MATCH ONLINE PROCEDURE
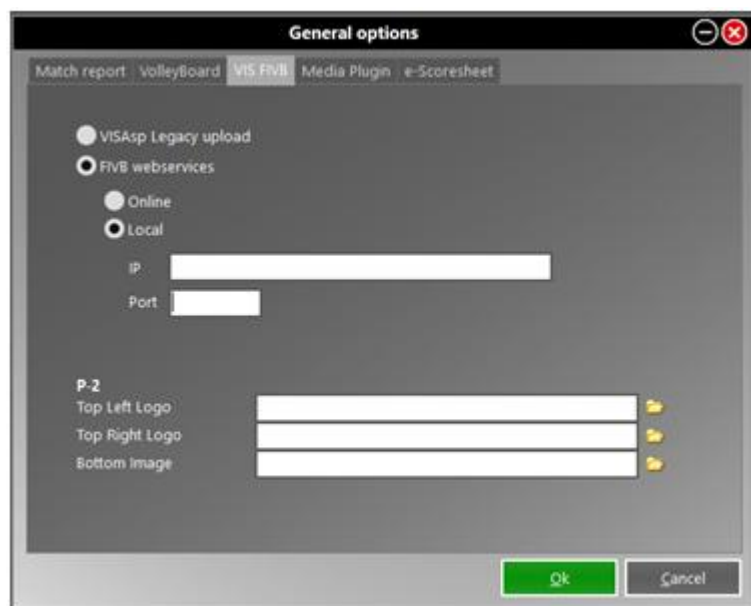
Table of contents

1 Activate Media Plugin

Before starting a match In Data Volley 4, first of all you have to Enable the Online match management from Tools/General Options/Media Plugin.
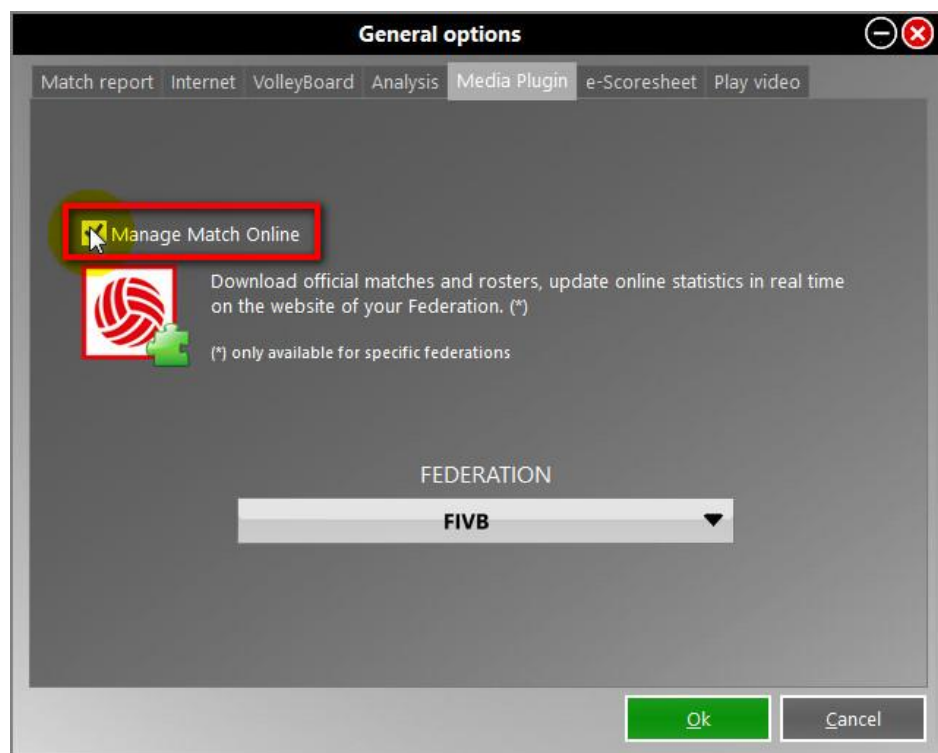
2 VIS FIVB

