph for defining positive and negative hits

This table allows you to customize the formula according to your requirements. For the reception, for example, instead of calculating the positive value you could calculate the efficiency value according to # and = by modifying the values that correspond to the reception in the table.

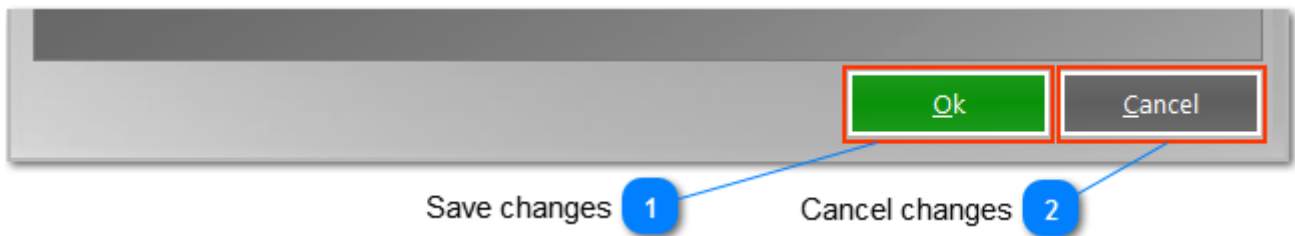
The efficiency may also be not highlighted in the analysis, for technical choice or because not used: just check the box **[Hide Efficiency in analysis]**.

2.4 General Options

Select General options from Tools to define the general behavior of of the program.



At the bottom of the windows, choose whether to save the options or cancel the changes made.



2.4.1 Match Report

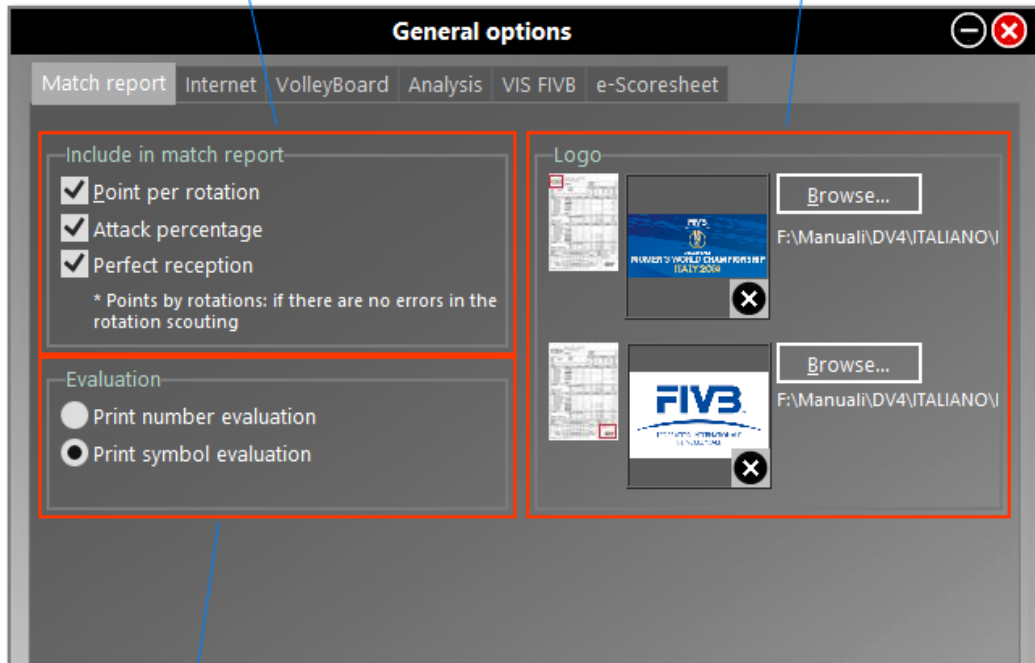
Here you define the printing settings of the Match Report as shown.

Statistics included

1

Logos on Match Report

2



3

Evaluation options

FIVB Women's World Championship 2014
14th Day Pool J

Match report

China 1
USA 3

Match 102 Spectators 12600
Date 10/12/2014
Time 20.30.00
City Milano

Referees PASQUALI Fabrizio (ITA) - RODRIGUEZ Susana (ESP)

1,53 94-94

Set	Duration	Partial score	Score
1	0:29	8-7	14-16
2	0:28	4-8	16-15
3	0:25	8-7	16-10
4	0:33	6-8	13-16

Team totals: Points won 76, 28 +43; 95, 4, 5; 88, 6, 60% (39%); 143, 9, 14, 62, 43% 9

Head coach LANG Ping
Assistant LAI Yawen

USA

Team totals: Points won 78, 35 +50; 93, 5, 6; 91, 5, 59% (35%); 145, 9, 9, 58, 40% 14

Head coach Kiraly Karch
Assistant Morrison Jamie

China Points S in Diff: 6 +13, 5 -5, 4 -9, 3 +3, 2 -4, 1 -3

USA Points S in Diff: 6 +3, 5 +7, 4 -3, 3 -3, 2 -2, 1 -9

BP Break point, Pts Points, Err Error, Blo Blocked, Pos% Positive +#, Exc Excellent, W/Lision - Lost, Starting line-up, Substute, Starting Srv

FIVB

Data Volley 4 - Data Project - Scout man: Giorgio Cesari

Number evaluation 4

Symbol evaluation 5

Attack % 2

Perfect Reception 3

Points for rotation 1

2.4.2 VolleyBoard

Enable this option if you want to send the statistics and the score data to VolleyBoard, the software for the management of the score and multimedia events.

General options

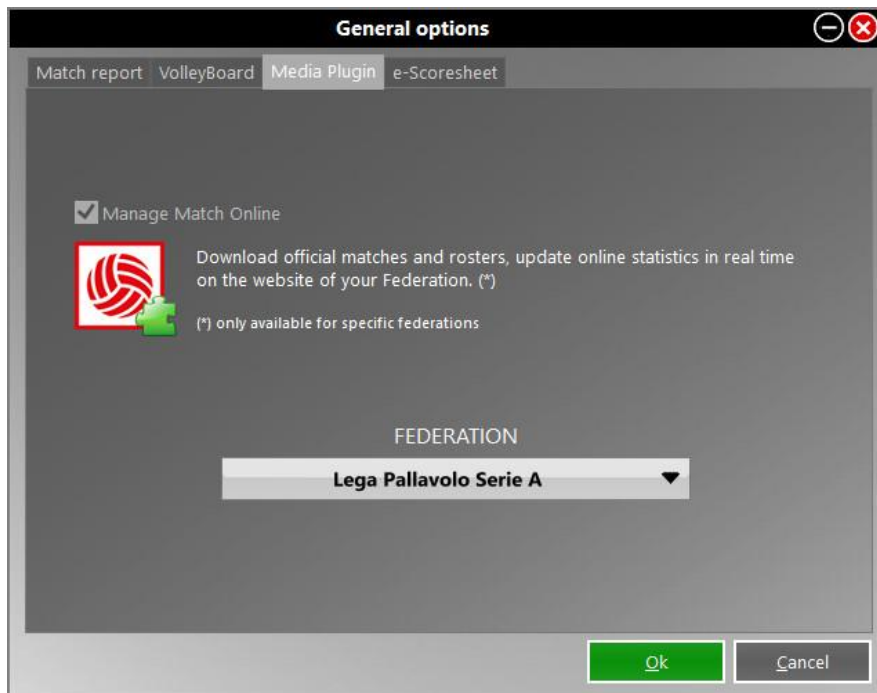
Match report **VolleyBoard** Media Plugin e-Scoresheet

Send data to VolleyBoard during scouting

The connection with VolleyBoard computer may slow down some scouting phases. Disable this function if you are not using the connection.

2.4.3 Media Plugin

Here you can manage online Matches.



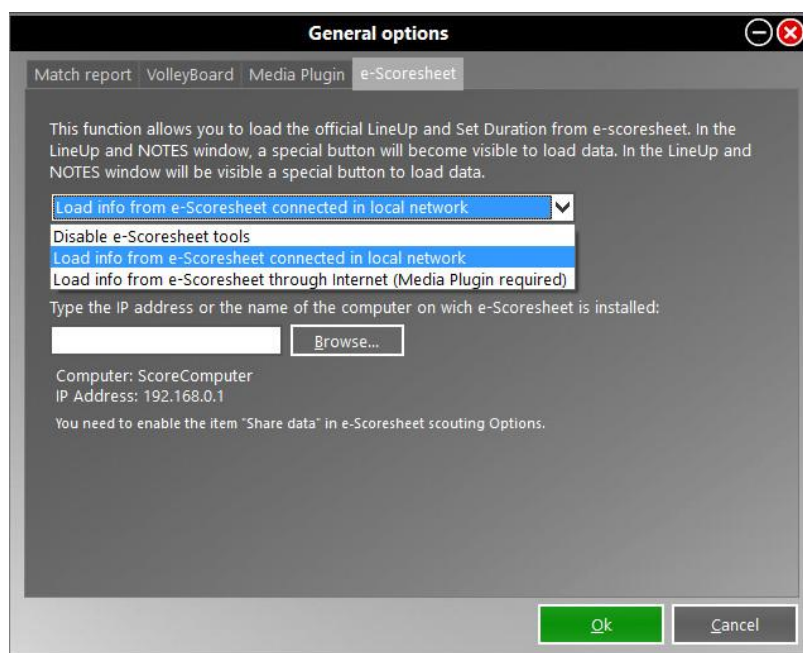
Allows you to download matches and official rosters and update statistics online in real time on the website of your Federation. These services are provided by Data Project for the national championships in different countries in the world.

N.B. Only if you have an username and password provided by the federations or leagues subscribed you can have access to all the services.

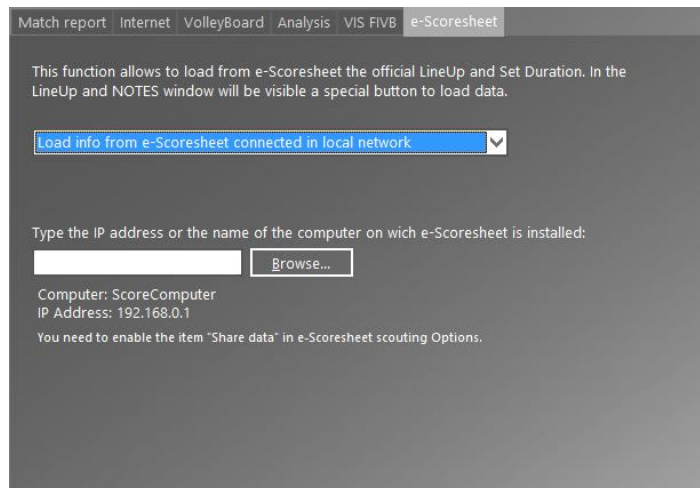
Ask your Federation for your username and password.

For a complete HowTo, please go to this [paragraph](#).

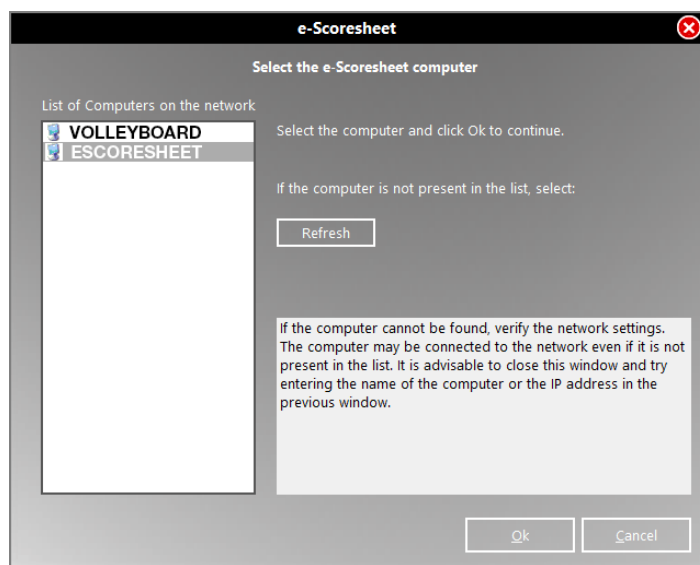
2.4.4 e-Scoresheet



If you upload data from a local net, click **[Browse]**:

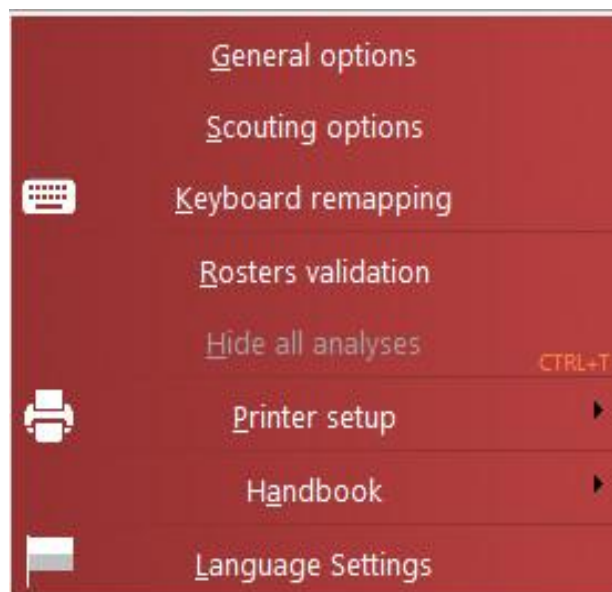


Select the computer connected to the local net where e-Scoresheet is installed:

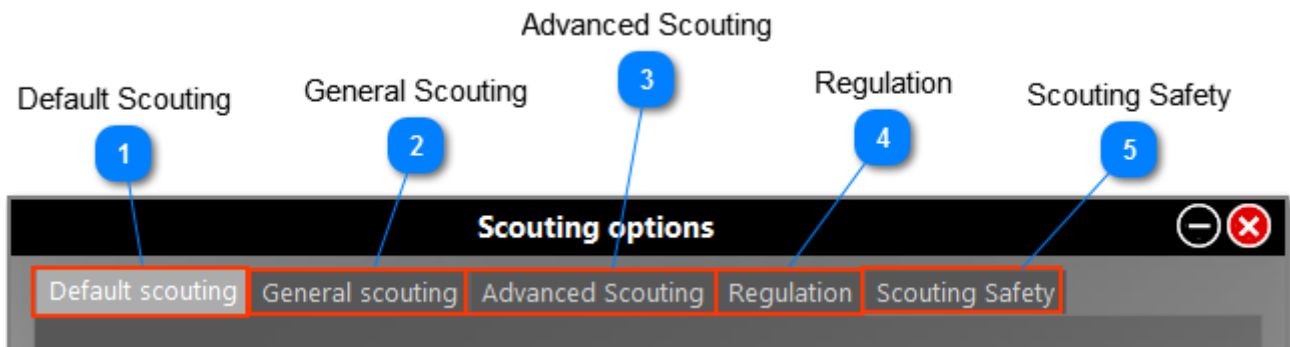


2.5 Scouting Options

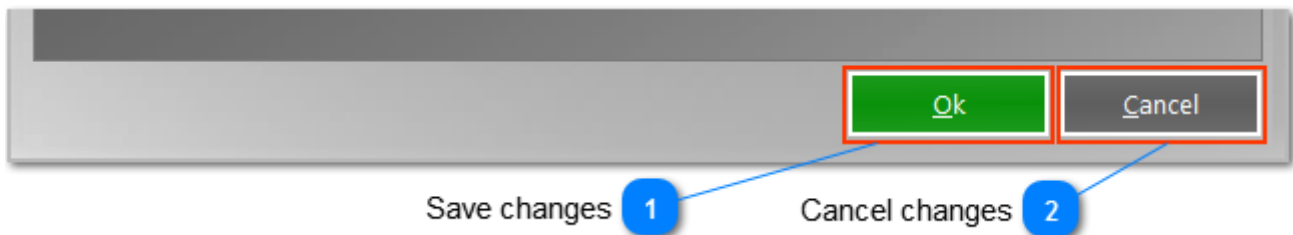
Select Scouting Options from Tools to define the behavior of the program during the scouting.



A light grey window will appear, related to the selected tab



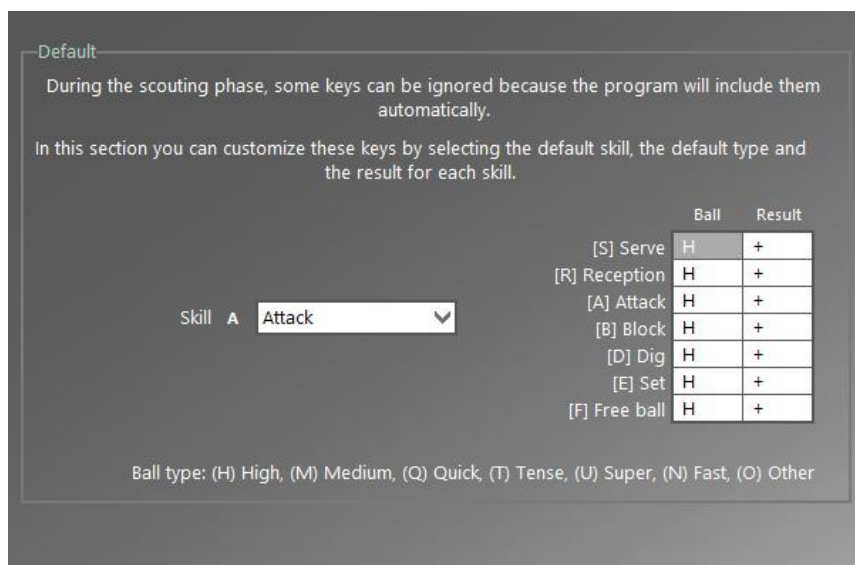
At the bottom of the windows, choose whether to save the options or cancel the changes made



2.5.1 Default Scouting

It is possible to change the scouting values that Data Volley Media sets as default or automatic in this window. The program allows you to define:

- **The default skill:** the program set a skill that, in the absence of other indications, it is automatically inserted in the Code List at the time of normalization. Generally, the default skill is the skill that is used more often (the program, for example, sets as the default skill the High Attack AH- the user can change this option at any moment). This setting is useful both for speeding up the normal scouting and for making a very specific scouting in a easy and fast way: eg. if you want to make a technical / tactical scouting of only hits of the setter, you can enter "set" as the default skill and then enter, into the scouting, only the player number and the evaluation of the hit.
- **The default type of hit, for each skill:** the program sets, for each skill, a default type of hit. As for the previous case, generally you set the default hit as the hit that is performed more often. That obviously depends on the category played: in the Italian Male Serie A, for example, where almost everybody performs jumping serves, for reception and serve the ball type Q (jumping) is generally set as default type. Depending on the specific needs, the user can change these settings at any time.
- **The default effect, for each skill:** the same considerations made before apply to the effect which occurs more frequently for each skill. The program sets by default all effects +.



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.

