

Glossary of Terms

- Ace** A serve that leads directly to a point:
- If the serve strikes the opponent's court untouched
 - If the serve is passed by the opponent but cannot be kept in play
 - If the official calls a violation on the receiver (lift, double hit)
 - If the receiving team is out of rotation (overlap)
- Antenna** The vertical rods along the outside edge of the net
- Approach** The 3 or 4 steps needed for a proper spike
- Assist** Any ball that is passed, set, or dug to a teammate who attacks the ball for a kill
- Attack Attempt** Any time a player attempts to attack (hit aggressively) the ball into the opponent's court (not simply to just to keep the ball in play)
- Attack Block** Defensive player's aggressive attempt to block a spiked ball before it crosses the net
- Attack Error** An unsuccessful attack which does one of the following:
- Lands out of bounds
 - Goes into the net and terminates play or goes into the net on the third hit
 - Is blocked by the opposition for a point or sideout
 - The attacker is called for a center line or 10 foot violation
 - The attacker is called for illegal contact (lift, double hit...) on the attack
- Attacker** Any player that plays a ball over the net in an attempt to end a rally
- Attack Line** A line 10' (3 meters) from the net that separates the front row players from back row players
- Back Court** Area behind the 10' line (zone 1,5,6)
- Back Row Attack** A back row player (zone 1,5,6) contacting a ball that is completely above the height of the net that travels into the plane of the net
- Back Set** A set made when the setter's back is toward the intended hitter
- Ball Handling Error** Any time the official calls a double hit, a thrown ball or a lift
- Beach Dig** An open hand reception of a spike or other hard-driven first ball (legal only in beach play)

Block	Whenever a player(s) blocks an opponent's attack back onto the attacker's court for a point or sideout
Blocking Error	When an official calls a blocker for a violation such as going into the net, center line violation, reaching over the net, or blocking a ball out of bounds
Block Shadow	That area of the court which the block eliminates a hard spike from landing
Boom Ball	Those over-passed balls that kind of hang in the plane of the net for you to pound with absolutely no block up.
Broken Window	Any ball landing directly on the forehead after passing through the fingers of a player attempting to set
Bump Pass	The use of joined forearms to pass a ball in an underhand manner
Bump Set	The use of joined forearms to set a ball in an underhand manner
Camel Toe	Striking a ball with the flat part of knurled index and middle finger (forming a camel toe)
Campfire	A ball landing untouched between three or more players
Candy Cane	A tough serve with a dropping hook...like a candy cane
Center Line	The boundary that runs under the net and divides the court into two equal halves
Chicken Wing	A ball played off the upper arm near the elbow mimicking a chicken flapping its' wings
Closing the Block	Inside blocker coming together to close all holes in a block
Cow Plop	A ball that is unnecessarily "pancaked," not done at full extension, but done from laziness
Cross-Court Shot	An attack that is directed from a corner of the attacker's net to the opposite sideline of the opponent's court
Cupcake	When an attacker gets a great set against a small blocker (or no blocker) and tips the ball
Cut Shot	An attack-hit where the ball travels at a sharp angle
Deep Dish	To cradle the ball for a long time when setting, usually taking it below chin level
Dig	Any ball passed, which has been attacked by the opposition
Dink	A tip by an attacker
Do-or-Die	100% serve-the-damn-ball-in-time
Dollar Please	Phrase said to a player who was so faked out, he or she ended up outside the gym and needs a dollar admission to get back in
Down Ball	A free all type attack that is hit while on the floor rather than a spike off the floor
Dump	When the setter, instead of setting the hitters, dinks the ball over the net
Five-One	Offense run with 5 hitters and 1 setter (setting from back and the front row)

Flare	A hitter hides behind the quick hitter and makes an inside-out approach
Floater	A ball hit with minimal spin that "dances" during flight
Foot Fault	Contacting the endline during a serve attempt
Four-Two	Offense run with 4 hitters and 2 setters (setting from the front row)
Free Ball	A ball the opponent cannot attack and must yield by passing over the net. Blockers drop off the net near the 10 foot line and setter awaits a good pass in the slot
Gator	Defensive play where the heels of the hands are placed on top of each other forming the open mouth of an alligator
Grasshopper	A serve that looks like it's going into the net, but somehow clears it
Husband & Wife	The name given to two players guilty of letting a ball land untouched between them
Joust	When two players on opposing sides attempt to block the ball by vying to push it onto each other's side of the net
J-Stroke	Using a "bent elbow" passing technique to pull a ball out of the net
Kill	A kill occurs any time an attack is unreturnable by the opposition and is a direct cause of the opponent not returning the ball or any time the attack leads directly to a blocking error by the opposition
Kill Percentage	Calculated by the following formula: $(\text{Kills} - \text{Errors}) / \text{Attack Attempts}$
Kong Block	A ball blocked by using only one arm, like King Kong swatting at planes from the Empire State Building
Liberio	A defensive player who wears a different color jersey and is restricted from hand setting the ball in front of the attack line, and attacking the ball above the net
Lollipop	An easy, rainbow arcing serve
Overpass	A ball played over the net on serve reception that is kept in play by the opposing team
Pancake	A defensive play where the ball rebounds off the back of a flat hand in contact with the floor
Pipe	A ball set in the middle of the court, on the ten-foot line, for a back-row player to hit
Service Error	An unsuccessful serve which does one of the following: <ul style="list-style-type: none"> • Fails to clear the net and lands on the side of the team serving • If the serve is out of bounds or hits the antenna • If the server foot-faults or takes too much time • If the server takes more than one toss for service • If a player serves out of rotation (error charged to player who should have been serving)
Six Pack	A term for getting a spiked ball in the face on defense. A "Twelve Pack" actually knocks down the defender. The offending attacker is then obligated to buy the defender a six (or twelve) pack of his/her desired beverage

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- Six-Two** Offense run with 6 hitters and 2 setters (setting from the back row)
- Topspin Serve** A serve that puts a large amount of forward spin on the ball causing it to dive suddenly
- Trap Set** A set too tight and inside the court where the hitter has no choice but to put their hands up near the ball and hope for the best
- Waffle** Ball played off the foot while completely in contact with the ground
- Zero Assist** Occurs when a ball that is set does not directly lead to a kill
- Zero Attack** An outcome of an attack attempt when the ball is kept in play
- Zero Serve** Occurs when a serve does not result in a service ace or service error but play continues