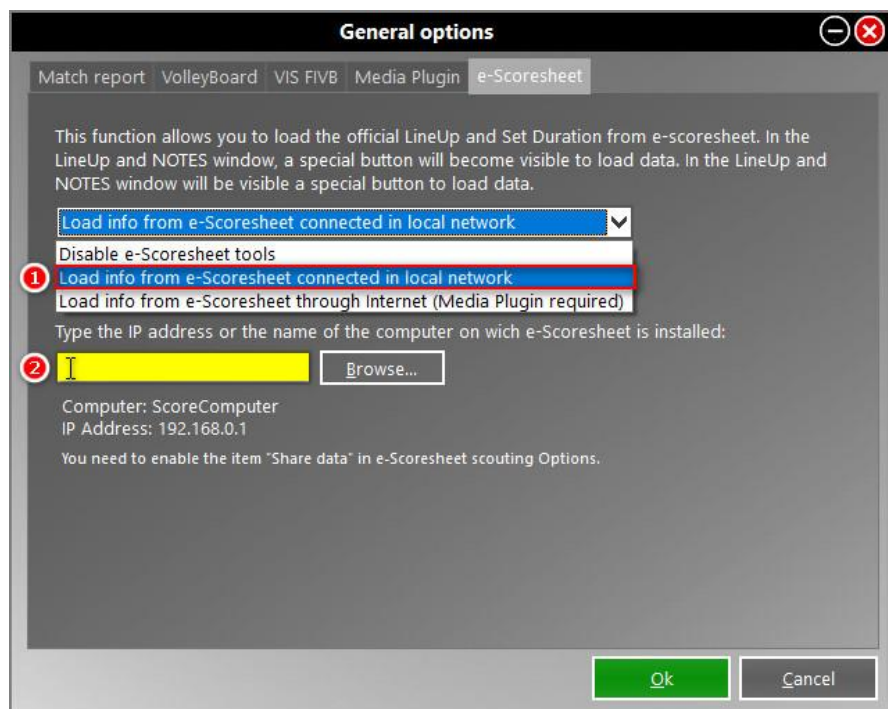The Software will suggest by default the FIVB webservices

It's possible to switch between online and Local.

To activate the local service, please specify IP and password.

Anyway you can select the old VIS procedure if needed. (Click here to have more information)

3 e-Scoresheet

In order to load infromation from e-scoresheet enable the option into General Options -> e-scoresheet
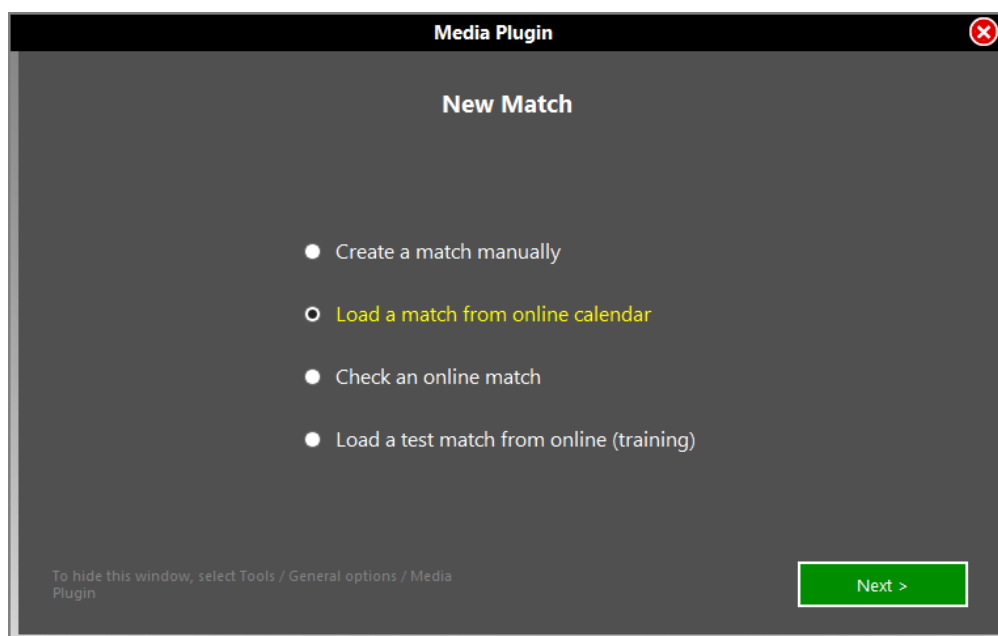
Select "info from e-Scoresheet connected to local network" from the drop-down menu (1).

Type the IP address related to the e-scoresheet PC (2).

Please remember to enable "Share Data" in e-scoresheet scouting options.

4 New Match

By clicking on **[New Match]**, The software will display the following window with these 4 buttons.


Select "Load a match from online calendar" to scout an official match, or "Load a test match from online" to test the functionality of this version by scouting a trial match.

To load a match from calendar follow these steps:

1. Choose "Load a match from online "calendar"
2. Choose FIVB.
3. Choose Competition among those available and click on **[Next]** button.