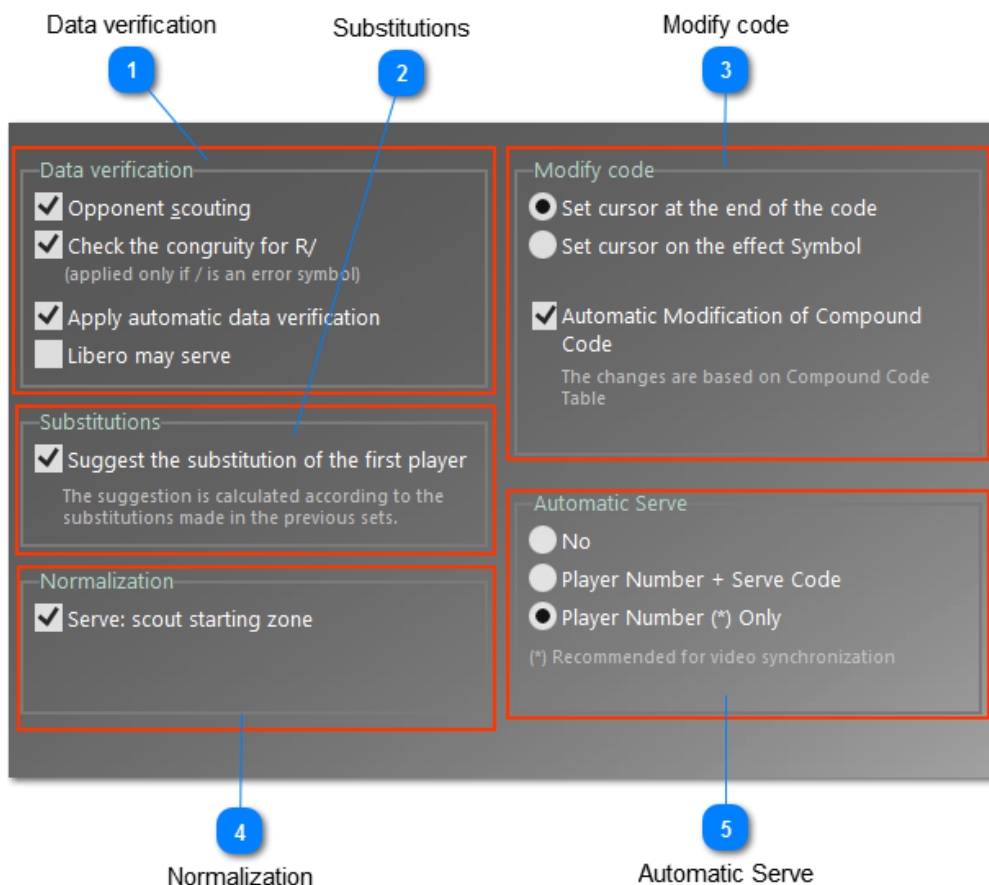
Example

Let us assume you have set the following parameters and see some examples of scouting:

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

- if the attacker No. 7 performs a high attack with effect + you can just type 7 and the code will be automatically normalized 07AH+.
- if the attacker No. 7 performs a high attack with effect # you can just type 7# and the code will be automatically normalized 07AH#.
- if the attacker No. 7 performs a quick attack with effect + you can just type 7Q and the code will be automatically normalized 07AQ+.

2.5.2 General Scouting



1. DATA VERIFICATION

- **Opponent Scouting** 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).
- **Check the congruity for R/**, by selecting this box, the program checks the congruity of the code for R/ (if / is set as a negative effect for reception, after R/ an opponent kill skill must follow).
- **Apply automatic data verification**, verify the congruity of the code at the end of each action.
- **Libero may serve:** essential for the NCAA American regulation, useful for scouting during friendly matches

2. SUBSTITUTIONS

Suggest the substitution of the first player. The program shows the same substitution made in the previous sets, leaving of course the possibility for the operator to change any information with maximum autonomy.

3. MODIFY CODE

- **Set the cursor at the end of the code**, allows quick integration of data into the code
- **Set the cursor on the effect Symbol**, facilitates changes of the evaluation of the hit in a second time.
- **Automatic Modification of Compound Code** is a function that determines the automatic changes between two codes related to each other, according to the [Compound Code](#) Table: Serve-opposite Reception, Attack-opposite Block, Attack-opposite Defense, Attack-previous Set. After changing a code in the list, the related compound code will be automatically changed according to the following aspects:

- **Type of ball:** the related code has the same type of code just modified. For example, modifying a SH in SQ, the reception becomes RQ.
- **Effect:** the related code takes effect according to compound code. For example, changing S- in S +, the reception becomes R-.
- **Attack Combination:** the type of ball and the side of the set served previously take on the characteristics of the current combination. For example, changing from X5 to X6, set changes from ET+K7F to EQ+K7B.
- **Directions:** the area of the related code is set according to the code just modified. For example, changing a trajectory of Serve from 11 to 15, the reception becomes 15.

Of course the scoutman will continue to have the possibility to change any field of the scouting code.

4. NORMALIZATION

Serve: scout starting zone, 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.

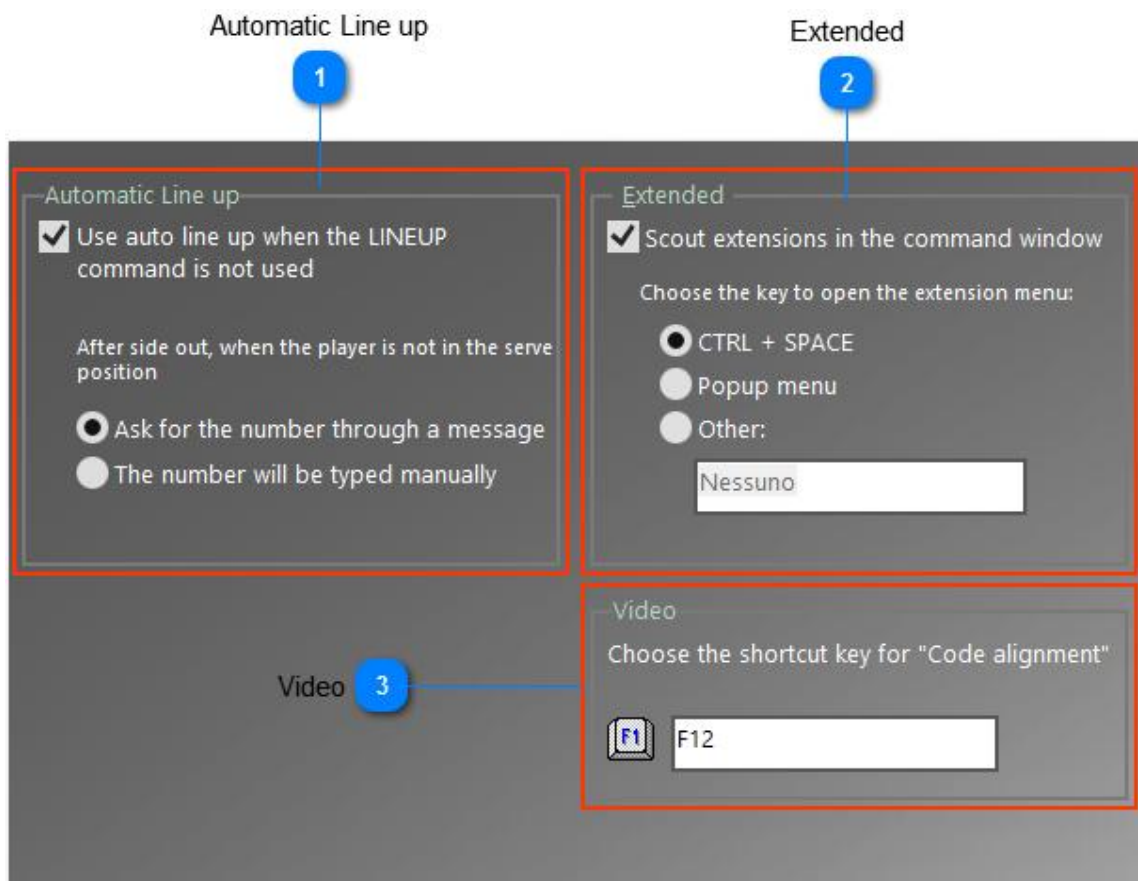
5. AUTOMATIC SERVE

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

- **No.** After pressing the End Rally key, there will be no code displayed in the scouting window.
- **Player Number + Serve Code.** The program will enter automatically both the number of the player serving next, and the serve code (S)
- **Player Number Only.** The program will enter automatically only the number of the player serving next.

We suggest you to use this option if you **synchronize the images in the video with scouting**. The program synchronizes the video and the codes when the related keys are pressed (i.e. the serve is synchronized when the S key is pressed), so 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.

2.5.3 Advanced Scouting



1. AUTOMATIC LINE UP

Use auto line up when the LINEUP command is not used, to reconstruct the initial line up of each set if it was not entered at the beginning of the scouting by FORM or by the input mask. The program, after each side out, will memorize the number of the player performing the serve in the scouting window, and will reconstruct the lineup after six rotations. If you decide to use this function, useful for example when you do not have the lineups before the beginning of the match and you have no time to enter them because you have to start scouting, you can choose between two further options:

- The program will ask for the number of the player serving, after a side out, through a message

- You can manually type the number of the player serving after each side out.

2. **EXTENDED**

Scout extensions in the command window. Here you can indicate if you can enter one or more extensions specific for each code, during a scout, directly in the command line. You can activate an auto composition menu that will show the possible extensions according to the entered skill. Choose how to activate the menu:

- By clicking CTRL+SPACE
- By Windows PopUp menu
- By associating a personalized shortcut key in the related field.

3. **VIDEO**

You can customize the shortcut key that allows you to align a code with the relative video position while watching the video.

2.5.4 Regulation

Set the parameters for the different types of tournaments.

Indoor	Beach Volley
Number of Players in line up: <input style="width: 40px;" type="text" value="6_"/>	Number of Players in line up: <input style="width: 40px;" type="text" value="2_"/>
Number of Players in roster: <input style="width: 40px;" type="text" value="14"/>	Number of Players in roster: <input style="width: 40px;" type="text" value="2_"/>
Number of substitutions for each Set: <input style="width: 40px;" type="text" value="6_"/>	
Number of playable Sets: <input style="width: 40px;" type="text" value="5_"/>	Number of playable Sets: <input style="width: 40px;" type="text" value="3_"/>
The first 4 sets end at points: <input style="width: 40px;" type="text" value="25"/>	The first 2 sets end at points: <input style="width: 40px;" type="text" value="21"/>
The set 5 end at points: <input style="width: 40px;" type="text" value="15"/>	The set 3 end at points: <input style="width: 40px;" type="text" value="15"/>
Invert court automatically at point 8 of Set 5. <input type="checkbox"/>	

2.5.5 Scouting Safety

For scouting safety, Data Volley allows to save automatically each End Rally a copy of scouting file on a removable drive (like an USB Flash-Disk).

The name will be: &##Backup##_*.dvw

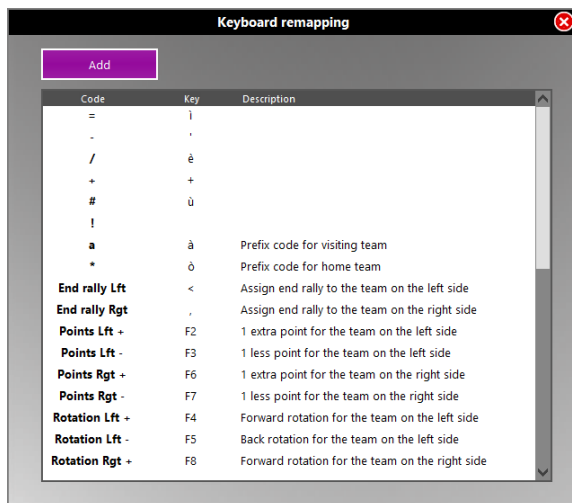
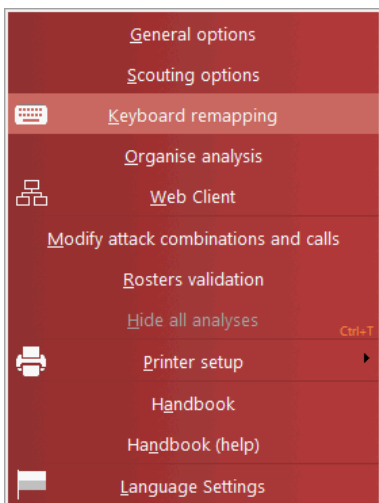
Select the removable drive:

The selected item is not a removable drive.
The backup cannot be activated.

2.6 Keyboard remapping

Data Volley 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.

From Tools, select Keyboard remapping to open the related window.



The functions are preset by the program, and must necessarily be preset before starting to scout. In particular, we need to define the corresponding commands to:

- ⊙ evaluations
 - ⊙ end rallies
 - ⊙ changes in score and rotation
- In particular 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

- Prefix for home and away teams

CODE	KEY
a (away)	\
* (home)	ò



- Assigning an End Rally

CODE	KEY
End R. rgt	,
End R. lft	<

- Point increase and reduction


CODE	KEY
------	-----

Points + lft	F2
Points - lft	F3
Points + rgt	F6
Points - rgt	F7

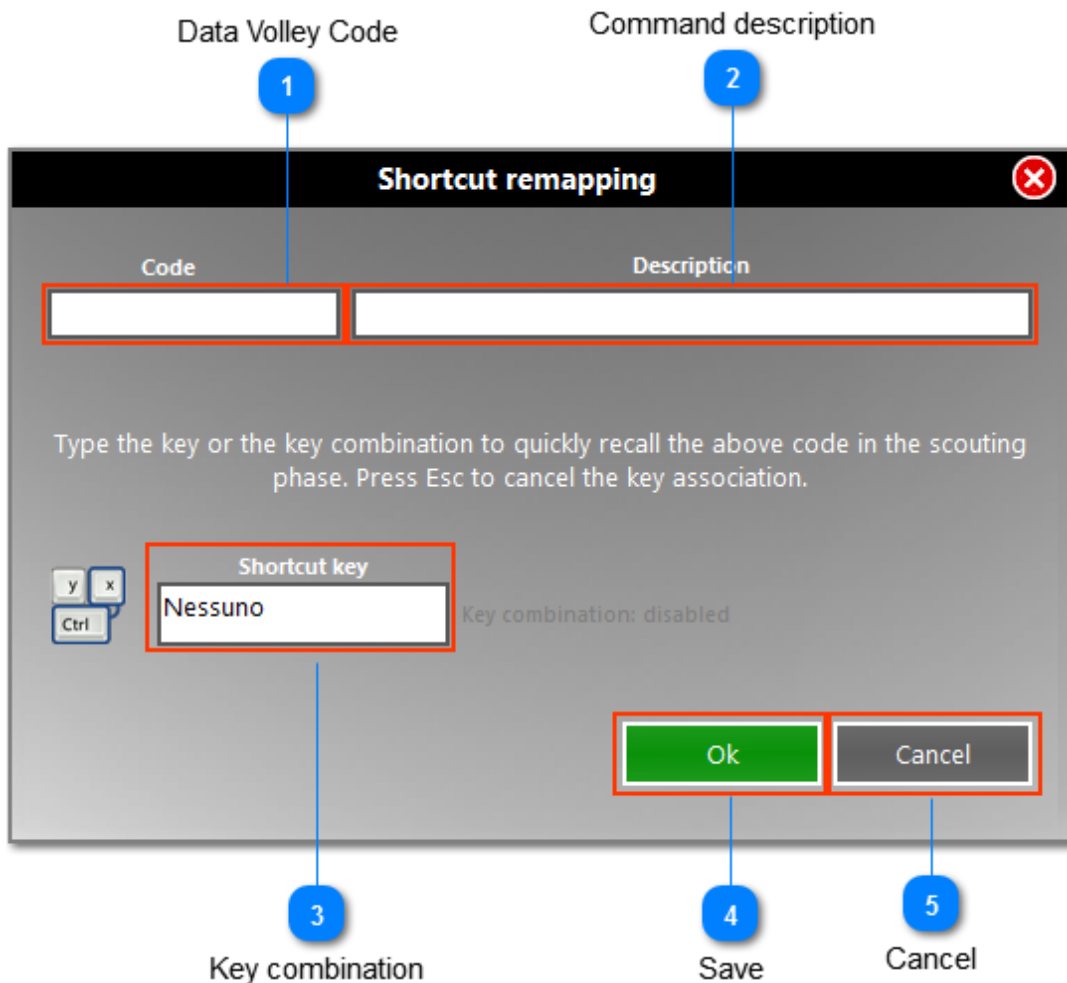
The score can also be modified using the buttons   inside the Scouting Window

- Rotation changes

CODE	KEY
Rotat. + lft	F4
Rotat. - lft	F5
Rotat. + rgt	F8
Rotat. - rgt	F9

Rotations can also be modified using the buttons  in the Scouting Window

You can add new shortcut keys by clicking **[Add]** in the keyboard remapping window. The following window will appear. You have to fill the appropriate field with the new shortcut for the selected command.



Example of additional commands:

- ⦿ set a key corresponding to a shirt number higher than 9

- ⦿ define specific attack combinations
- ⦿ define combinations like **Ctrl+key** or **Alt+key** to match a very frequent and complete scouting code (e.g. number of shirt/skill/evaluation).

N.B. Combinations of more keys can be used only for End Rally, Score and Rotation variations. For the other scouting codes you must choose only one key.

Few suggestions:

add labels to the keys indicating the associated symbol/function.

- ⦿ The keys corresponding to (=, -, /, !, +, #) effects and to the home and away team prefixes (*, a), should be set on the right side of the keyboard (or on the left side if you are left-handed).
- ⦿ Add labels to the keys indicating the associated symbol/function.
- ⦿ Do not use the same key for more than one command.
- ⦿ 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).
- ⦿ Keys for End Rally functions should be at right and at left of the Space bar.
- ⦿ You can update score and rotation by using Ctrl+Key, Alt+Key, or the function keys (e.g. F1 - rotation + left, F12 - rotation + right etc...).
- ⦿ It is advisable to first use the program with the default settings and then return to the keyboard remapping after taking some familiarity with the program to adapt it to best suit your needs.
- ⦿ It is advisable to use shortcuts like Ctrl+key, Alt+key, Shift+key, Ctrl+Alt+key, Shift+Ctrl+key for the analysis.

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

2.6.1 Preset shortcut keys

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. 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 .

Ctrl+R → allows you to look for a certain type of code in the Codes list window; you can also use the button "search" in the bottom part of the code list window.

ENTER → modifies the selected code in the Codes list window.

INS → add a code in the Codes list window before the selected code.

DEL → delete the selected code from the Codes list window. A pop-up will ask to confirm the deletion.

Ctrl+Space → opens the Extensions menu in the Codes list windows.

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**).

TAB+shortcut → 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 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.

Once finished your preliminary operations, you are now ready to begin the scout.

3 Scouting a match

The scouting allows you to quickly transform what you see (performed by the various key players) in a [standard code](#) analyzable by the computer. The scout can be made for one or both teams.

You type the code inside the Scouting Window through the keyboard. You have to type 4 required characters [team(1), plater number(2), skill(1), evaluation(1)]

In this regard it should be remembered that to have an objective scout it is important that the data collected are error-free. So the first rule of a scoutman is: **few data but certain!** It is better to scout a skill less, than to scout many improperly.

Before starting to scout is important to know the code used by Data Volley Media.

3.1 The Data Volley code

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

- during the match as decision
- before the match for the match plan preparation
- during training as additional support to aimed sessions

The Data Volley code allows you to turn all the actions that take place during the match in a very specific code that describes, in detail, each hit made by players, to allow you to make precise and detailed analysis of each technical and tactical aspect of the game .

The Data Volley code consists of numbers, letters and symbols, and has positional value, that is to say that the meaning of each character depends on the position in which it is typed. This code allows the user to define in a precise and unambiguous way each hit to make highly specific, detailed analysis.

In order to proceed with the description of the code, we should briefly introduce the concept of **normalization of the code**, which is essential to understand how the program works, and resumed later more specifically. We said that the Data Volley code is highly positional, that is to say that each character has a specific meaning, depending on the location in which it is placed. This pattern is rigid for what concerns the so-called normalized codes, that means reconstructed by the program according to what the user typed in the Scouting Window, and stored in the Codes List Window in the standard format.

