

**ST. JUDE SCHOOL GIRLS VOLLEYBALL
COMMON TERMS USED IN THE SPORT OF VOLLEYBALL**

- Ace** A serve that results directly in a point. The ball hits the floor without being played by the other team on the first contact.
- Assist** Passing or setting the ball to a teammate who attacks the ball for a kill or point.
- Attack** The offensive action of hitting the ball. The attempt by one team to terminate the play by hitting the ball to the floor on the opponent's side.
- Attacker** Also known as the hitter and/or spiker. A player who attempts to hit the ball offensively with the purpose of terminating play in his or her team's favor.
- Attack Line** Also known as the ten-foot line. A line drawn on the court to separate the front row from the back row.
- Back Row Attack** When the back row player takes off to jump behind the 10-foot line and attacks the ball. This is considered a foul and play stopped/point awarded if back row player attacks in front of 10-foot line.
- Block** A defensive play by one or more players meant to intercept a spiked ball. The combination of one or two players jumping in front of the opposing spiker and contacting the spiked ball with hands.
- Bump Pass** (See Forearm Pass) The use of joined forearms to pass a ball in an underhand manner.
- Chicken Wing** A last-ditch defensive maneuver utilizing an arm to save a ball from touching floor.
- Clean Hit** When a ball is distinctly hit, that is, it may not be carried, handled or juggled while it is in play.
- Dig** Passing a spiked or rapidly hit ball. A defensive action, slang for the art of retrieving an attacked ball close to the floor by a team player.
- Dink** A legal offensive or defensive action where a player lightly taps the ball that makes it drop just over and behind blockers. Also known as a tip.
- Floater** A serve with no spin that follows an erratic path.
- Forearm Pass** The most fundamental technique to field serves, spikes and, in less advanced leagues, sets. It uses both forearms simultaneously. Some refer to it as a "bump," however can be used as an effective method to maintain a rally and score points.
- Foul** Is an infraction of the rules or a failure to play the ball properly. The penalty for fouls is a point scored for the opponents if the foul is committed by the receiving team, or side-out (loss of service) if the foul is committed by the serving team.

-OVER-

Free Ball	A ball that is returned by a pass rather than a spike. The receiving team should move into base position to play the ball.
Game	A game is completed when a team scores 25 points or playing time has elapsed. Deciding games require a team to win by two points with no point limit.
Held Ball Or Lift	A ball that comes to rest during contact resulting in a foul.
Kill	An attack/hit/spike that results in an immediate point.
Libero	A defensive player specialist assigned normally back of the Attack Line. Most commonly found in high school and college play, but not allowed in Georgia High School Association play in 2004.
Match	Consists of 2 out of 3 games or, occasionally in advanced varsity tournament play, 3 out of 5 games.
Object of the Game	Causing the ball to strike the floor on the opponent's court or to cause an opponent to engage in faulty play.
Points	Are scored only by the serving team and one point is awarded for each rally, which is successful for the serving team.
Rally	The exchange of activity between the serving team and the receiving team that continues until a team commits a fault or fails to return the ball over the net.
Rally Score	A type of scoring system where a point is scored on every serve.
Rotation	Action that occurs when a team wins the service and all players move one position clockwise in order to bring a new server to the right rear corner service area after a point is scored by the offensive team. <u>All players must be in rotation order at the time of the service and must stay in that specific "serving" order for the entire game.</u>
Serve	One of the six basic skills; used to put the ball into play. It is the only skill controlled exclusively by one player.
Set	The tactical skill in which a ball is directed to a point where a player can spike it into the opponent's court.
Side-out	Action that occurs when play is stopped because of an error, foul or illegal activity (out of service order, etc.) that requires one team to lose service and the other team to gain service after rotating one position clockwise.
Switch	An action that allows for a temporary rearrangement of team players <u>after the serve</u> for strategic purposes.
Team	Consists of six players positioned into a front line and a back line of three players each. In volleyball, no one individual can make a team successful.

Play safely and remember - - run and reach, don't reach and run!