4. Choose the match you want among those present and click on **[Load Match]** button.
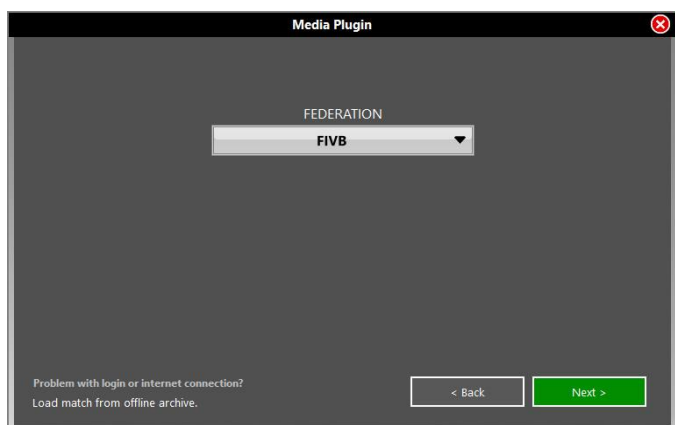
4.1 Media Plugin

Load the match and 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.
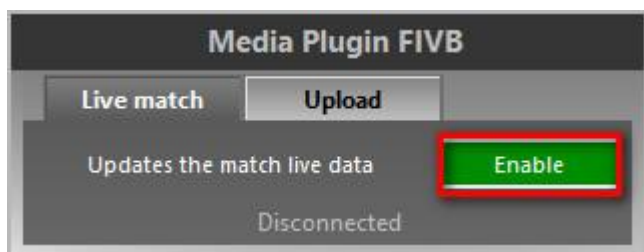
Before starting a match, enable Live Match, needed to update the result online on the FIVB Database.
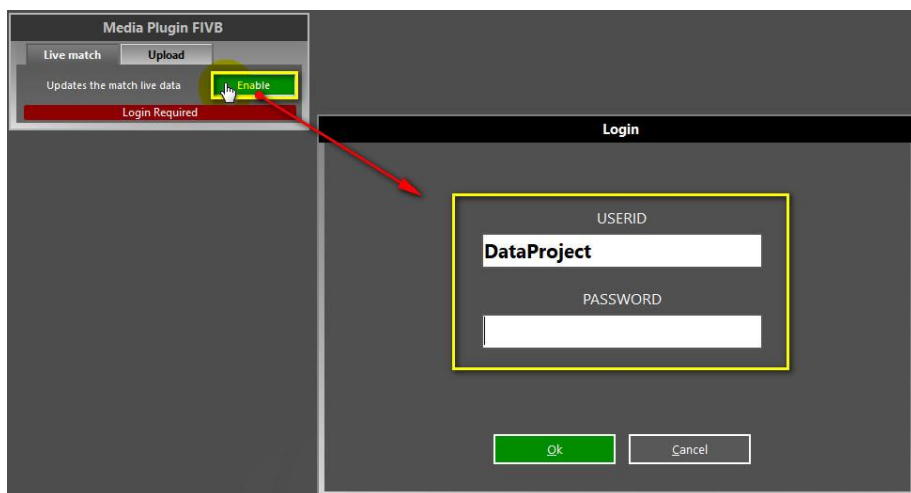
By Enabling the Data update, The Software will ask you to enter your personal FIVB UserID and password.
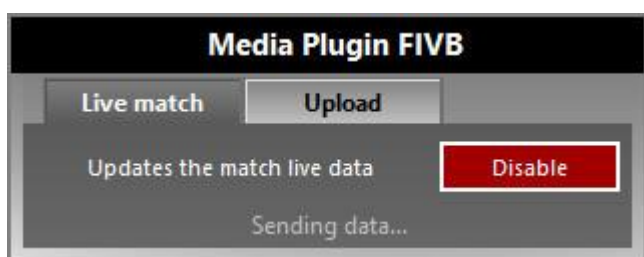
During the Match Data Volley4 will automatically update The Match data on the FIVB Database.
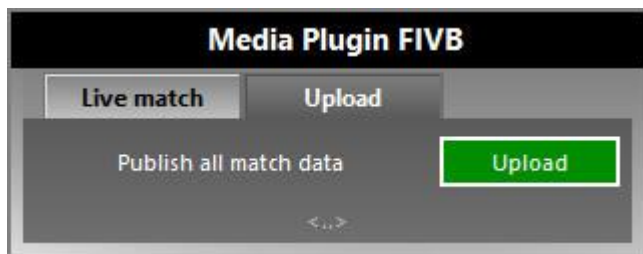
At the end of the match click on
[Upload] to send the official result of
the match.

4.2 Training Match

The Software allows you to load some test matches by selecting the option from the New Match window.
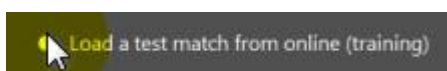
Data Volley 4 will automatically add UserID and Password and suggests the Federation.

Select The Tournament Test, and a match from the list.

5 Scouting

Before scouting a match, enable the option Automatic Set from Tools -> Scouting Options in order to enter the code related to a set when you scout an attack (This option is enabled by default in the Media version).

PLEASE NOTE

If you add an attack the software will check if it's possible to add automatically the set code.