For what concerns entering the code from the keyboard, it is possible, through some automatism of the program, to exit from the scheme, sometimes, and permit an easier and faster input. During the explanation, we will follow, as a guideline, the structure of the normalized standard code, but we will see, at the same time, how you can shorten the code during the scouting.

Code syntax

Main code					Advanced code					Extended code			Custom
1	2-3	4	5	6	7-8	9	10	11	12	13	14	15	16-20
1	2-3	4	5	6	1-2	3	4	5	6	1	2	3	1-5
*	Play Numb	Skill	Type	+	Cmb		Start zone	End zone	End zone+	Skill type	Players	Special	Custom
* H a V	00..99 \$\$ Tm	S Ser R Rec A Attk B Blk D Dig E Set F Fr B	H High M Medium Q Quick T Tense U Super N Fast O Other	# + ! / - =	Attk W. Y. G. P. ..		Attk 1..9 Srv 561 79	Attk Srv 1..9	Attk A B C D	Attk H Hard Spike P Soft Spike T Tip	Attk 0 no block 1 1 player blk 2 2 players blk 3 3 players blk 4 hole block	Attk Points S Block Out Side O Block Out Long F Block on floor X Direct on floor N Let Continue C block Control N Let Errors S Attack out side O Attack out long N Attack in Net I Net contact A Antenna Z Referee call	Free Chars
					Setter Calls	Targ Attk		Esec zone	Esec zone+	Blk A Assist T Attempt	Blk 0 no block 1 1 player blk 2 2 players blk 3 3 players blk 4 hole block	Blk Errors S Ball out side O Ball out long F Ball on floor X between hands N hands - Net I Net contact A Antenna P No jump T Position error Z Referee call	
					Set K.	Front Center Back Pipe Setter		Rec Set Dig Blk Fr B 1..9	Rec Dig Blk Fr B A B C D	Rec L on Left R on Right W low O Overhead M Middleline	Rec 1 II plys - Lft 2 II plys - Rgt 3 III plys - Lft 4 III plys - Cnt 5 III plys - Rgt 6 IV plys - Lft 7 IV plys - LftC 8 IV plys - RgtC 9 IV plys - Rgt	Rec Errors U Unplayable X body error P position error E Lack of effort Z Referee call	
								Cone Attk 1..8		Set 1 1 Hand 2 2 Hands 3 Bump 4 Other 5 Underhand		Set Errors U Unhitable I Net touch Z Referee call	
										Dig S on Spike C spike Cover B after Block E Emergency		Dig Errors U Unplayable X body error P position error Z Referee call F Ball on floor O Ball out E Lack of effort	
												Fr B Errors U Unplayable X body error P position error Z Referee call	

Scout code specifications

The scout codes are divided into three macro categories:

1. [Main Code](#)
2. [Advanced Code](#)
3. [Extended Code](#)
4. [Custom Characters](#)

Let's see them one by one in detail.

3.1.1 The main code

The main code, which includes primary and fundamental information about each shot, is composed of up to 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	S erve
R	R eception
A	A ttack
B	B lock
D	D ig
E	sE t
F	F ree ball

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

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

TYPE OF HIT	
H	H igh
M	M edium
Q	Q uick
T	T ense
U	sU per
F	F ast
O	O ther

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

The charts below are the reference types of the hits, skill by skill: as you can see the type for each skill has a different meaning.

SERVE

TYPE OF HIT	MEANING
High	Floating serve
Medium	Jump float serve
Quick	Jump serve
<i>Tense</i>	<i>Not used in the standard scouting</i>
<i>sUper</i>	<i>Not used in the standard scouting</i>
<i>Fast</i>	<i>Not used in the standard scouting</i>
<i>Other</i>	<i>Not used in the standard scouting</i>

RECEPTION

TYPE OF HIT	MEANING
High	On floating serve
Medium	On jump float serve
Quick	On jump serve
<i>Tense</i>	<i>Not used in the standard scouting</i>
<i>sUper</i>	<i>Not used in the standard scouting</i>
<i>Fast</i>	<i>Not used in the standard scouting</i>
<i>Other</i>	<i>Not used in the standard scouting</i>

ATTACK

TYPE OF HIT	MEANING
High	High ball
Medium	Half ball
Quick	Quick ball
Tense	Head ball
sUper	Super ball
Fast	Fast ball
Other	Other (custom)

BLOCK

TYPE OF HIT	MEANING
High	On high ball block
Medium	On half ball block
Quick	On quick attack
Tense	On tense attack
sUper	On super ball block
Fast	On fast ball block
Other	On other type of ball block

For the block, reception and defence the type of hit is equal to that of the skill performed immediately before. For example, for the reception, a high reception does not mean it is a high ball but is a reception performed on a serve that is classified as high. The same concept applies to the block against the attack and defence against the attack. For the set, the type of hit varies according to the attack that comes after.

- **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)
/	Very 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)
+	Positive (the opponent receives and has one chance of attack).
#	Ace - Direct Point (the opponent can't receive or loses the ball)

	RECEPTION
=	Error (out, net ball, invasion)
/	Poor (the ball goes in the opposite court and doesn't allow an attack)
-	Negative (you can only perform one mandatory attack)
+	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 team that performed the attack
+	Positive (opponent defended with difficulty and the home team can try and play the ball again)
#	Winning (direct point)

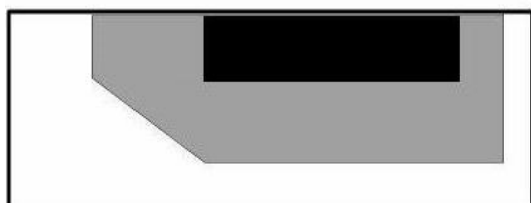
	BLOCK
=	Error (hands out, net ball, ball in own side or opposite side)
/	Invasion (point goes to the other team)
-	Poor (the opponent can play the ball again)
+	Positive (the ball is touched and can be played again by the home team)
#	Winning (direct point)

	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)

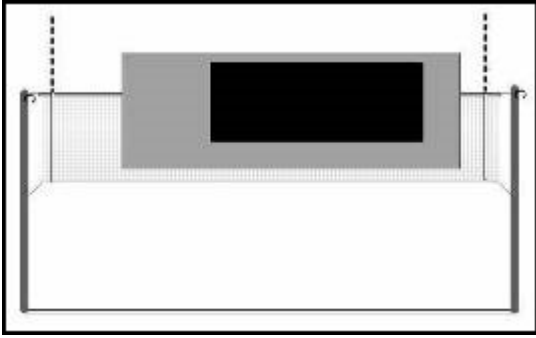
	FREE BALL
=	Error
/	Free ball in opposite side or cannot build an attack
-	The set can only give a high ball
+	The setter can position the ball for all attackers but but will be difficult to create a perfect set
#	Offers all attack combinations to the setter

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

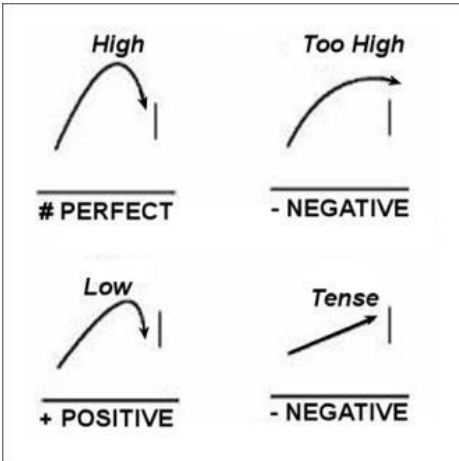


The ball landing point in relation to the net.

- # Perfect
- + Positive
- Negative



The ball 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)

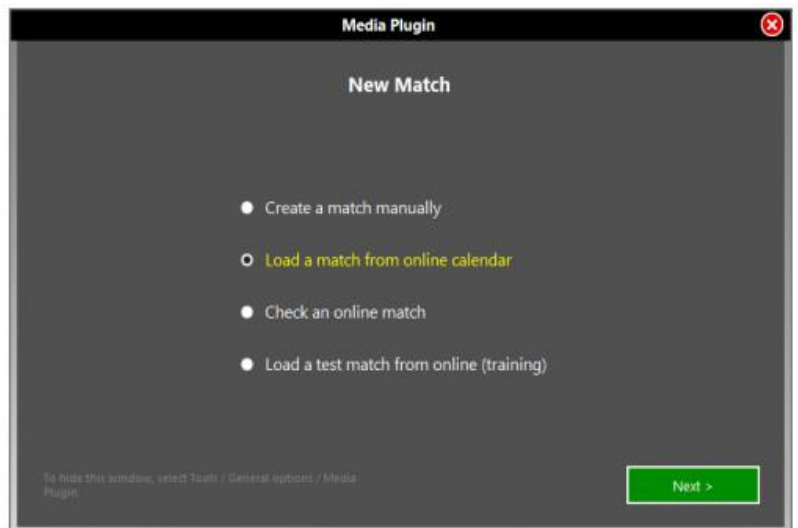
Examples of possible codifications:

5SQ= →home team player number 5 performs an incorrect jump serve.
a7AT# →away team player number 7 performs a winning tense attack..

In the Appendix you will find some examples of scouting according to the level.

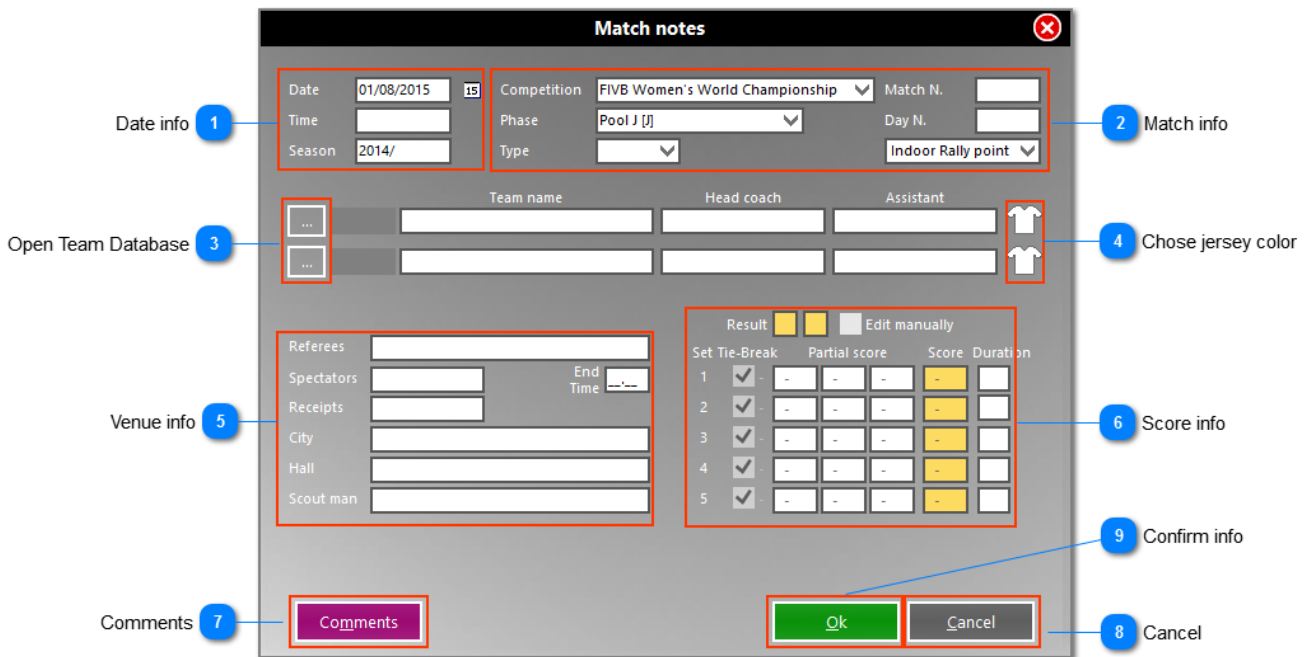
3.2 New match

Click **[New Match]** to start a match, select one of the four options in the following window:

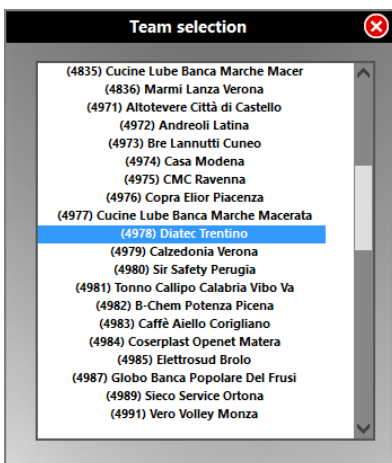


If you select "Load a match", "Load a test match" or "Check an online match", please read the [paragraph](#) dedicated.

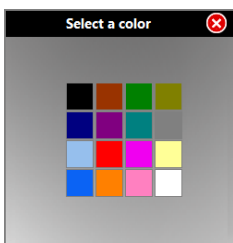
if you select Create a Match manually, the software opens the Match notes windows, in which you have to enter the preliminary informations related to the match:



- 1. Match info:** enter the date, starting time, and sporting season.
- 2. Championship info:** enter competition, phase, match number, day number and regulation.
- 3. Open Teams DB:** click the buttons to open the teams database and choose the two playing teams. If they were not present in the window that opens, you must close the match and enter them into the [teams database](#).



- 4. Select the color of the shirt:** Enter the colors of the shirts of the teams in the field, to better identify them during the scouting.



- 5. Location info:** enter additional info about the location
- 6. Score info:** si riempirà automaticamente nel corso della rilevazione. I punteggi parziali saranno inseriti in automatico dal programma all'ottavo, sedicesimo e ventunesimo punto e alla fine del set sarà riportato il risultato definitivo. Al termine di ciascun set la durata in minuti verrà richiesta al rilevatore in automatico dal programma ed inserita in questa finestra This field will automatically fill during the scouting. The partial scores will be added automatically by the program at eighth, sixteenth and twenty-first point, and at the end of the set will be given the final result. At the end of each set the number of minutes will be required to the scoutman automatically by the program and included in this window.
- 7. Comments:** Useful to enter personal comments

Match comments [Close]

Summary comments

Match description:

Coach comments

Coach comments

Close

8. **Cancel:** Deletes all the informations entered and opens the scouting window with no info
9. **Ok:** Confirms all the informations and opens the scouting windows.

PLEASE NOTE: you do not have to enter all the information about the match, but in order to proceed with the scout, you must enter both the teams playing the match by clicking on the buttons of point 3. It is therefore necessary, before you start a match, that you have entered the teams in the Teams DB.

After entering all the required information, click [OK] to open the players list.

3.3 Players list

After entering the relevant information, click **[OK]**. The players list will appear. You have to check that the players actually present in this list correspond with those on the scoresheet.

Players list [Close]

USA

N.	Id	Code	Name	S1	S2	S3	S4	S5
1	132576		Glass Alisha	4	3	1	6	
2L	137671		Banwarth Kayla	*	*	*	*	
3	119055		Thompson Courtney	*	*	*	*	
10	114051		Larson - Burbach Jordan Quinn	5	4	2	1	
12	119176		Murphy Kelly	1	6	4	3	
13 C	115496		Dietzen Christa Harmotto	6	5	3	2	
14	114059		Fawcett Nicole	*	*	*	*	
15	142658		Hill Kimberly	2	1	5	4	
16	115495		Akinradewo Foluke	3	2	6	5	
19	141933		Robinson Kelsey					
21	145702		Dixon Tetori	*	*	*	*	
22	119548		Adams Rachael					

12

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

1 Update Team: Add to database

2 Player selected: Last name: Glass, Name: Alisha, Nickname: Glass, Position: 5 Setter, Foreign: , Apply

3 Delete selected player from roster: Not on roster

4 Add to roster: Add

5 Selected Team: Home team, Visiting team, Ok



You can access this window at any time during the scouting, simply by using the **List** button.

1. **Update database:** to update the team in the database after changes.
2. **Selected player:** edit related data in the fields on the right and then click **[Apply]**.
3. **Not on roster:** by selecting one or more players and clicking **[Not on roster]**, those players will be deleted from the list related to that match, but not from the teams database.
4. **Add to the list:** by selecting **[Add]**, the following window, in which you have to enter the data of the new player, will appear:

By clicking **[Add]**, the player will be added to the list. The player will be saved to the team and from that moment on, he will appear in the teams database even beyond the current scouting.

- Selected team:** to view the list of the house team or the visiting (if you scout the two teams, it will be important to check both lists).

At the right of the list, beside the name of each player, there are 5 boxes which identify the sets. Before the match these boxes are empty, as they will be filled automatically by the program during the scout:

- with the number of the zone where the player is at the beginning of each set if he is part of the starting six;
- with an asterisk in that set, if he enters replacing an athlete who is part of the starting six;
- the boxes remain empty if the player does not enter the court.

It will be possible to find at any time, even during the analysis, the starting six of each set or the players replaced (using the command **LIST**).

After checking that the players lists are correct, in particular that you have entered the Libero ID in the appropriate column, click **[OK]**.

The scouting window will appear.











3.4 The scouting window


It represents the mirror of the main informations concerning the match that you are scouting. It appears following the creation of a new match, after entering the two teams, or when you decide to open a scout already made. This is the window that appears before entering the Line Up of the first set:

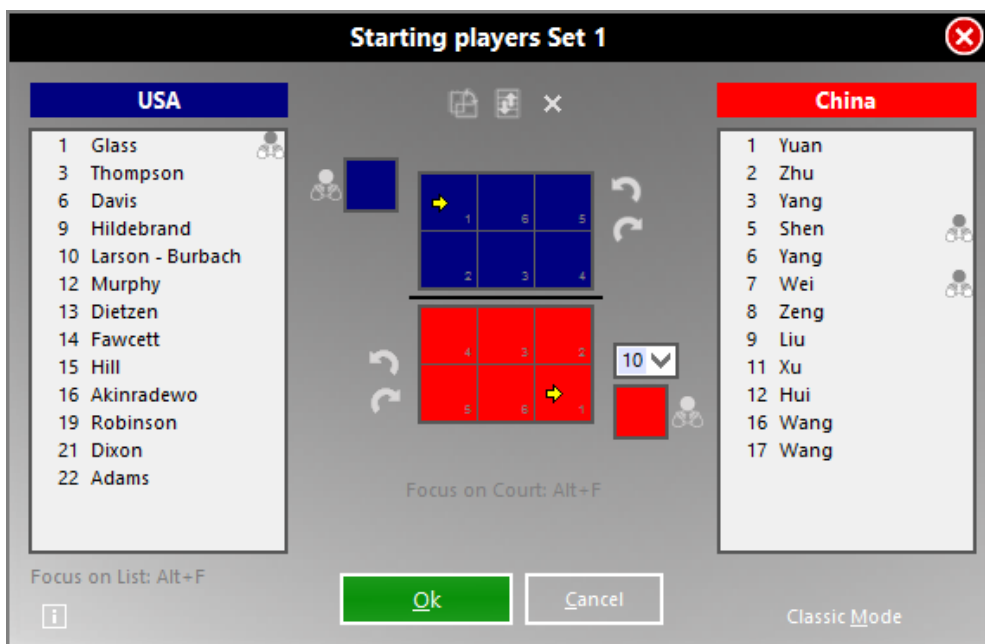
- During all the match it displays:
- Home team:** on the left.
 - Visiting team:** on the right.

Under each team name there are score, substitutions, timeouts and players list. Next to the name of each player there is a number representing the position that the player had in the last starting six or a * which means that in that set the player replaced another. If the player has not joined that set, there will be no symbol next to his name.

3. **Shortcuts:** the most frequent commands available during a match

-  Opens the match notes windows
-  Opens the players list window
-  Opens the starting players windows
-  Prints the match report
-  Start copy on removal drive
-  Save
-  Save as...
-  Close scouting
-  Court change
-  Rotate court

4. **Scouting bar:** with the buttons to assign points corresponding to the colors of their respective teams and the button , which allows the modification of the last code in the code list. The last line written in the code list is deleted from the code list window, reappears in the scouting bar and can be changed.
5. **Line Up:** This button appears before the beginning of each set to enter the starting six. Click the button or type "FORM" to enter the starting six. Before the beginning of the first set, the starting players window will be displayed empty.



Enter the Line Up and select the setters. There are several ways to do that:

- Select the players in the list and drag them to the field with the mouse in the desired zone. Drag also the setter in the

related box.

- Move the cursor over the players in the list and insert them one by one by a double click. The first player to be entered will be placed to zone 1, then the others, anticlockwise. The yellow arrow will indicate, however, in which position the next player will be added. By pressing the space bar after entering a player, this will be indicated as setter, and placed also in the related box.
- Move the cursor directly on the court and enter the players by typing their numbers from the keyboard. You can use the arrows to move from a box to another.

Selecting the first Libero is only for fast typing of the digs of the first Libero from keyboard (for shortcuts see the paragraph [Keyboard remapping](#))

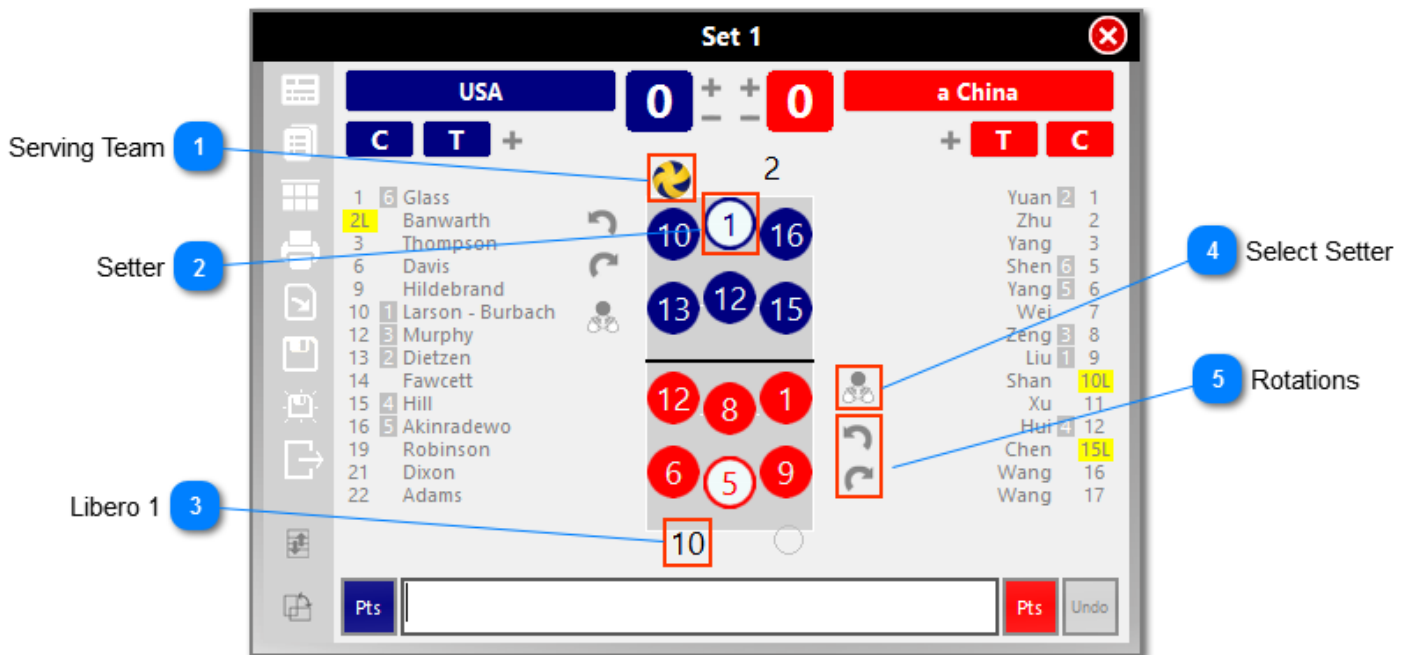
However, when a player is placed in the court, next to his name on the list you will see a number that corresponds to the location where you placed the player in the starting six of that set.

After the first set, Data Volley Media automatically proposes the Line Up from the previous set, modifiable as desired.



Traditionalist users can always go to Classic Mode (bottom right of the window) and enter the line up in the old mask, by typing the numbers from keyboard and moving between boxes by arrows. The team code and color chosen in the match notes window are displayed.

After entering the line up, the court appears. Other important informations and buttons also appear.

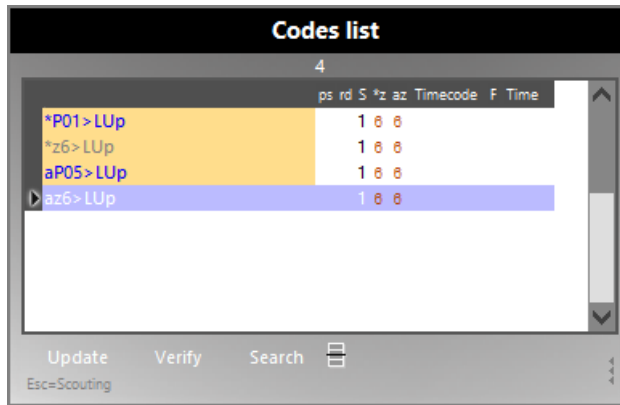


1. **Serving team:** shown by the colored ball placed on the service line. To change the serving team click on the open circle on the other service line.
2. **Setter:** is represented with the colors reversed compared to the other players of his team.
3. **Libero 1:** placed out of the court.

There are also additional buttons, useful for displaying the teams on the court.

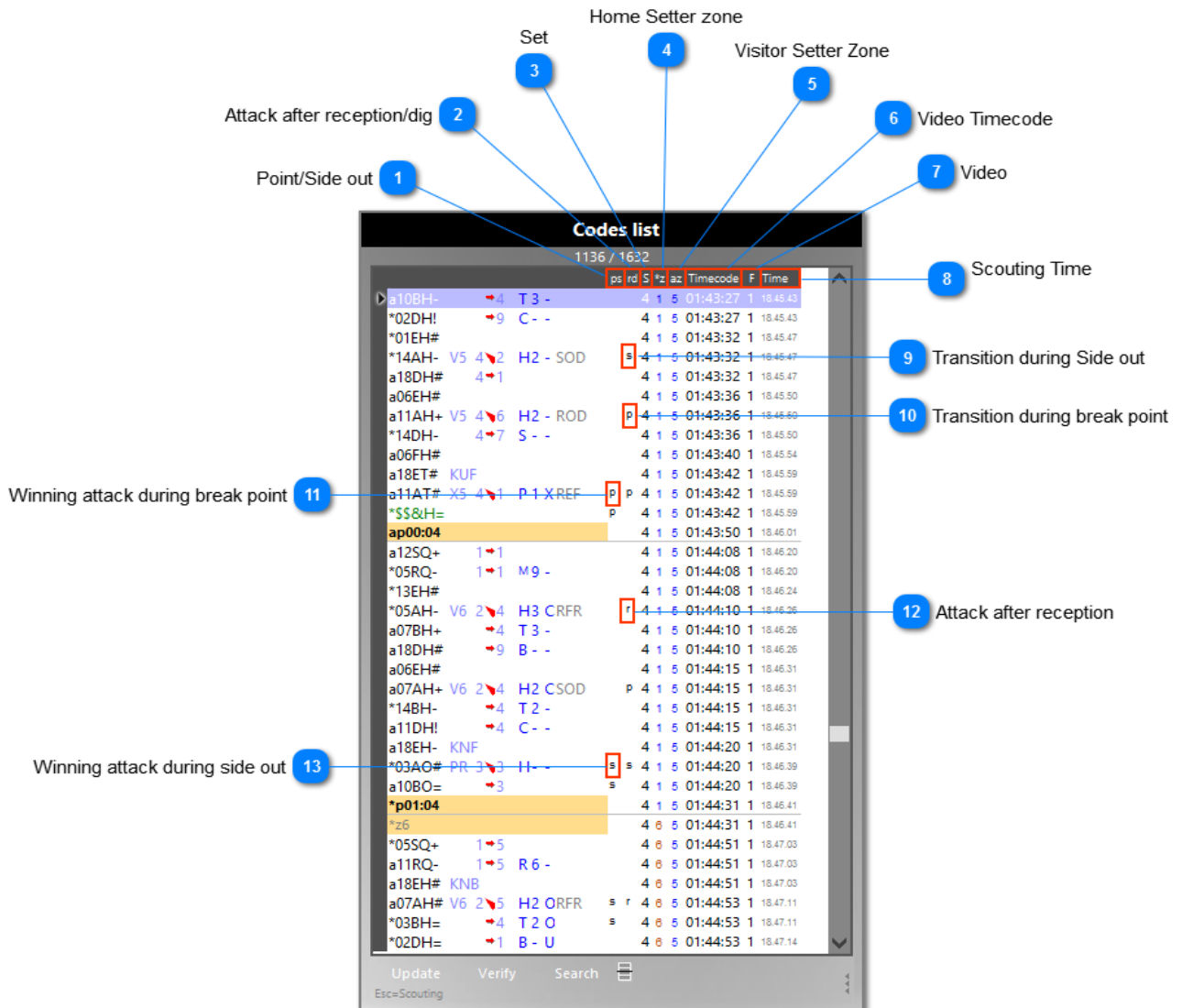
4. **Define setter:** by clicking this button the command window opens. The operation has been preset, you only have to type the number of the new setter.
5. **Rotate Line Up:** to rotate clockwise or anticlockwise the Line Up on the court.

On the right the empty [Codes List Windows](#) will appear. It will be filled during the scouting.



3.5 The Codes List Windows

In this window, generally located on the right of the screen and developed vertically, are displayed the codes typed in the [Scouting Bar](#) after confirmation by pressing **[Enter]** or one of the two End Rally buttons. Moving into this window, the codes are normalized (see paragraph) and verified. The program checks the logical sequence of actions, such as the player who has been assigned the hit is actually on the court, and the sequence of end action and the player who is serving next is correct, for example.



To access the Codes List Window during the scouting to make any changes, you must press the Page Up key. Moving within this window it is possible with the Page Up and Page Down keys and with the arrow keys up and down, or using the mouse. By moving on the code to be modified and pressing **[Enter]** you can proceed with the decided change. For details on the changes to the codes, entering data in the Codes List Window, and code informations, see the related paragraph.

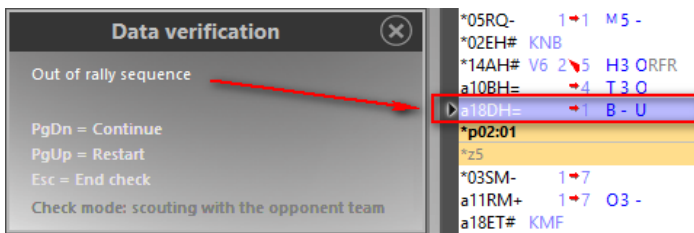
The buttons in the Codes List Window are:

Update

Update Codes: updates statistics after any insertion or modification of the codes within the window, such as the verification.

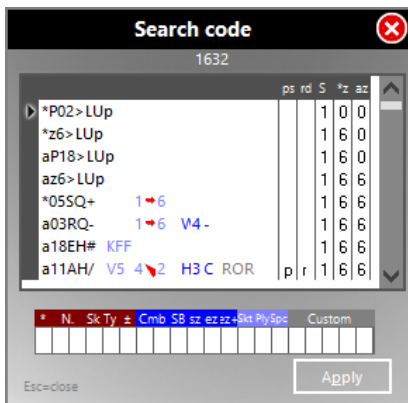
Verify

Verification: activates the code verification for any errors or incorrect logical sequences.



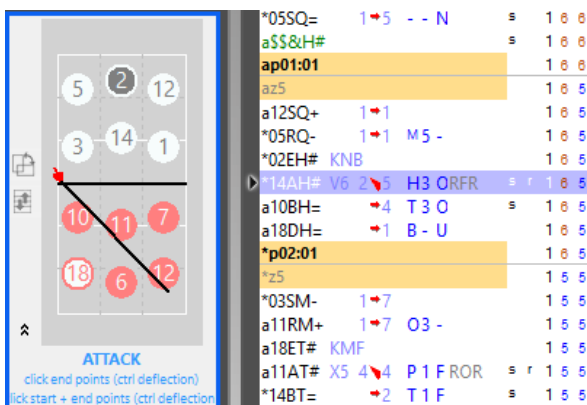
Search

Search: opens a search window where you can enter the "filter" through which the program seeks a specific type of action (eg. All those in which a certain player, or a certain hit, appears and so on)



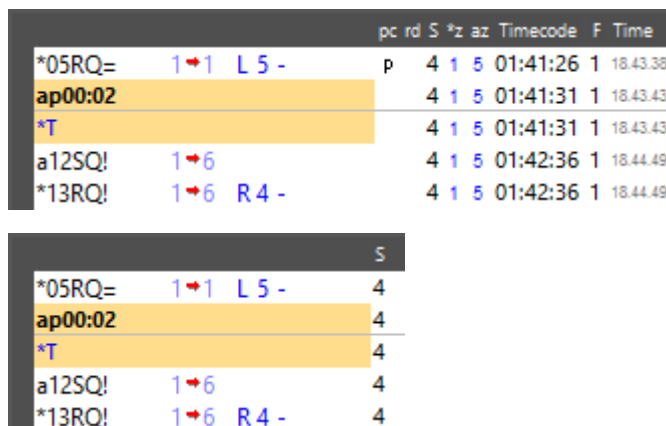
Show/Hide rotation court

Show/Hide rotation court: a court where you can view the rotation corresponding to that action. You can draw retrospectively action by action, the serving and attacking trajectories (3 points) for example, and the individual pointings of each skill (position of the block)

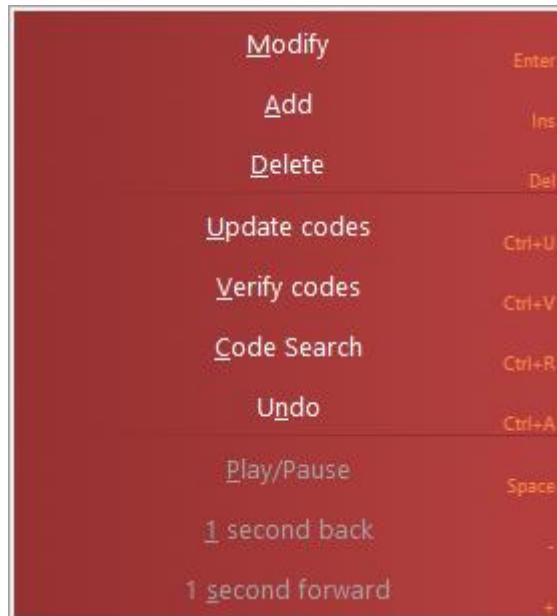


Show/Hide additional informations

Show/Hide additional informations: to view the list with only the fundamental codes or all the informations related to each code



The codes within this window can be edited, added or deleted. Select a code with mouse and right click on it to access this menu. Each command is associated with a specific keyboard shortcut.



When you are focused on the Codes List Window and you want to come back to the Scouting Window, just type **[Esc]**.

Difference between **[Enter]** and the End Rally buttons:

- **[Enter]** moves the codes written in the Scouting Bar to the Codes List Window and normalizes them, but it does not assign any point and has no effect on teams eventual rotations.
- The two buttons/commands **[End Rally]** move and normalize the codes to the Codes List Window. The program also assigns the point to the team for which it has been given, rotates clockwise the serving team if that team was receiving in the previous action. Also, it automatically writes the number of the player serving next.

3.5.1 Normalization of the codes

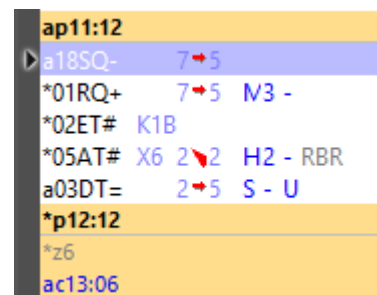
Normalization means the procedure adopted by the program to turn all the inserted codes into series of **standard strings**, with positional value (related to the positions defined during the composing section), recognized by the program in order to make subsequent researches and analysis.

The normalization occurs when you press the End Rally button, and involves the transfer of the codes from the Scouting Bar to the Codes List Window. The Compound Codes are always normalized in two separate codes, with complementary effects (as we saw in the [Compound Code](#) paragraph).

Each string of code is divided in four parts, identifying the components of the code (principal, advanced, extended, customized codes). The main code must always be present while the presence of others is always optional and represents a specification of each hit.

The values corresponding to the starting and landing zone of the ball are identified by a red arrow going from the first to the second and representing also the direction of the hit.

- The black arrow at the left of the code indicates the selected code at that moment.
- The black codes with white background represent the normalized form of the codes entered by the user.
- The blue codes are the extended features of each hit.
- The grey codes represent the personalized code.
- The codes with orange background represent automatic codes entered by the program.



Let us look at the different codes with orange background:

AUTOMATIC CODES	
zn	They are codes that identify, () for the internal team and (a) for the visiting team, the position of the setter (n is the number from 1 to 6 on the current rotation). Thanks to these codes the program is able to recognize at any moment the position of the setter and therefore to updates the data and the analysis, rotation for rotation.
azn	

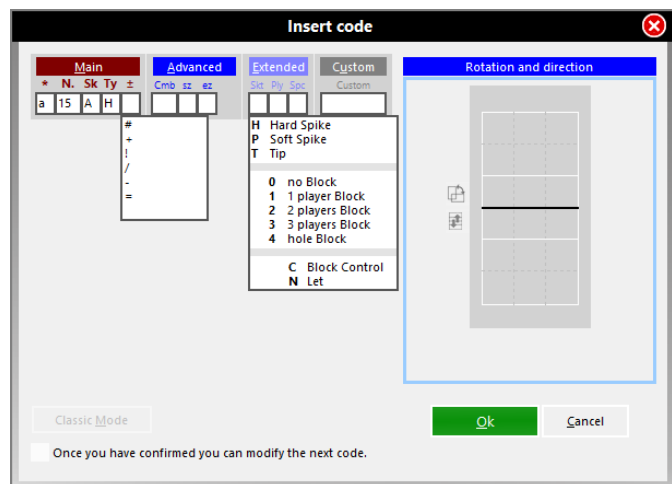
p	Indicate the assignment of the point for the internal team () and for the visiting team (a),and allow to follow the score also looking at the Codes List Window.
ap	
*P	This is the code that identifies the replacement of the setter. It is always important to define who is the setter on the court, because the rotations are defined according to his position (az and *z).
aP	
*c	Identifies a player substitution and are followed by the player number who leaves the game and the player number who enters in his place.
ac	
Green codes	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.

3.5.2 Code input and editing

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 or right click → Add.

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.



The code of the setter call can also be inserted by positioning the cursor in the codes list in correspondence to the desired action and by then pressing the INS key. The call code K1 will be inserted and the code will be normalized and then stored following the automatic standards (see [Setter Calls](#)). 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. This allows you to modify any incorrect information that may be noticed during the scout verification, and it has been specially designed to allow users to deepen the coding at a later time. This is because those who want to scout in a complete way any skill, in order to make highly specific analysis, would have to type up to 15 characters per shot, with a great waste of time. The program then provides for the possibility to insert all the additional informations at a later time, through an intuitive input window.