The set code will not entered when the setter attacks.
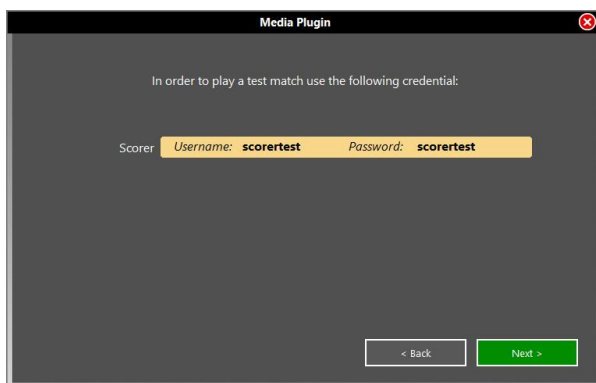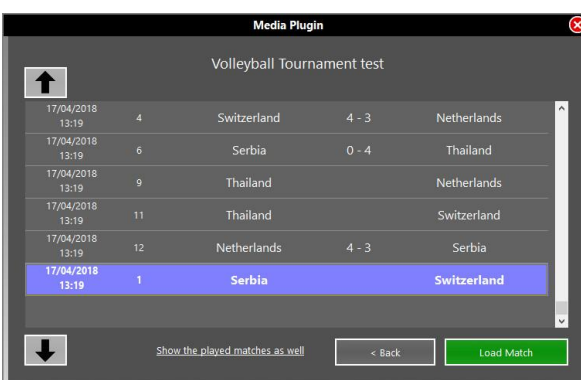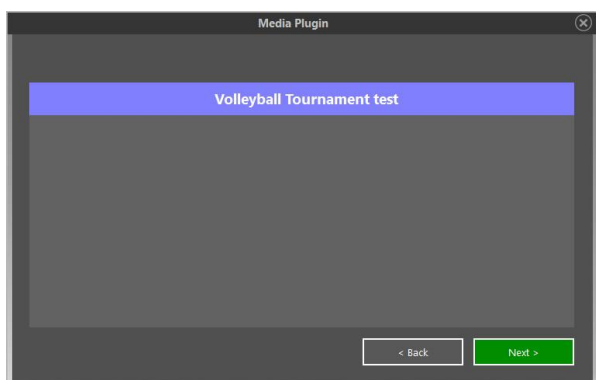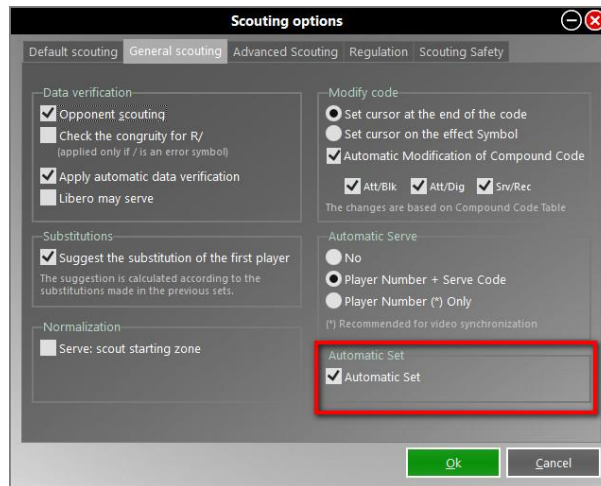

It's possible to add an attack combinations. The Software allows you to customize all attack combinations from the Table related to the Season opened. Please set all attack combinations before to start a Match.

NB it's mandatory to add starting zone and end zone for the following skills: **S**erve, **A**ttack and **B**lock. The coding by cones is not available for the Media Release.

Below the list of skills and related evaluations to enter during the scout session:

Serve: "S" (starting zone; end zone)
- = error
- / when the opponents reception is sent directly in the other court or cannot be attacked.
- - the opponent Team receives the ball # and all attack combinations can be performed.
- + Opponents setter cannot set all attack combinations
- # Ace - Direct Point

Reception: "R" (execution zone)
- = error
- / when The ball is sent directly in the other court or cannot be attacked.
- - the setter cannot set all attack combinations
- + the ball is received within the 3 meter line, more than one attack can be performed but not all the combinations
- # the receptions allows the setter to set all attack combinations.

Attack: "A" (starting zone/combinations/ end zone)
- = error
- / Blocked attack
- - the opponent team can plat the ball again
- + opponent defended with difficulty and the home team can try and play the ball again
- # Winning (direct point)

Block: "B" (execution zone)
- = error (hands out, net ball, ball in own side or opposite side)
- / Invasion (point goes to the other team)
- - the opponent team can play the ball again
- + the ball is touched and can be played again
- # Winning

Set: "E" (add manually only for error or if the ball is set by another player)

- = error
- # when the subsequent attack will be against a 0 or 1 men block
- + in all the other cases

Please find all cases into the following paragraph.