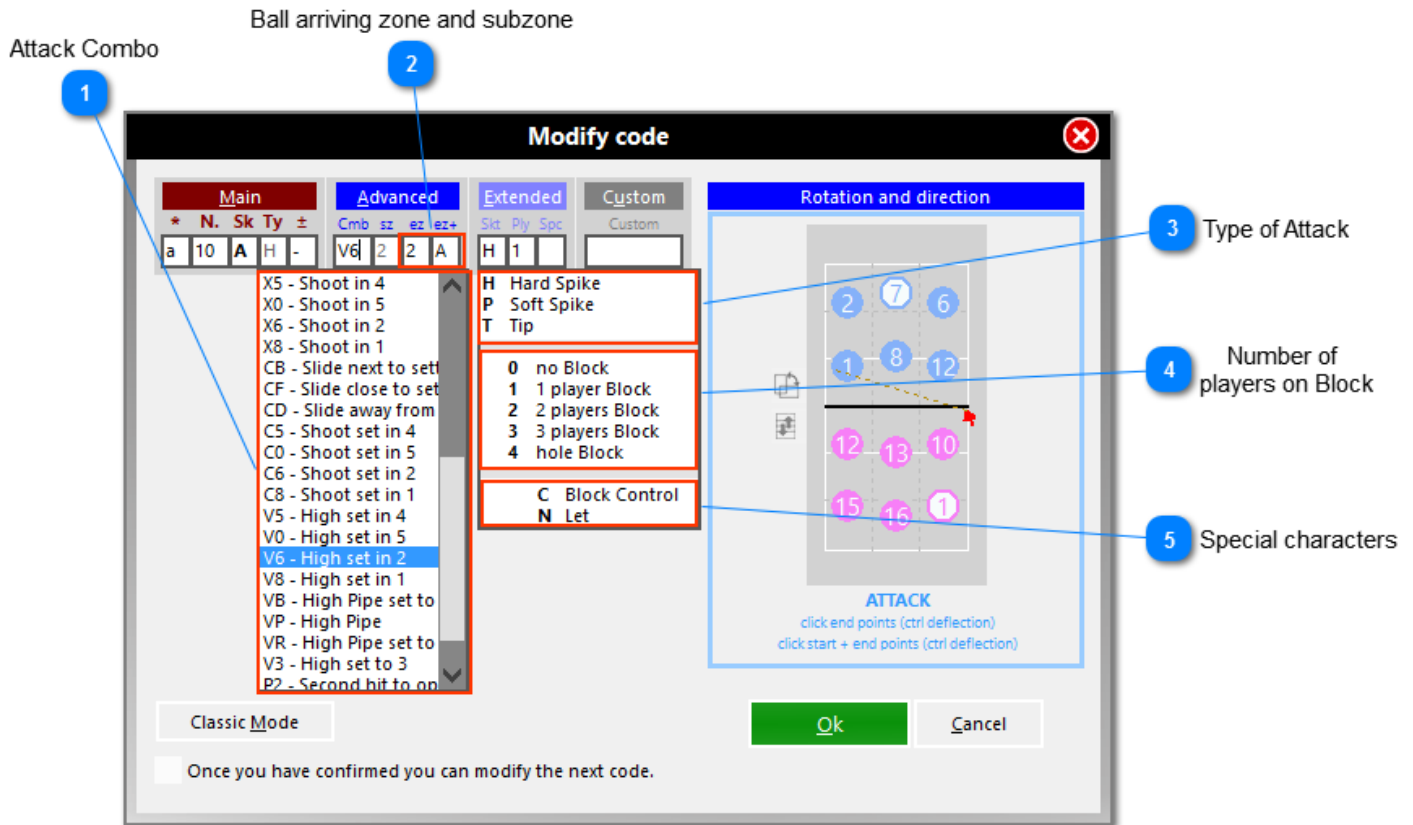
The modify code window is displayed as the following:

The wizard window has a simplified insertion function as per the below image. By positioning the cursor on the cells, the program will automatically suggest the codes that can be inserted in that position, followed by their explanation.

Depending on the codes previously inserted, the program will suggest only the codes that are **compatible** with the selected ones.

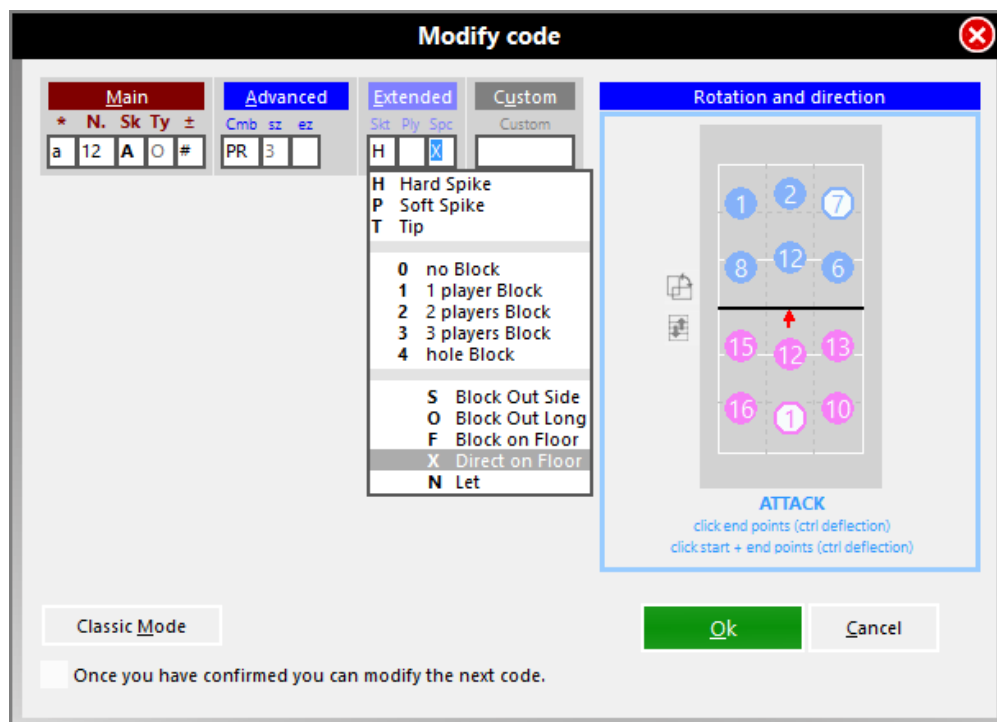
Example 1

This image shows you an example where the attack code is -, which allows the game to continue:



Example 2

Here we have a point attack and the program will suggest the available options for this type of attack (block out side, block out long, block on floor, direct on floor). In this sample we have selected "direct on floor (x)".



Let's now analyze the function of the court on the right of this window.

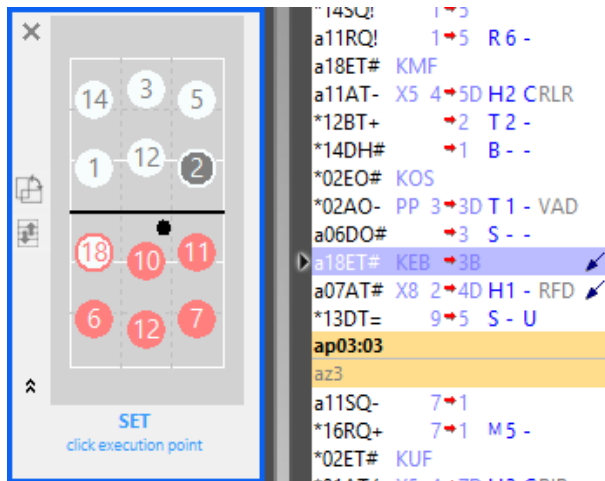
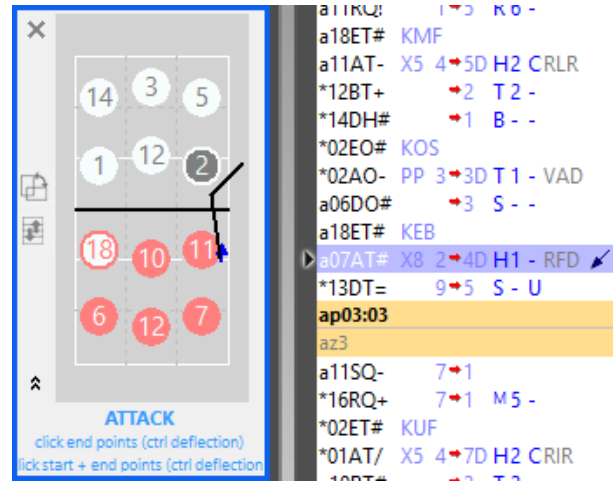
In this court it is possible to draw **the direction of the attacks and the serves in a precise and punctual way** (exact position on the court) also considering a third point caused by the deviation caused by the block.

By using the mouse cursor directly on the court, where the rotations of both teams for that action are displayed, it will be possible to identify the exact trajectory for every serve and every attack. If the trajectory is not the same as the ones already identified as starting and landing zones, the program will update the trajectory with the new indications

Further, 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.

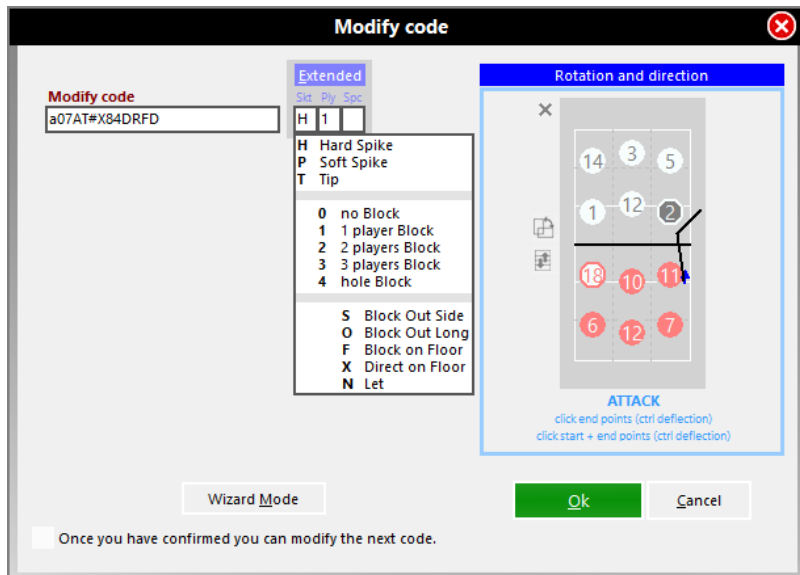
Also this court is editable, with the direction of the attacks and the serves, simply drawing the trajectory (max. 3 points) by using the mouse.

To define the third point, that is the deviation of the ball, it will be necessary to keep the CTRL button pressed.



For other types of skills (i.e. set – E) instead of drawing the direction, you will be able to mark the exact point where the skill is performed.

The insertion of the precise directions, with precise coordinates of the zone where the hit is performed and of the starting and landing zones of the ball, are extremely important as they will be used in the **Direction Analysis** in which all the hits will be displayed in the exact way they were performed using graphs.



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 can be given:

- By clicking **Update** , on the bottom part of the Codes List Window

- By using the shortcut Ctrl key
- By opening the command menu and typing AGGIO
- By clicking the flashing sign in the upper part of the Codes List Window.

Verify the code to check the correct code input or editing.

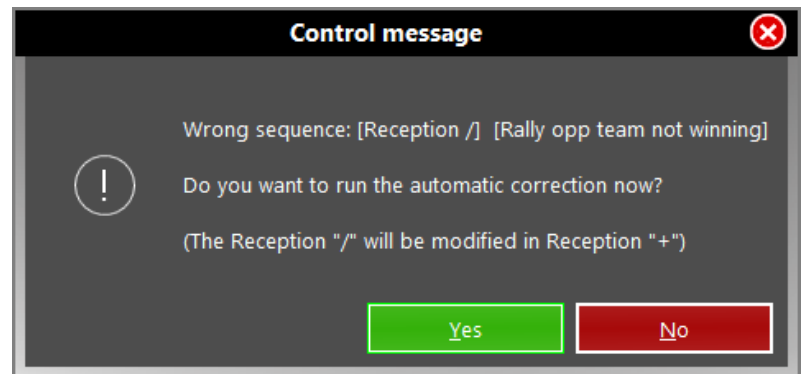
3.5.3 Code verification

By using the Verify button always present in the bottom part of the Codes List Window, 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 (e.g. unknown codes or entered incorrectly).



The program has a verification function that checks for un-correlation between different types of subsequent codes.

The type of error identified will be displayed in a separate, with a suggestion for entering or modification of the right characters.

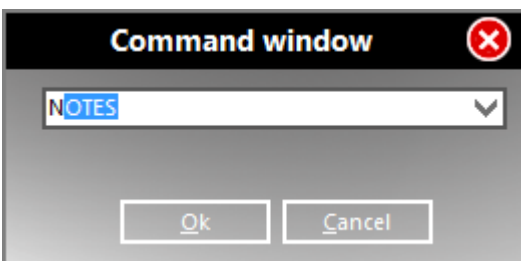


For example, an errors that can be checked or identified by the software could be un-correlation between an end rally that has been assigned and the player that has performed the next serve (the scout-man may have assigned the end rally to the wrong team. Another example could be un-correlation of a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

3.6 The Command Window

To control Data Volley Media, is necessary to use specific commands. These commands are present largely in form of buttons within the Scouting Window.

But entering a command directly into the command window could be an easier and faster 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.



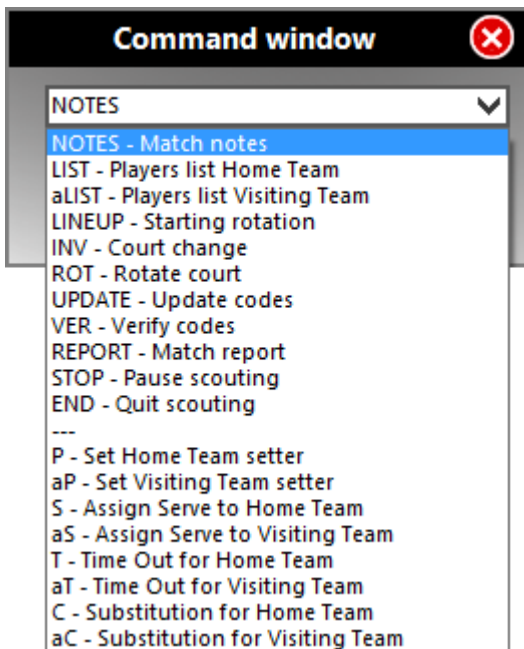
To access the Command Window when you are focused on the Scouting Window, simply press **[Esc]**.

ATTENTION: when you're focused on another window (eg Codes List Window), **[Esc]** brings the focus on the Scouting Windows. When you are on the Scouting Window, however, the same key is used to directly access the Command Window.

Typing a command in the Command Window includes auto-completion of the command: typing the first letter of the command, the software will suggest the related command, along with a brief description of what it means and what it will be inserted later.

Even in the case of substitutions is provided the auto completion: when making that the "closure" of a change, the

software will suggest the number of the player came out previously in place of the one you want to replace. In addition to typing the command you want you can use the drop-down menu of the window itself.



NOTES

this command allows you to view the Match 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.

LINEUP

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.

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.

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).

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.

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**.

STOP

used to pause the scouting time code. 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.

P/aP

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 (eg. P5) is used for the home team and Ap followed by the number of the new setter (eg. 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.

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.

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.

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.

Now you are ready to start scouting, typing the character in the Scouting Bar.

3.7 The Scouting Bar

Here you will insert, with keyboard, the evaluation codes of the skill performed by the players related to the action they are playing.



Use the arrow on the left to move the Scouting Bar up or down into the Scoreboard.

Use the double windows on the right to unlock/lock the Scouting Bar from the Scoreboard.

Data Volley Media keeps a copy of the latest data entered and confirmed: in case of accidental switching off or lock of your computer, then you can always start from the last valid action confirmed.

The code related to each hit must be all together without spaces.

eg: 5SH+16

You must enter a space between the code related to one hit and one related to the next.

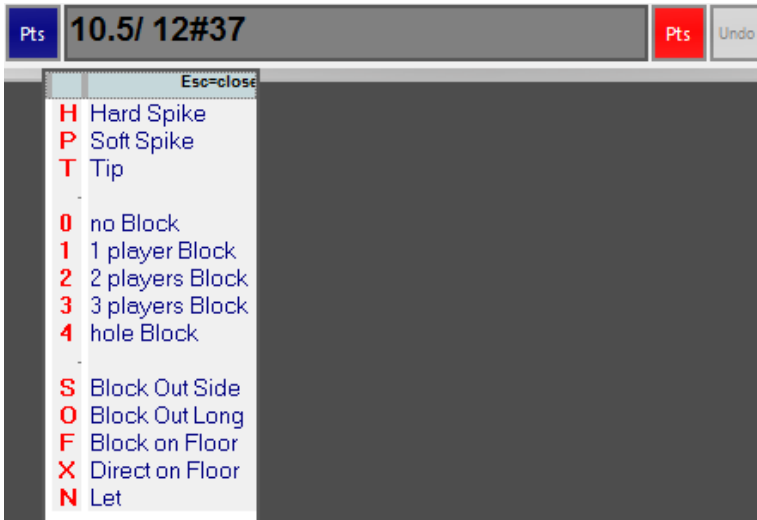
es: 5SH+16 a6AV#41A

To speed up the data input you can use the [compound code](#).

When you press **[Enter]**, the program saves the codes to the [Codes List Windows](#), after normalizing them.

It is not necessary, even if you want a high level of specificity in the description, to enter all the codes at the time of scouting during the match, but you can enter all the detailed codes later, thanks to a simplified input window and to the video of the match, that you can open directly from the program.

For highly experienced users, who want to try typing the entire code in real time, the program provides a simplified input function: after the input of the principal code, eg. 5#27 (kill high attack performed by player n.5 from zone 2 to zone 7), the user can use the keyboard combination CTRL + SPACE or a Windows pop up menu, or any other key defined by the user, as indicated in the section Tools_Scouting Options_Advanced Scouting, and open a drop down menu in which appear all the possible codes that can follow the one just inserted, as in the following figure:



In this case, as we see, the type of attack, the number of blocking players, and the way in which the player scored the point can be inserted.

Extended codes will be colored in red.



Regarding the code related to the setter calls, just type, during the related reception, the code of the call (eg K1). The program will automatically assign this code to the set and the setter.

Once the action ended, you just have to assign the point.

3.8 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.

You can end the rally in two ways:

- Using the keyboard keys previously assigned (see [Keyboard remapping](#)) 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 buttons **[Pt]** positioned on the left and on the right in the scouting bar. 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. In case of side-out, it will assign the serve and will modify the rotation in the Scouting Window.

Following the End Rally, the serve code with the number of the player who will perform the serve will be inserted in the Scouting Bar (if set in General Options_automatic serve).

3.8.1 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 keyboard combination **Ctrl+A**
- By Using the **Undo** (cancel) button, 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 Bar where the digits has been inserted before the end of the rally. This will help the user also if he need to modify the code.

3.9 Substitutions and Timeouts

To make a substitution, click on the + beside the letter C under the team.