Dig: "D" (execution zone)

- = error
- - when the ball bounces back in the other court
- # every time the ball is defended

Scouting example and explication:
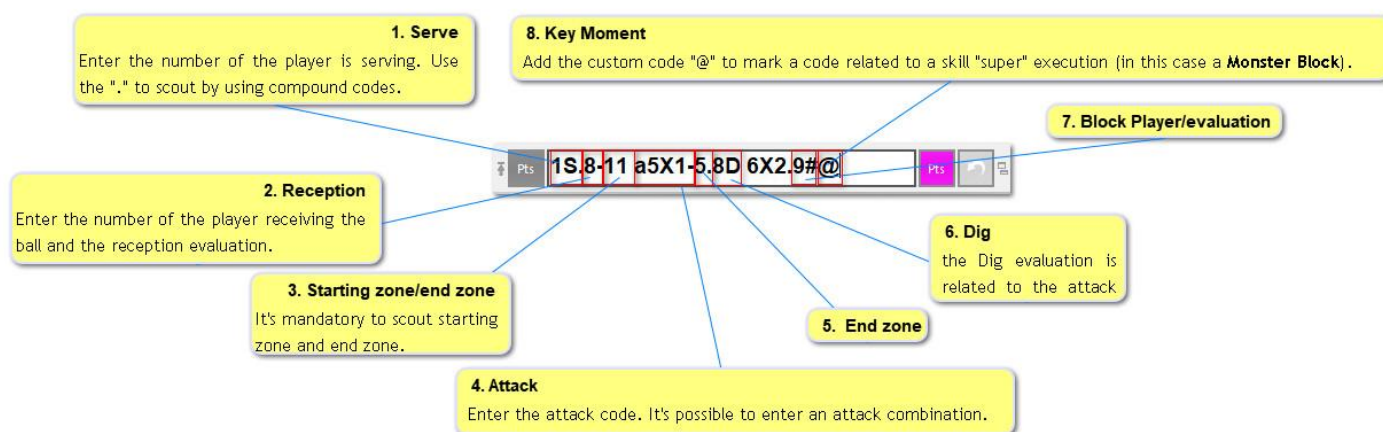
5.1 How to Scout a Set

The Software will automatically add a Set Code everytime you scout an Attack if Automatic set is enabled.

When an attack is against 0 or 1 player block is mandatory to add the evaluation "#".
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:
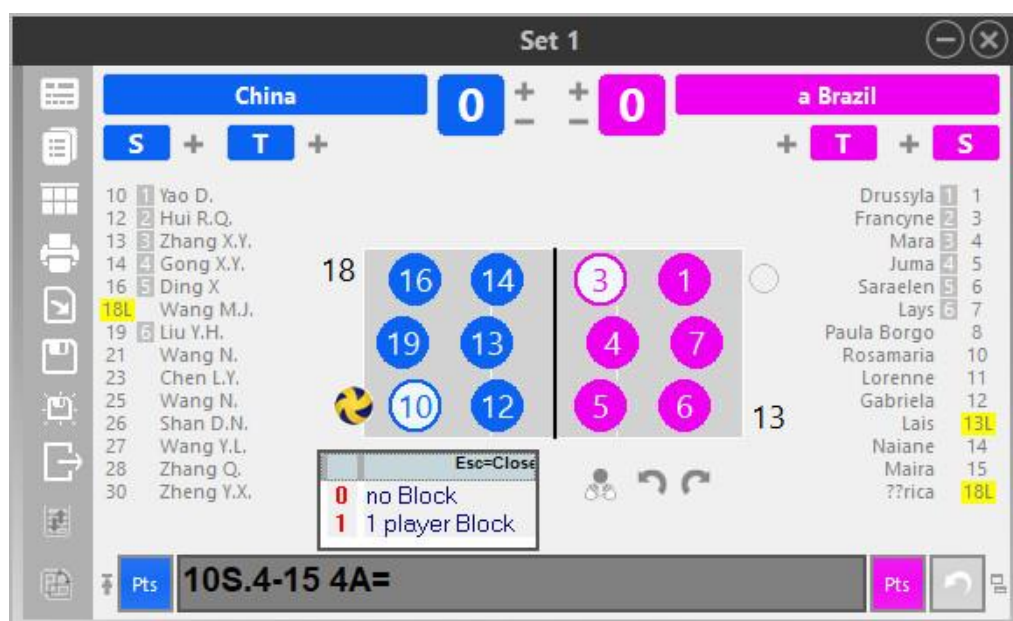
5.2 Key Moment