The following window will appear:



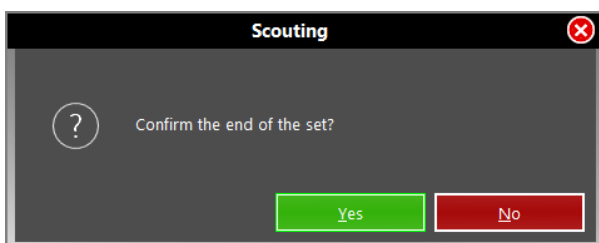
Select the player in the left box, then the one (in the right box) that will enter on court. After selecting the two players, the corresponding numbers will appear in the white box "Substitutions" in the center of the window. All the substitution can be selected before clicking OK (i.e. double substitution).

Otherwise you can use use ESC. Read the [relative paragraph](#).

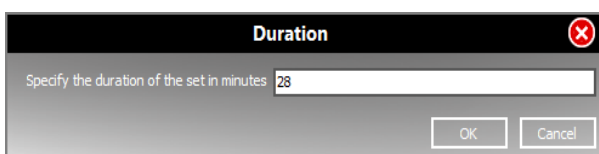
Press the button corresponding to the team requesting it to report a **time out** in the Scouting Window. Scouting timeouts is required for both accurately reflect the progress of the match, and to allow the program to create a proper time-code for video synchronization.

3.10 Closing a set and a match

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 Match Notes window.

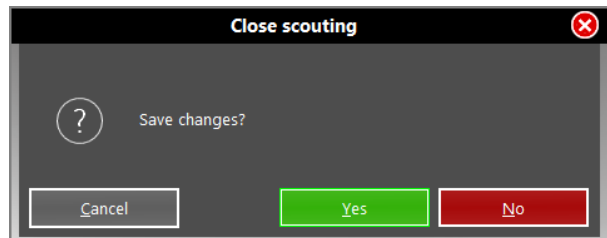
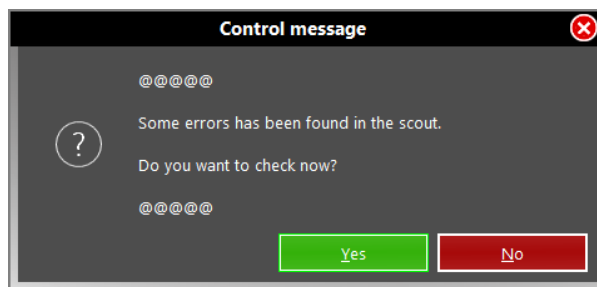
The Scouting Window will also display the end of set code in the ****Nset** format (N will be the number of the set that has just been closed) and will then be positioned in the Codes List window.

3.11 Close Scouting

Click [**Close Scouting**] among Quick Commands of the Scouting Window or [**X**] in the upper right of the Scouting Windows to close the match.

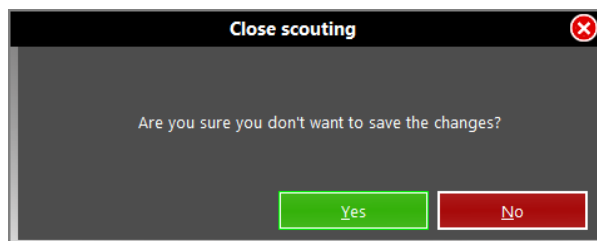
Before closing the program it checks if there are any errors. If so, it comes out a message asking you whether to save or not save the changed data.

By clicking [**Yes**] the program does not close the match and opens the [Verify](#) window of the Codes List Window del Quadro Elenco Codici direttamente directly on the first error encountered.



At the end of the verifications the program asks whether to save or cancel and go back to the scout. Let's choose Yes.

If you choose no, it activates another check to make sure there was not a mistake in the previous choice.



4 Opening a match

When you open the program, it shows all the matches related to the active Season (see [Homepage](#)).

To open a match, simply click on it.

In the header you get all the information of the match itself and buttons appear that allow you to operate directly on the match opened:

- [Match](#)
- [Analysis](#)
- [Printings](#)

When you open a match scouted by different parameters (table of attack combinations, table of setter calls, attack trajectories scouted by zones or by cones), a conversion window appears: you can choose whether to convert the file, aligning it to the parameters you are adopting (the process is guided and almost completely automated), or to leave the file in the original format. In this case some features will be limited. To modify combinations and calls, see the [dedicated paragraph](#).



From the main screen is also possible to:

- [Import a match](#)
- [Delete a match](#)
- [Filter matches:](#)
 - by phase or competition
 - by team

4.1 Match



4.1.1 Modify scout

By clicking on this item the program opens the scout related to the selected match, so you can proceed with the changes you deem necessary.

We suggest you to open the scout only when you want to modify the data (eg to add informations or eventually to correct data when watching a video of a scouting made in real time). To make every kind of analysis, instead, we suggest you to keep open only the match and to close the scout, in order to avoid the accidentally modification of correct data.

4.1.2 Export scout

Through this item it is possible to export the scout of the current match, saving it to one of the following formats:

- **Data Volley 4, Data Volley 2007:** the file will be saved with the prefix **&** and extension **.dvw**

Data Volley 4, 2007 Format

4.2 Import a match

By selecting **[Import]** from the home page, you can import files of scout from a selected path. It is possible to import only one match at a time. To import more matches, please repeat the operation.

All imported matches will be saved into the current season.

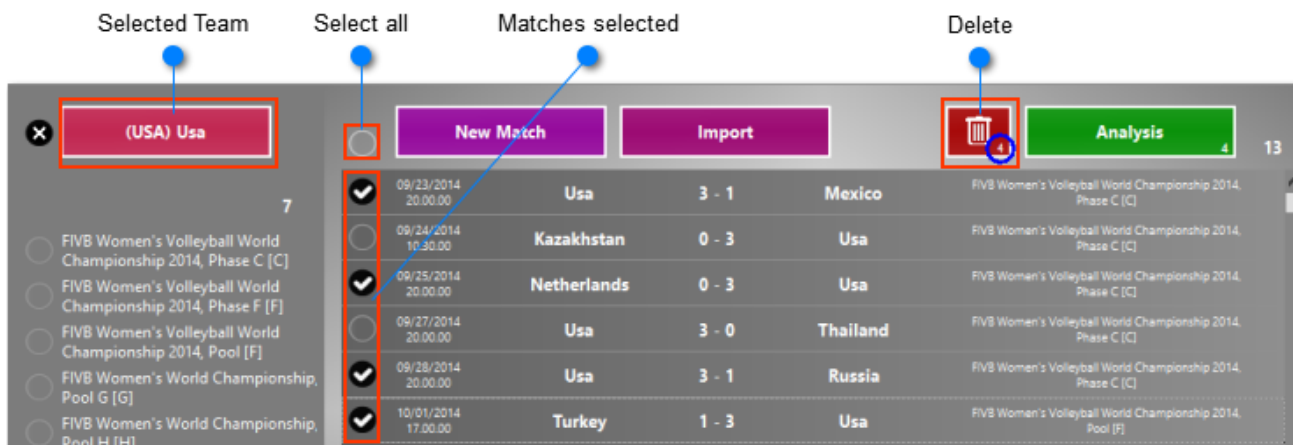
4.3 Delete a match

To delete a match you must check the related box at its left. A red button with a trash will appear.



By using this button the selected match will be moved to the trash. The program always asks for a confirm first to move to the trash a saved match.

By selecting more than a match only the matches related to a certain team will be visible. While selecting all the matches you want to delete, a number next to the trash indicates how many matches will be moved to the trash.



The same selection principle is applied for the [historical analysis](#).

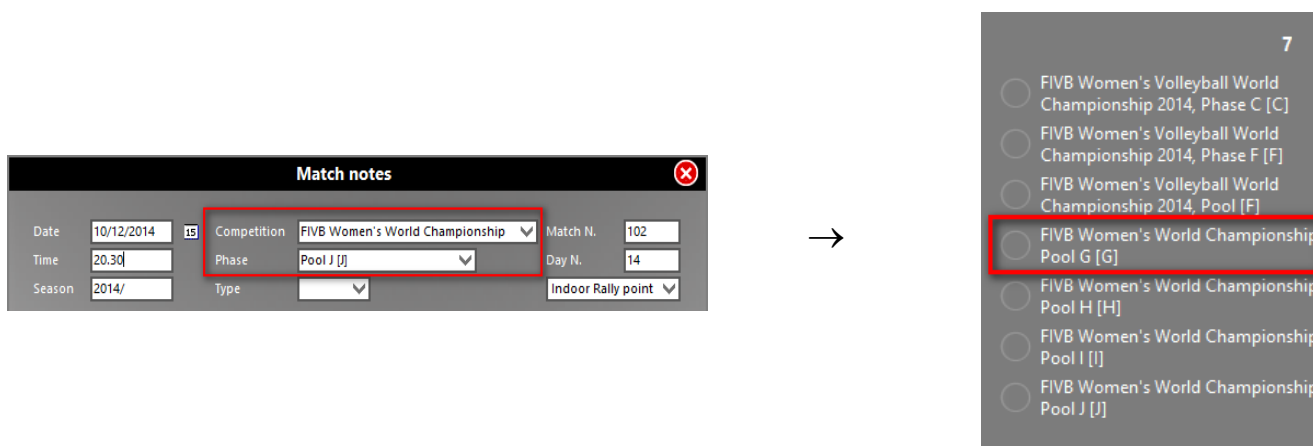
4.4 Filter matches

When there are many matches within a season, you can filter them to individuate some of them more easily. There are two ways:

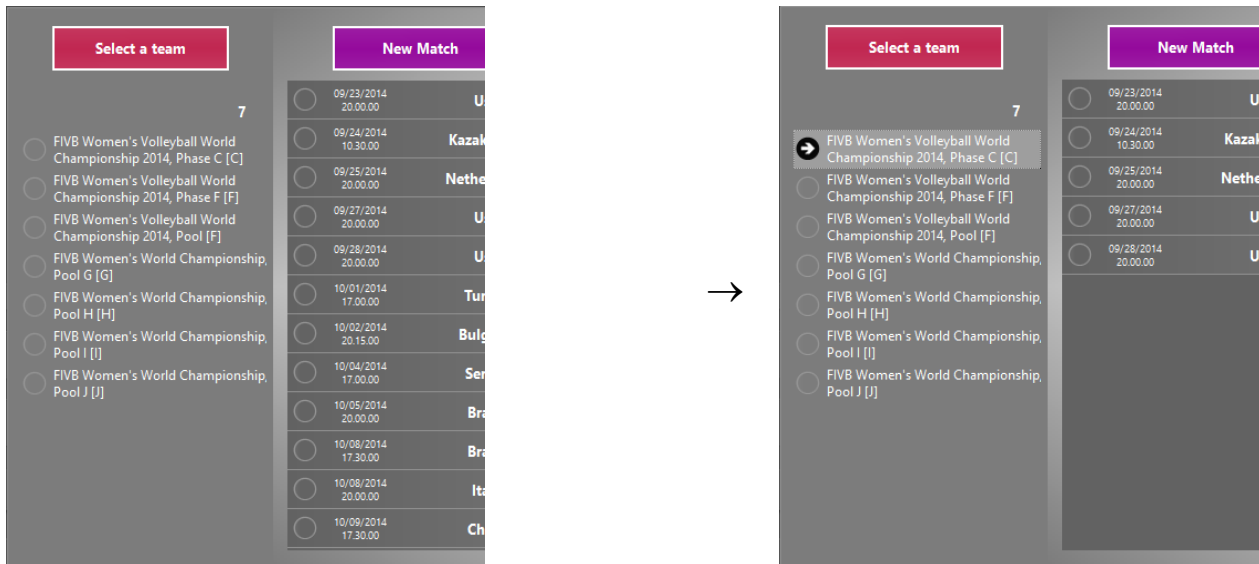
- to filter matches [by phase or competition](#)
- to filter matches [by team](#)

4.4.1 By phase or competition

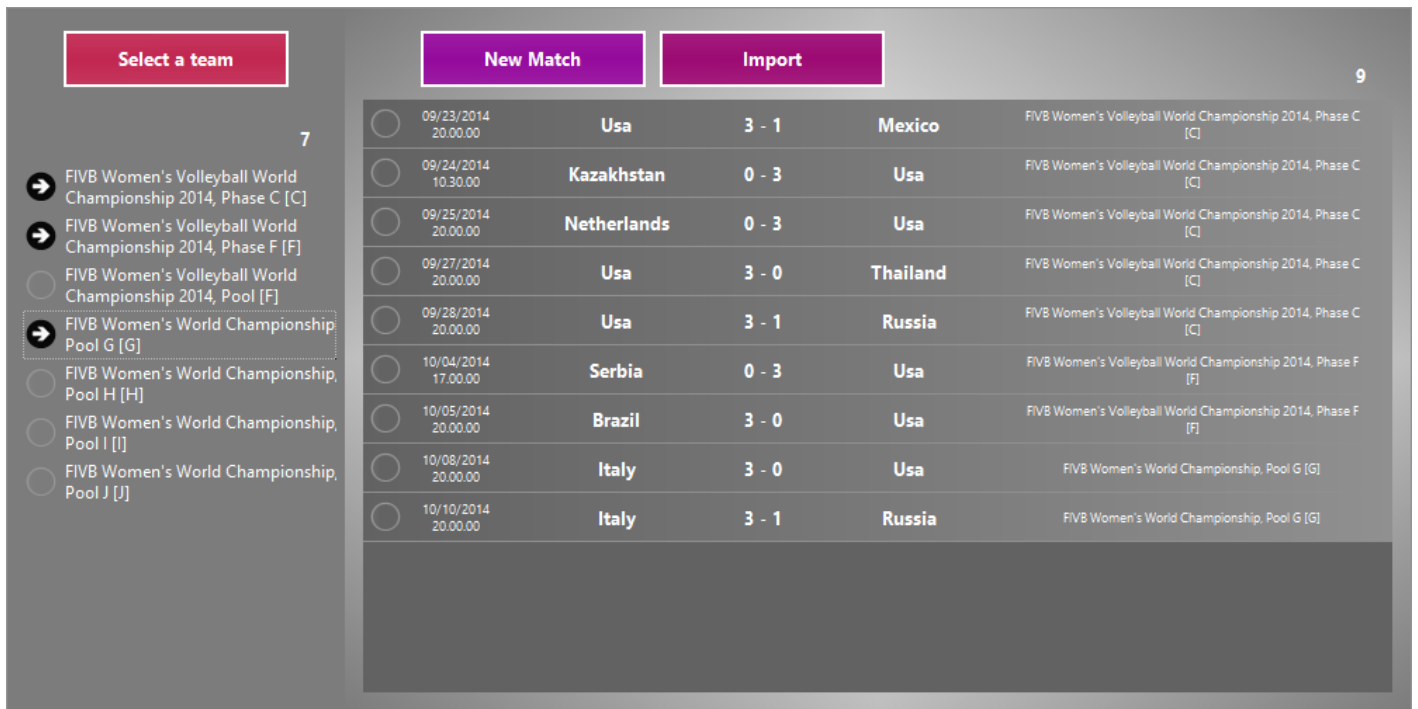
When the match notes window is filled with the informations about the competition and its phase, Data Volley Media allows you to use these elements as filter in the research.



In this way it is possible to display only the matches regarding the selected competition or phase.



It is also possible to select more competitions/phases simultaneously. In the list on the right all the matches related with the selected query will be displayed.



4.4.2 By Team

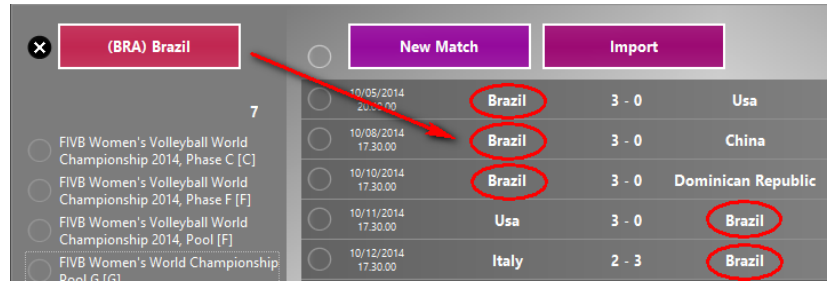
If you want to display only the matches of a certain team, just click the button:



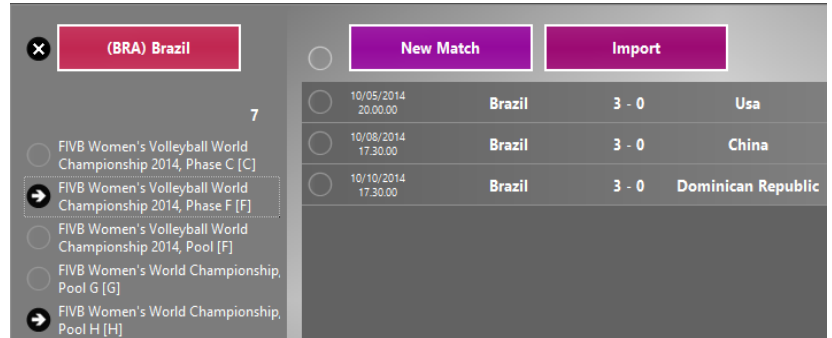
You will see a drop-down menu with all the teams in the database belonging to the active season.



Click the team to display the related matches.



It is still possible to use one more filter concerning the competition/phase of the selected team.



The same selection principle is applied for the [historical analysis](#)

4.5 Printings

4.5.1 Report

Through this entry it is possible to display and print the report of the match, an overview giving all fundamental statistical informations of the match for each team, subdivided by player. By selecting this entry from the general analysis menu, the program will display a window, in which you can chose to print the report of the entire match or the report of one or more sets in your preferred language

The program will display the print preview window where you can:

- directly print through the default printer
- save the report as a pdf document
- save the report as a jpeg file
- save the report as HTML file



Vote

Originates from a global average that considers the values on the single skills (if sufficient numbers of skills are performed). For the setter you have to consider, apart from the evaluation for the serve and the block, the positive attack percentage on a positive reception.

BP and W-L

BreakPoint: points gained when the home team was in serve.

Won-Lost: difference between points gained (Serve, Attack and Block) and points lost (Serve, Reception and Attack).

Reception

It is considered perfect (Exc%) when it allows the setter to perform any type of attack. A positive reception (Pos%) is when it allows the setter to set the ball in the first line but with difficulty (within the three meter line but it is not perfect).

Points and stats per Set

You can value the way the points are assigned and compare the team stats in the different sets.

PLEASE NOTE The Value "Opponents Error" is derived from the following Formula: Total score -(minus) Serve points - Attack points - Block Points.

1st Attack after negative reception

You can value the attack ability of the team on a obligated high ball (attack stats on negative reception without a first line possibility).

Points per rotation

Team rotations are identified by the position of the setter. This section indicates the positive or negative value on the score of

1st Attack after positive reception

You can value the distribution ability of the setter (attack stats on a positive reception).