It's possible to mark a **Monster Block**, a **Super Spike**, a **Super Ace** or a **Super Dig** by adding the custom code @ during the Scout session.
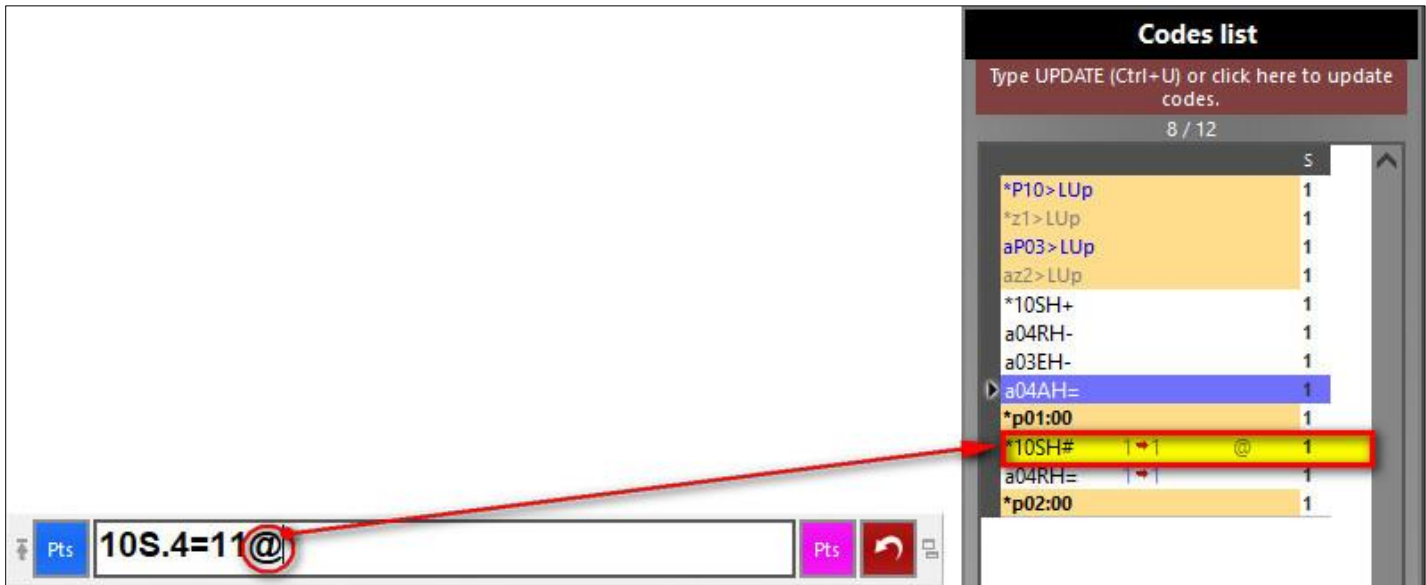
The Software will automatically mark in the code list the Special Moment.

You'll be able to add, delete or modify the custom code during the scouting session by double clicking on the code.
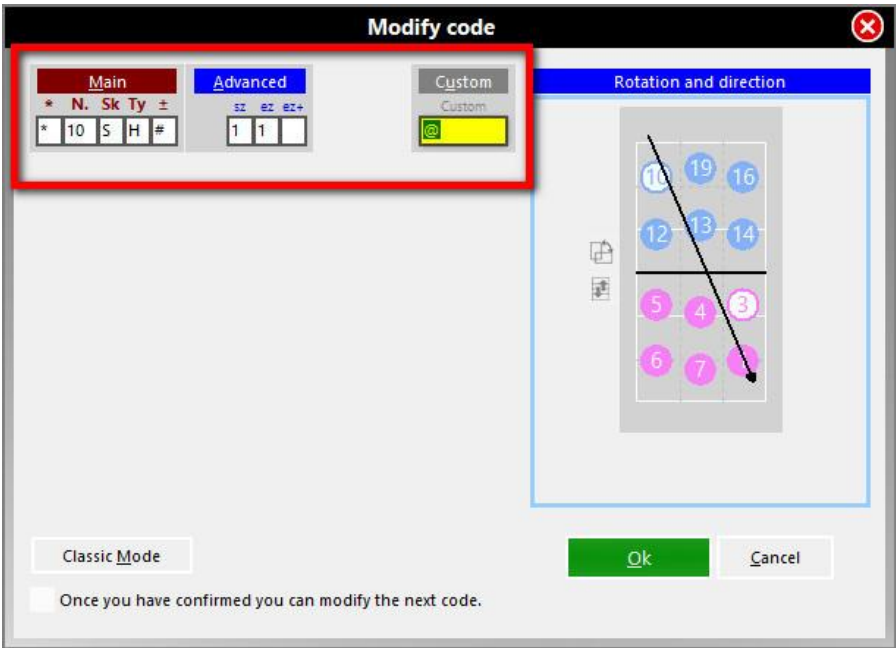
5.3 Mega Rally

The Software allows you to mark a "Mega Rally" by adding the special code % at the end of a rally of interest.