Transition

You can value the ability to get a break point after a dig

USA

Receptions 91
Points SO 43
Each 2.12 Recept
1 Point

China

Receptions 88
Points SO 48
Each 1.83 Recept
1 Point

USA

Receptions 91
Points SO 43
Each 2.12 Recept
1 Point

China

Receptions 88
Points SO 48
Each 1.83 Recept
1 Point

ATTACK ON DIG

Errors	Blo	Pts%	Tot	Tot	Pts%	Blo	Errors
8	8	36%	69	67	36%	5	3

KILL ON RECEPTION

1st ATTACK AFTER POSITIVE RECEPTION (+#)

Errors	Blo	Pts%	Tot	Tot	Pts%	Blo	Errors
0	4	54%	52	83	45%	3	3

1st ATTACK AFTER NEGATIVE RECEPTION (-)

Errors	Blo	Pts%	Tot	Tot	Pts%	Blo	Errors
1	2	41%	22	25	40%	1	3

USA

Receptions 91
Points SO 43
Each 2.12 Recept
1 Point

China

Receptions 88
Points SO 48
Each 1.83 Recept
1 Point

USA

Receptions 91
Points SO 43
Each 2.12 Recept
1 Point

China

Receptions 88
Points SO 48
Each 1.83 Recept
1 Point

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

4.5.1.1 Calculation of grade in the report

Grade of serve = [("=" x 0) + ("-" x 4) + ("+" x 7) + ("/" x 8) + ("#" x 10)] / total of serves

If the grade is lower than 5.5, it is rounded to 5.5

You get a grade in Serve only if you performed at least 5% of the serves performed by the team

Grade of reception = [("=" x -3) + ("/" x -3) + ("-" x -1) + ("+" x 7) + ("#" x 10)] / totale Ricezioni

If the grade is lower than 5.5, it is rounded to 5.5

You get a grade in Reception only if you performed at least 12% of the receptions performed by the team.

Grade of attack = [("=" x 0) + ("/" x 0) + ("-" x 5) + ("+" x 5) + ("#" x 10)] / totale Attacchi

If the grade is lower than 5.5, it is rounded to 5.5

You get a grade in Attack only if you performed at least 7% of the attacks performed by the team.

Grade of block

If the number of # blocks is higher or equal to (number of played set x 1) → grade = 8.5

If the number of # blocks is higher or equal to (numero di set giocati x 0.8) → grade = 8

If the number of # blocks is higher or equal to (numero di set giocati x 0.5) → grade = 7

Regarding the setter, the program considers also the attacks after positive reception (+ #) performed by the team when he is on the court.

Grade of attack after positive reception

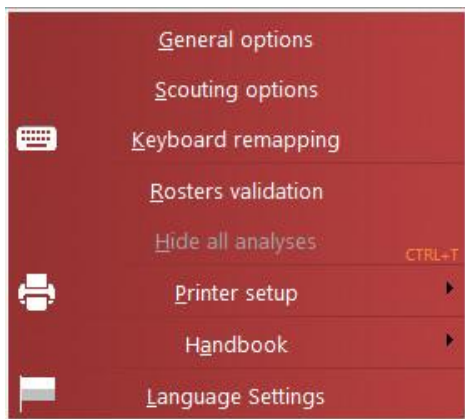
= [("=" x 0) + ("/" x 0) + ("-" x 5) + ("+" x 5) + ("#" x 10)] / total of attacks after positive reception.

You get a grade for those attacks only if their number is higher than the 30% of the number of attacks performed by the team.

FINAL GRADE = sum of grades / number of grades

5 Tools

The Tools menu allows you to best organize all program options



[General Options](#), [Scouting Options](#) and [Keyboard Remapping](#) have already been discussed in the [Introduction to the first use. Web Client](#) is treated in a separate chapter.

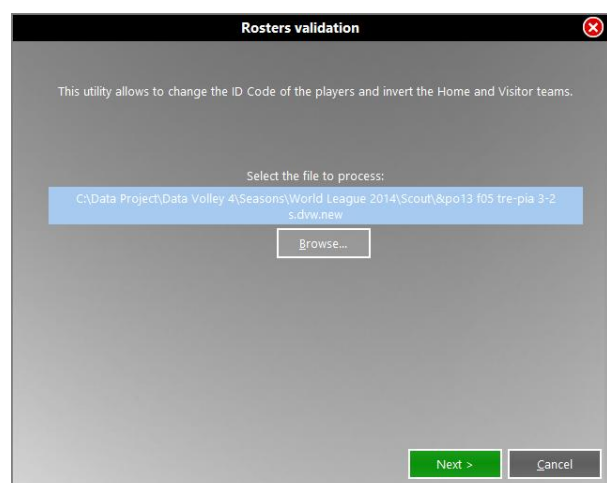
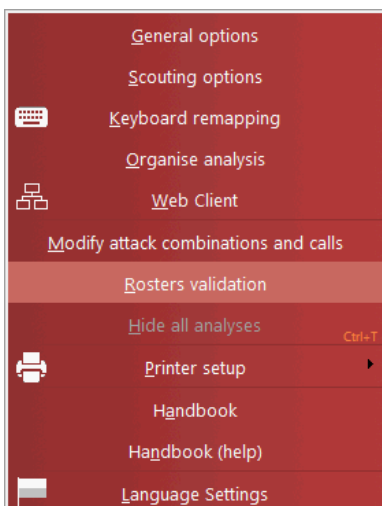
Let us see now the following topics:

- [Organise analysis](#)
- [Modify attack combinations and calls](#)
- [Rosters validation](#)
- [Hide all analysis](#)
- [Printer Setup](#)
- [Handbook](#)
- [Language Settings](#)

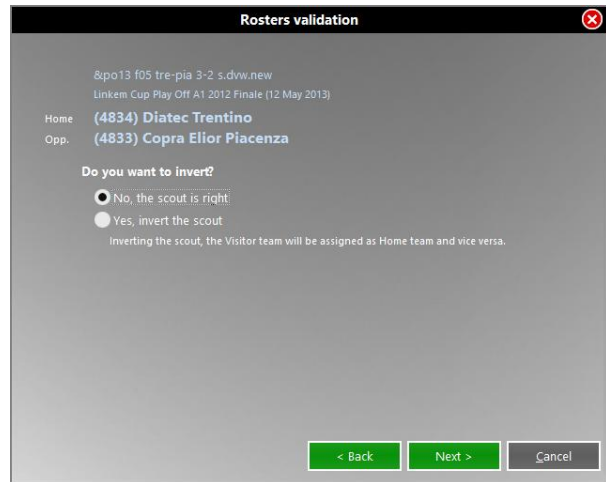
5.1 Rosters Validation

The function of the rosters validation function is used to check the accuracy of the players on the scoresheet. This is useful when a player is manually put on the scoresheet or when you request the scouting file to the opposing team.

Select Rosters Validation from Tools and the program will open the window in which you will select the file to be processed.

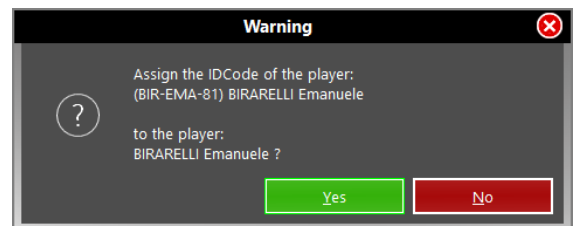
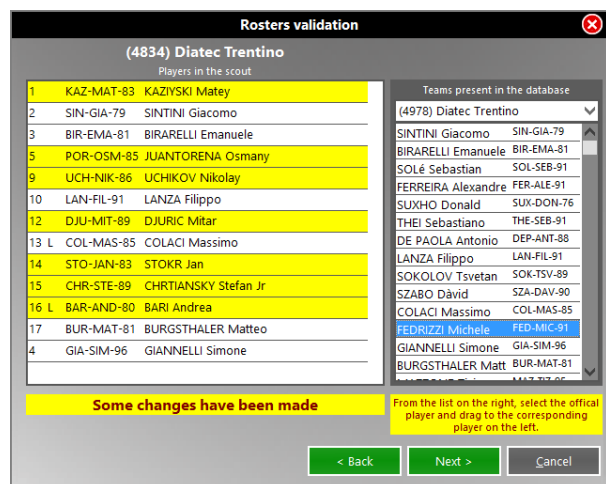


Here you can invert teams if necessary. This occurs when the file is sent to the opposing team which has indicated its team as that of "home" even if it's an away game.

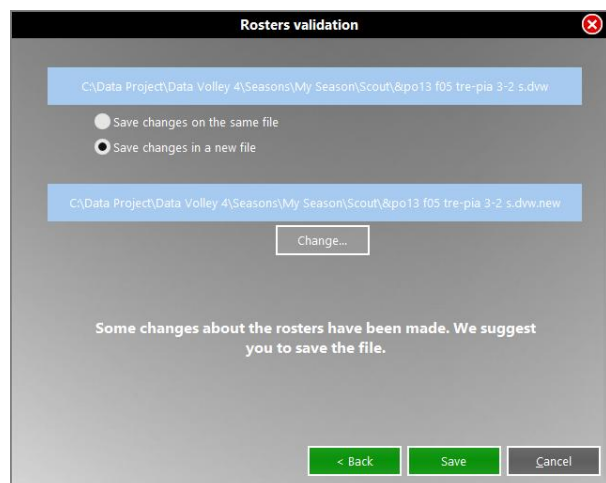


This window will show the possible errors manually made in the list of players. The codes which are not compatible with those officials will be highlighted in yellow. Then select the player from the list on the right (official list) and drag it to the corresponding position in the list on the left.

A pop up message will ask to confirm the changes:



After checking both teams, we suggest you to save the file. The choice is to overwrite the existing file or save the file with a new name. By choosing to save a new file, the program suggests the path where to save the file and the name of the file, both modifiable at will. Click **[Save]** to apply the changes.



If you are using a Media Tool, you have to update the Competition in order to use the Rosters validation function.

5.2 Printer Setup

Data Volley Media works with any printer installed on your computer.

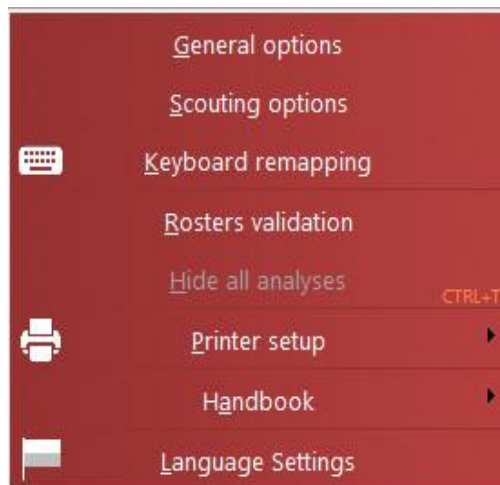
The program automatically detects the installed printers and proposes a drop-down menu when you select the **Printer Setup**.

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 default printer without requesting confirmation.

Before starting the scout, it is therefore necessary to check that the printer set is the correct one.

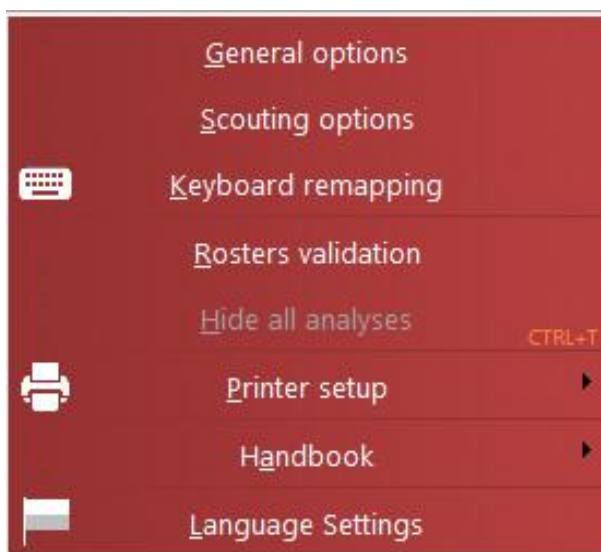
5.3 Handbook

Open a PDF Handbook.

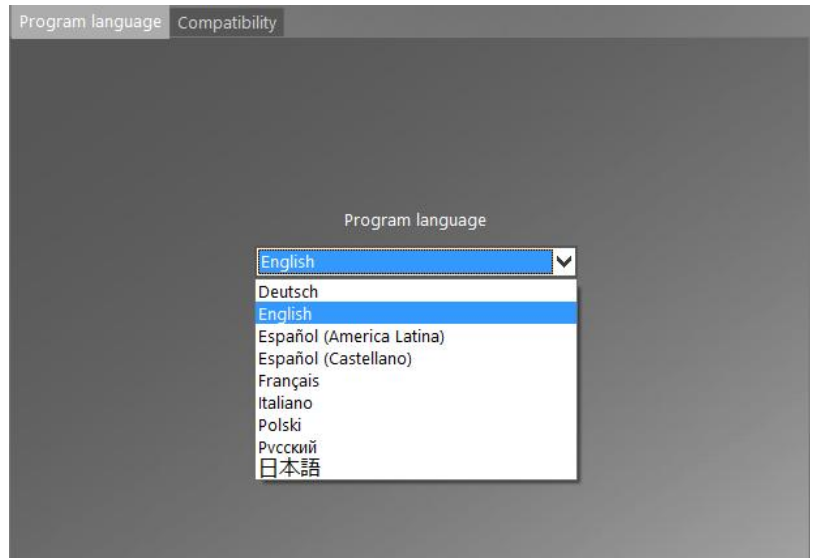


5.4 Language Settings

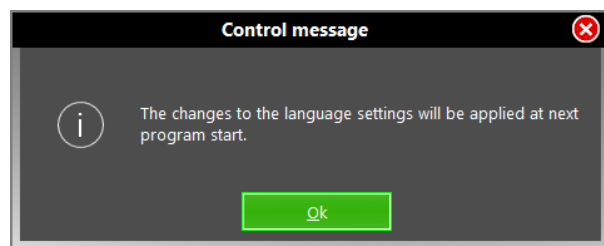
Click on **Language Settings** from the Tools drop down menu to open the corresponding window.



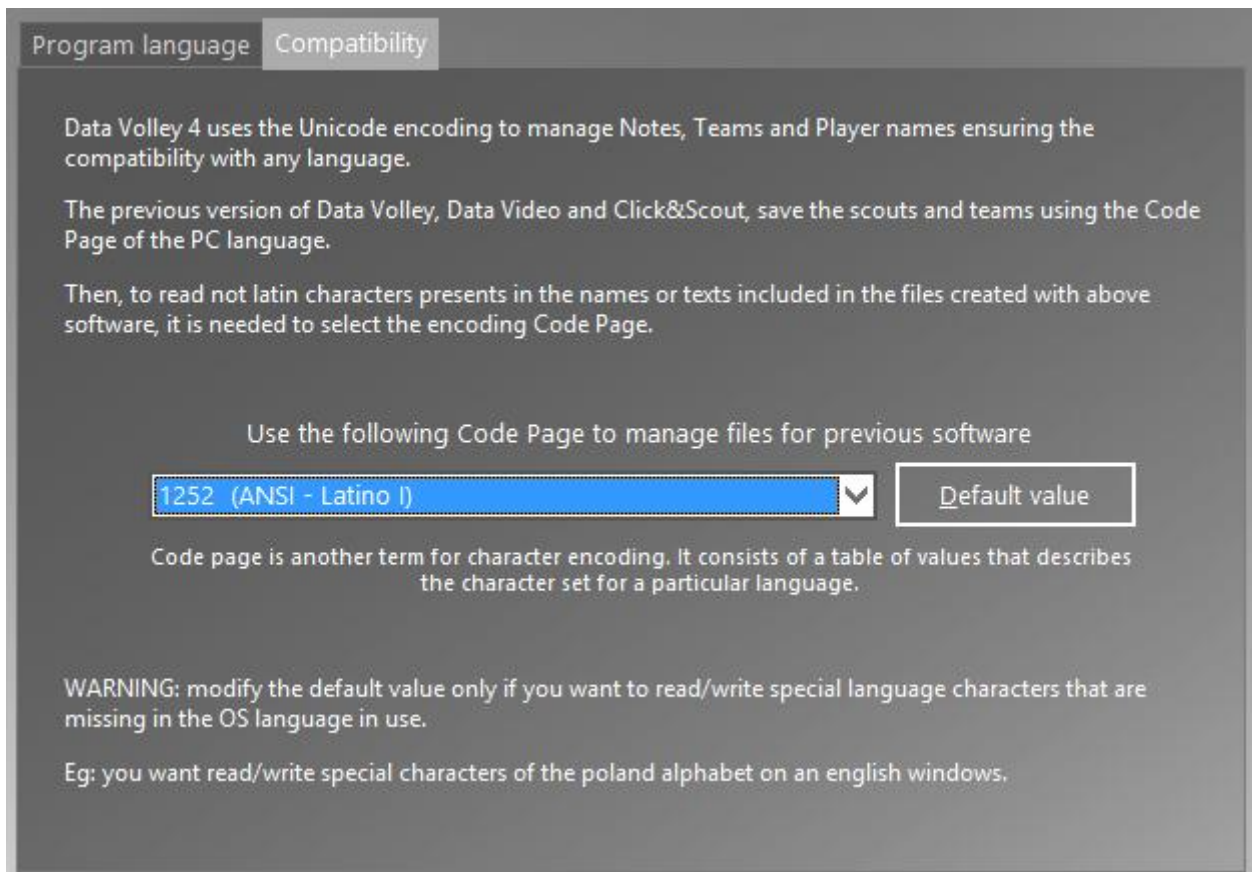
A single installation of Data Volley Media lets you to use it in 8 different languages: Italian, English, French, Spanish (Castilian and Latin American), German, Polish, Russian and Japanese and to select from 3 different Date Format.



After choosing the desired language, a control message warns that the change will be applied at next program start.



To properly read non-Latin characters in files created with Click & Scout, Data Video 2007, Data Volley 2007, you must specify the code page encoding. This change is required ONLY if you read / write special characters in a language other than the one set on your PC (for example, read a scout with Russian characters on a PC set in Italian).

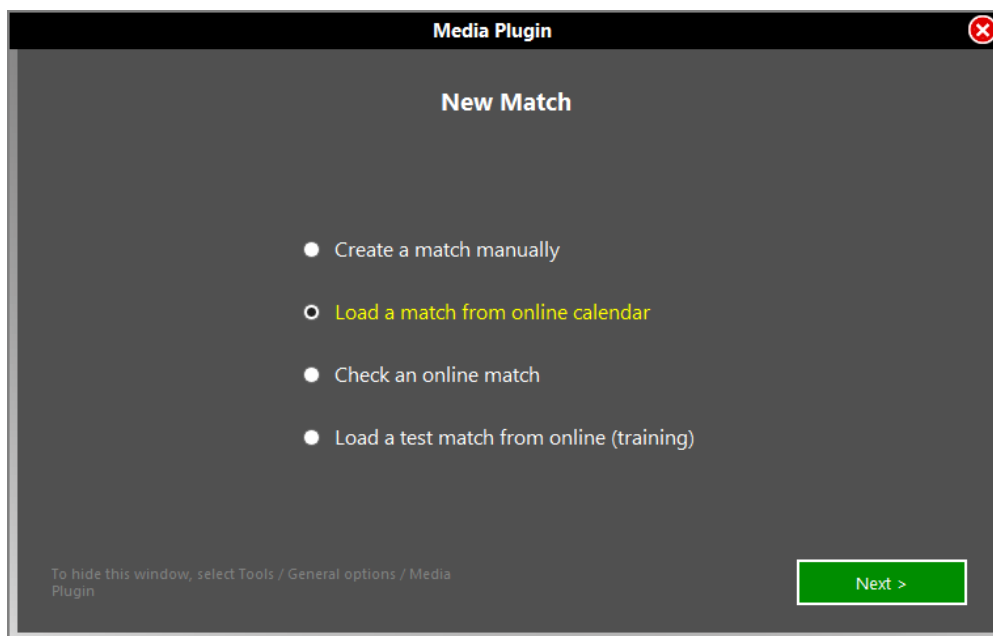


6 Appendix

- Manage Online Matches
- Examples of scouts
- Examples of compound code

6.1 Media Tools

Enabling the online match management and clicking on **[New Match]** another menu will open, with these 4 buttons.