It's always possible the add, delete or modify the custom code, during and after the scout session.

It's possible to mark a Key Moment and a Mega Rally simultaneously, by adding both the codes @ and %.

6 Match Report

The Match Report will contain Key Moments in the column dedicated to the scored point for each skill, In the lower part of the Match report Data related to the Libero digs.

WORLD LEAGUE 2010 FULL TEST
3° Day B

Match report

Italy	3
China	0

Match	20	Spectators	3500
Date	11/03/2016	Receipts	
Time	20.40.00	Hall	Palatricalle
City	Chieti		

Set	Duration	Partial score			Score
1	0.25	8 - 4	15 - 16	21 - 19	25 - 21
2	0.22	8 - 6	16 - 14	21 - 15	25 - 18
3	0.27	8 - 5	16 - 11	21 - 18	25 - 18

Referees	Huhtaniska A. (FIN) - Georgiev I. (BUL)	1.14	75 57

Italy	Set 1 ②3 4 5	Vote	Points Tot BP W-L	Serve Tot Err	P/@	Reception Tot Err Pos% (Exc%)	Attack Tot Err Blo P/@ Pts%	BK P/@
2 L Marra Davide	▭▭▭	.	. . .	. .	.	15 . 93% (80%)	. . . . .	.
3 Parodi Simone		.	. . .	. .	.	. . . .	. . . . .	.
5 C Vermiglio Valerio	6 6 6	7.2	6 4 +6	7 .	1/1	. . . .	5 . . 4 80%	1
7 Lasko Michal	3 3 3	6.3	12 3 +7	16 1	.	. . . .	20 2 2 10/2 50%	2
8 Maruotti Gabriele	1 1 1	6.3	7 3 +2	14 1	.	19 2 74% (58%)	13 2 . 7 54%	.
12 Buti Simone	2 2 2	6.9	8 2 +7	13 1	.	. . . .	9 . . 6/1 67%	2/1
13 Travica Dragan	▭▭▭	.	1 1 +1	. .	.	. . . .	. . . . .	1
14 Fei Alessandro		.	. . .	. .	.	. . . .	. . . . .	.
15 Birarelli Emanuele		.	. . .	. .	.	. . . .	. . . . .	.
17 Sala Andrea	5 5 5	6.7	9 4 +3	8 4	1	. . . .	8 1 1 6 75%	2
18 Cernic Matej	4 4 4	6	8 4 +4	14 2	2	12 1 58% (33%)	10 . 1 5/2 50%	1
19 Zaytsev Ivan	▭▭▭	.	. . .	1 .	.	. . . .	. . . . .	.

Players total			51 21 +30	73 9	4	46 3 76% (59%)		**Key Moments**	9

Points won:	Ser	Att	Blo	Op.Er					
Set 1	2	14	3	6	24 2 2	18 . 89% (78%)	25 2 3 14 56%	3
Set 2	1	14	3	7	25 2 1	13 2 62% (54%)	20 2 1 14 70%	3
Set 3	1	10	3	11	24 5 1	15 1 73% (40%)	20 1 . 10 50%	3

Head Coach ANASTASI Andrea
Assistant GARDINI Andrea

China	Set ①2 ③4 5	Vote	Points Tot BP W-L	Serve Tot Err	P/@	Reception Tot Err Pos% (Exc%)	Attack Tot Err Blo P/@ Pts%	BK P/@
1 Bian Hongmin	5 5 5	6.4	6 1 +4	7 1	.	. . . .	9 1 . 4 44%	2/1
4 Zhang Chen		.	. . .	. .	.	. . . .	. . . . .	.
6 Liang Chunlong	2 2 2	5.5	2 . +1	10 .	.	1 . 100% (100%)	9 1 . 2 22%	.
7 Zhong Weijun	4 4 4	5.5	8 4 -7	12 4	1	18 2 50% (39%)	19 3 6 6 32%	1
8 Cui Jianjun	1 1 1	6.2	10 1 +4	11 3	.	21 1 71% (48%)	16 . 2 9 56%	1
9 Jiao Shuai	6 6 6	6.8	. . .	5 .	.	1 . . .	. . . . .	.
10 Chen Ping	3 3 3	6.5	15 3 +9	10 3	2/1	. . . .	20 2 1 13/2 65%	.
11 Yu Dawei	▭ ▭	.	2 1 +1	2 1	.	. . . .	2 . . 2 100%	.
12 C Shen Qiong	▭ ▭	.	. . .	. .	.	. . . .	. . . . .	.
13 Jiang Kun		.	. . .	. .	.	. . . .	. . . . .	.
15 Li Runming	▭▭▭	9	. . -1	2 1	.	. . . .	. . . . .	.
16 L Ren Qi	▭▭▭	.	. . -1	. .	.	23 1 65% (61%)	. . . . .	.