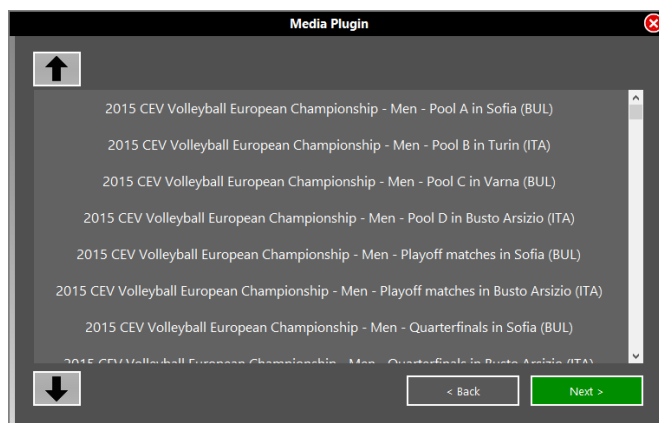
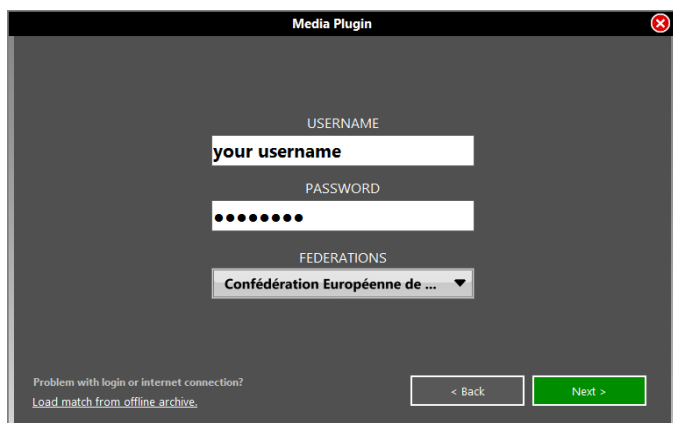


1. Create a Match manually

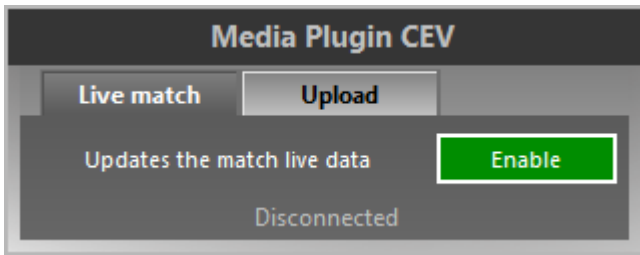
Click this button to load your custom matches.

2. Load a match from online calendar

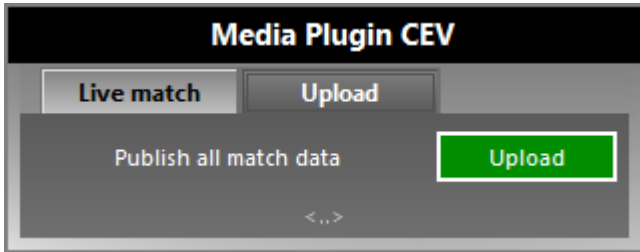
1. Choose your Federation or League, enter your username and password click on **[Next]** button.
2. Choose Competition among those available and click on **[Next]** button.
3. Choose the match you want among those present and click on **[Load Match]** button.



Once loaded the match, insert the players on the online roster for each team (you can still add players manually). When placing the Line Up you can load information directly from e-scoresheet, the software to compile the official scoresheet (if available for the Federation).

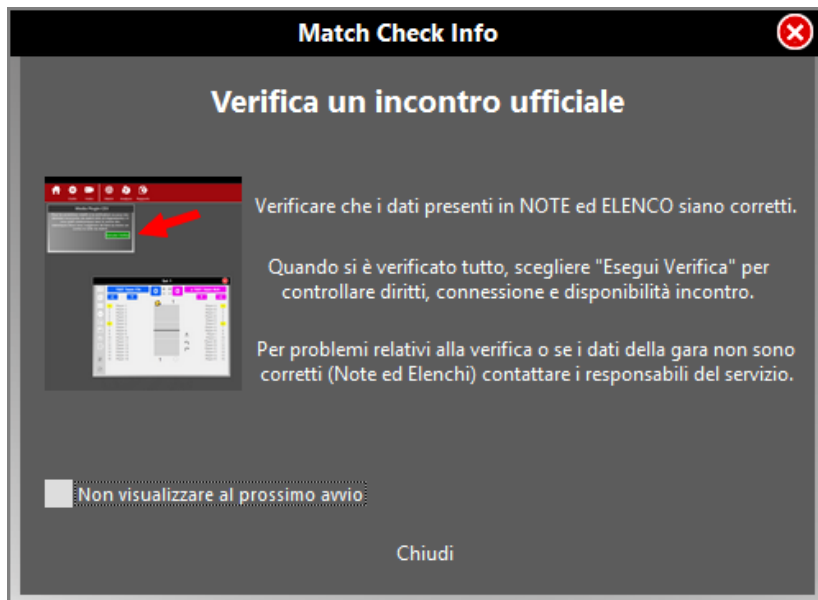


Before start the match, enable Live Match, needed to update the result online on the website of your Federation or League.



At the end of the match click on **[Upload]** to send the official result of the match. You can also send the report at the end of each set (required for some Federations).

3. Check an online match



For avoiding problems with the official matches you need to control your match one or two days before. In particular, we must ensure that the permissions and rosters are correct and that the internet connection is working properly. After selecting the competition and the Match to go and found that the info and rosters are correct, click **[Execute Check]**. The verification shall be recorded in the database of the Federation.



N.B. Not available for Italian leagues.

4. Load a test match from online (training)

To test the functionality of the Media version you can do a Trial Match. The steps to follow are the same as in the previous paragraph. The only differences are that you will need to enter a username and password as "scorertest".

N.B. Not available for Italian leagues.



[Back to "New match"](#)

6.2 Examples of scouts

SCOUTED TEAM:

HOME TEAM ONLY (to the left, red shirt)

SCOUTED SKILLS:

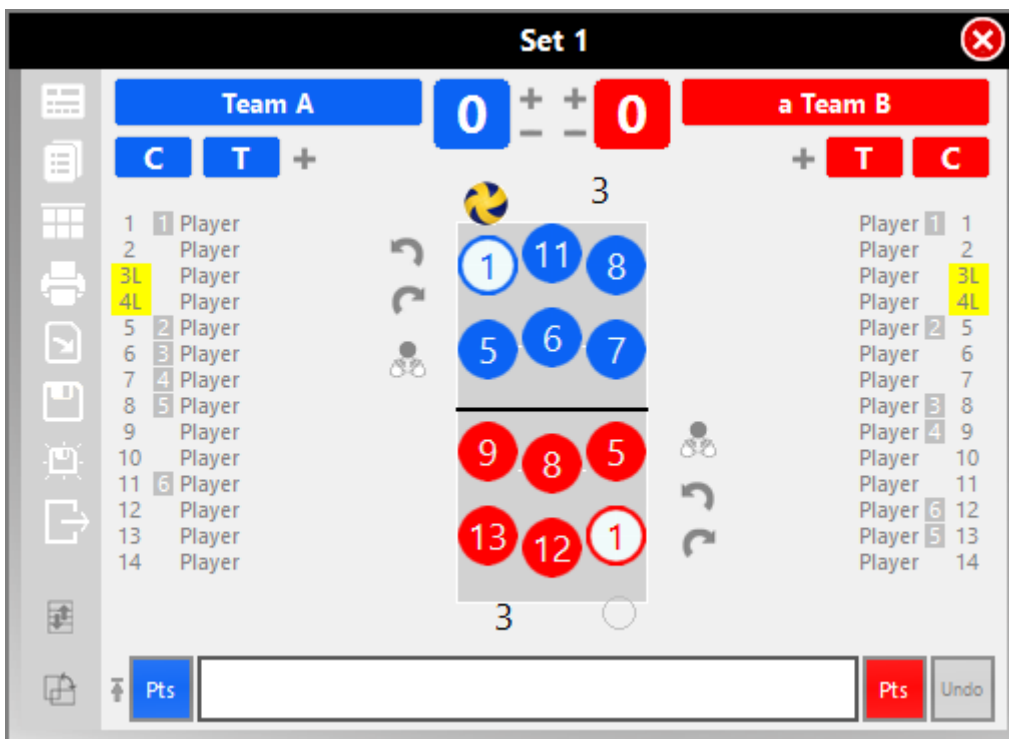
SERVE, RECEPTION, ATTACK, BLOCK (only when it influences the continuation of the rally)

SPECIFICITY LEVEL:

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

To scout one team only, in Tools→Scouting Options→[General Scouting](#), just check the NO box in the automatic serve option.

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
--	----------------------------------	--

Medium Level

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).

To scout both teams, in Tools→Scouting Options →[General Scouting](#) we suggest you enable one of the two options for the automatic serve. It is better to use 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 negative; opponent n.3 hits back with a high ball that does not touch the floor; n.14 performs a positive/winning on tense attack	a4SQ.8# 4Q a3- 14T# end rally left	a04SQ- *08RQ# *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# a5T# end rally right	*06SQ- a08RQ# a05AT# 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/ a3# end rally right	a05SH/ *08RH/ a03AH# 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

Advanced Level

SCOUTED TEAMS:

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

SCOUTED SKILLS:

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

SPECIFICITY LEVEL:

HIGH (player, skill, type, evaluation, attack and serve starting and landing zones).

The shown table represents the attack combinations previously set and customized in [Attack Combinations](#). These combinations will be used for this example.

Code	Zone	Ball	Attac	Description
CF 2	N	Center	Slide close to setter	
CD 2	N	Center	Slide away from setter	
C5 4	U	Front	Shoot set in 4	
C0 7	U	Front	Shoot set in 5	
C6 2	U	Back	Shoot set in 2	
C8 9	U	Back	Shoot set in 1	
V5 4	H	Front	High set in 4	
V0 7	H	Front	High set in 5	
V6 2	H	Back	High set in 2	
V8 9	H	Back	High set in 1	

RALLY DESCRIPTION	CODE IN THE SCOUTING WINDOW	NORMALIZED CODE
Opponent n° 4 jump serves from zone 1, n.8 performs a perfect reception in zone 6; n.4 performs a positive attack from the first line but does not touch the floor towards zone 5; opponent n.3 hits back with high ball from zone 4 towards zone 1 but does not touch the floor; n.14 performs a positive/winning tense ball attack in zone 5	a4SQ1.8#6 4C1+5 a3G4-1 14W4#5 end rally left	a01SQ- 1→6 *08RQ# 1→6 *02AQ+ C1 3→5 H- - a06AH- G4 4→1 H- - *14AT# W4 4→5 H- - aSS&H= *p01:00 *z6
N.6 jump serves an ace from zone 6 on the libero in zone 6.	6SQ6.8=6 end rally left	*06SQ# 6→6 a08RQ= 6→6 *p02:00
n.6 jump serves from zone 6, the opponent Libero perfectly receives in zone 6, the opponent n.5 performs a positive/winning attack from zone 2 to zone 5	6SQ6.8#6 a5W2#5 end rally right	*06SQ- 6→6 a03RQ# 6→6 a05AT# W2 2→5 H- - *SS&H= ap02:01 az6
Opponent n.5 serves feet on the floor from zone 5, n.8 receives a high ball in zone 6; opponent n.3 closes with a positive/winning point from zone 3 to zone 1	a5S5.8/6 a3H#31 End rally right	a04SH/ 5→6 *08RH/ 5→6 a05AH# 3→1 H- - ap02:02
Opponent n.5 serves with feet on the floor from zone 5, n.6 performs a positive reception but not perfect in zone 5; N.4 performs a negative attack on a quick ball, first row back, in zone 5; Opponent n.3 rebuilds quick ball, first line front; n.4 performs a winning block	a5S5.86-5 a3C1.4# end rally left	a04SH! 5→5 *06RH+ 5→5 *02AQ- C2 2→5 H- - a05AQ/ C1 3→3 H- - *02BQ# →3 *p03:02 *z5

Subsequent changes

Considering the amount of information that can be scouted by Data Volley we advise you to not enter all the information relative to a hit, directly in the scouting bar. We can enter information during the main scouting phase (for example at the end of the rally during ball change he can enter the directions of the attacks that have just been performed) or in a second moment whilst watching the video of the match using media player in the program. Let us see, in this 4th example of scouting, how the codes can be changed retrospectively. For this purpose we will use as an example some actions already present in the previous levels and will extend through the specific wizard under the program with all the additional information.

This example outlines the code modification procedure after the main scouting.

This example will refer to actions present in the previous levels but will be detailed and amplified with the help of the specific code modification wizard.

The following example was described in the previous example, it will be outlined, code by code, using the available extended characters that will appear in blue, in the modify code window that will appear when double clicking on the codes in the codes list window.

Opponent n.1 jump serves in zone 1, n.8 perfectly receives in zone 6, sub zone B

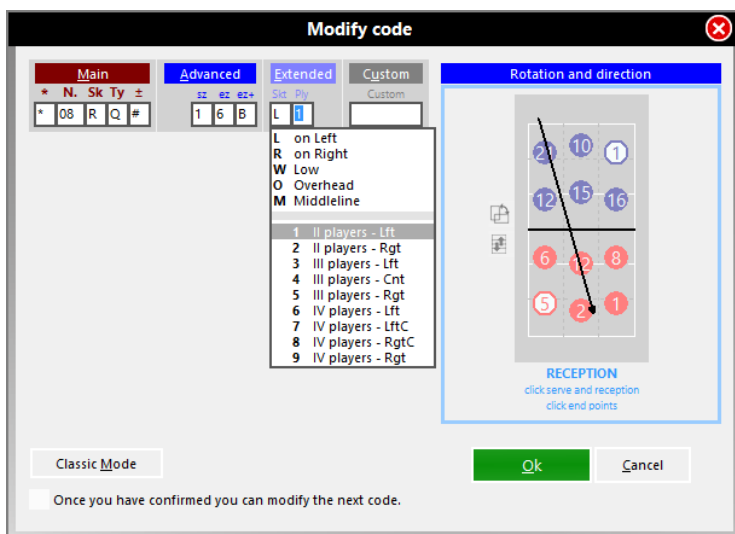
The reception is performed by two players, from the player on the left and from his left.

```
a01SQ- 1↔6B
*08RQ# 1↔6B L 1 -
```

Enter in the Extended code cells the L (on the left of the receiver) and 1 (reception performed by two players by the player on the left) to indicate the reception code).

Otherwise you can draw the trajectory on the court, and the program will fill the field related to the sub zone with character B.

In this case you only have to add the sub zone in the first of the two codes, because the program will automatically update the second following the changes to the first code

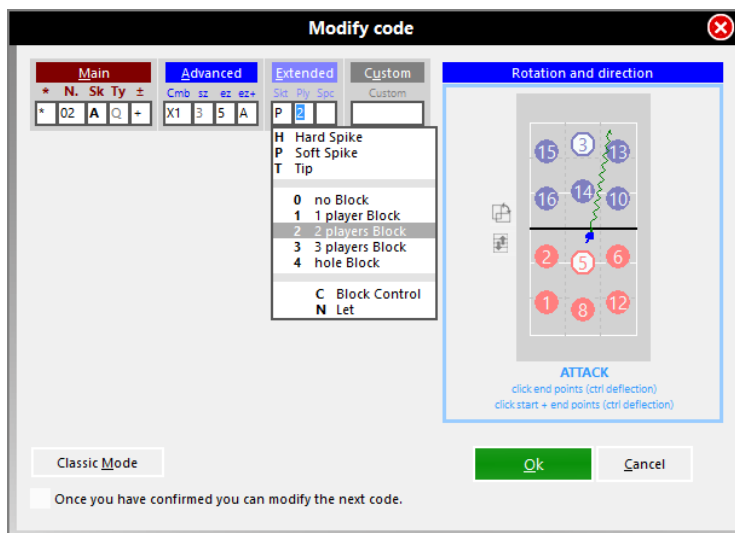


n. 2 positive attack from the first row but not on the floor towards zone 5, sub zone A.

The attack is a top spin (soft spike) performed against a 2 player block.

```
*02AQ+ X1 3↔5A P 2 -
```

Enter the sub zone A and the two extended codes that define the specific type of attack and the number of players performing a block.

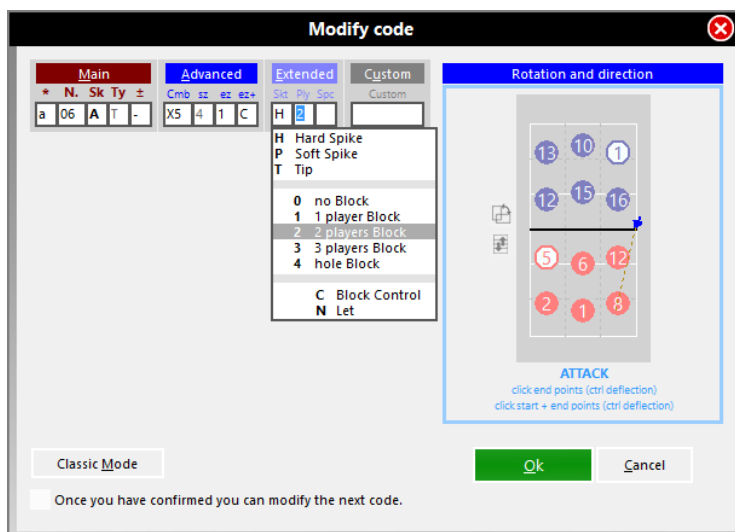


Opponent n. 6 hits back with a high ball from zone 4 towards zone 1, sub zone C, but does not hit the floor..

The attack is a hard hit against a two player block.

```
a06AT- X5 4↔1C H 2 -
```

Enter the relative sub zone, type of hit (H) and number of players performing the block (2)



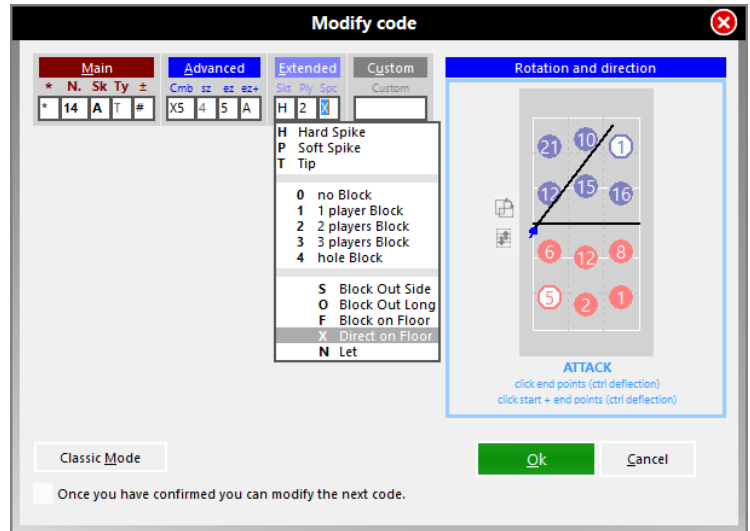
n. 14 posit/winning attack tense ball in zone 5, sub zone A.

The attack is a hard spike, against a 2 player block, that hits the floor directly.

*14AT# X5 4→5A H2 X

Enter sub zone (A), hit (H) and number of players blocking (2).

Since the attack was winning, a new box appeared, where you have to define how the point was made: in this case ball directly on the floor (X).



6.3 Examples of compound code

Example 1

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

By using the compound code, replacing "space" with "." we will type:

- 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.

Example 2

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**

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