Players total			43 10 +10	59 13	3	64 4 62% (50%)	75 7 9 36 48%	4

Points won:	Ser	Att	Blo	Op.Er					
Set 1	.	14	3	4	22 4 .	22 2 64% (45%)	30 2 3 14 47%	3
Set 2	2	11	1	4	18 5 2	23 1 57% (43%)	22 2 3 11 50%	1
Set 3	1	11	.	6	19 4 1	19 1 68% (63%)	23 3 3 11 48%	.

Head Coach ZHOU Jianan
Assistant XIE Guochen

Italy							China
		Dig (Libero)					
		Tot	Team%	Err	Err	Team%	Tot	
2 Marra Davide	15	42%	.	3	44%	15	Ren Qi 16

BP	Break point	Pts	Points
Err	Error	Blo	Blocked
Pos%	Positive +#	Exc	Excellent
W-L	Won - Lost	▭	Substitute
n	Starting line-up		
n	Starting Setter	○	Starting Srv
P/@	Key Moments		

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

Data Volley 4 Media - Media - Scout man: Milocco - Zambolin

It's possible to print the Match Report in P2 format, before to distribute it to the FIVB supervisor, check that all the data (referees, spectators, set, etc.) are present and correct.

Select the Print P2 option from "Reports".

P-2 VOLLEYBALL - Match result

WORLD LEAGUE 2016

FIVB WORLD LEAGUE — FIV3

Match: D62   Date: 16.07.2016   Spectators:

City: Krakow (POL)
Hall: TAURON Arena
Match duration: Start: 20.30   Total: 2.19

Teams	Sets	1	2	3	4	5	Total
FRA	1	16	25	26	31		98
BRA	3	25	23	28	33		109
Set duration		0.28	0.29	0.36	0.46		2.19

Referees:

FRA FRANCE   1 2 3 4 5 Pts

			1 2 3 4 5	Pts
2	L	GREBENNIKOV Jenia	L L L L	
4		ROUZIER Antonin	■ ■ ■ ■	28
5		CLEVENOT Trevor	□ ■	5
6		TONIUTTI Benjamin	■ ■ ■ ■	
7	L	TILLIE Kevin	L L L L	
9		NGAPETH Earvin	■ ■ ■ ■	15
10		LE ROUX Kevin	■ ■ ■ ■	11
11		LYNEEL Julien	□ □ ■ ■	9
13		PUJOL Pierre	□ □	
14		LE GOFF Nicolas	■ ■ ■ ■	5
15		D'ALMEIDA Horacio		
16		MARECHAL Nicolas	■	2
17		LAFITTE Franck	□	
18		ROSSARD Thilbault	□	

Coach: Laurent TILLIE
Assistant: Arnaud JOSSERAND

BRA BRAZIL   1 2 3 4 5 Pts

			1 2 3 4 5	Pts
1		REZENDE Bruno	■ ■ ■ ■	
2		SANTOS Isac		
3		CARBONERA Eder	□ ■	1
4		DE SOUZA Wallace	■ ■ ■ ■	29
6	L	BRENDLE Tiago	L L L L	
7		ARJONA William	□ □ □	
10	L	DUTRA SANTOS Sergio	L L L L	
12		FONTELES Luis Felipe	□	
13		SOUZA Mauricio	■ ■ ■	8
14		SOUZA Douglas		
16		SAATKAMP Lucas	■ ■ ■ ■	12
17		GUERRA Evandro	□ □ □	3
18		LUCARELLI Ricardo	■ ■ ■ ■	22
19		BORGES Mauricio	■ ■ ■ ■	8

Coach: Bernardo Rezende
Assistant: Roberley Leonaldo

TEAMS AND PLAYERS PERFORMANCES

Won Pts	Total Att	No Name	Scoring Skills	Won Pts	Total Att	No Name
57	126	Total Team		64	113	Total Team
25	48	4 ROUZIER Antonin	Spike	25	43	4 DE SOUZA Wallace
13	26	9 NGAPETH Earvin		18	28	18 LUCARELLI Ricardo
6	13	10 LE ROUX Kevin		9	14	16 SAATKAMP Lucas
8	47	Total Team		14	62	Total Team
3	8	11 LYNEEL Julien	Block	4	7	13 SOUZA Mauricio
2	7	10 LE ROUX Kevin		3	4	18 LUCARELLI Ricardo
1	6	9 NGAPETH Earvin		3	18	16 SAATKAMP Lucas
10	98	Total Team		5	108	Total Team
3	15	10 LE ROUX Kevin	Serve	2	17	4 DE SOUZA Wallace
2	5	5 CLEVENOT Trevor		1	13	19 BORGES Mauricio
2	12	11 LYNEEL Julien		1	16	3 CARBONERA Eder
23		Total Team	Opp.error	26		Total Team
98	271	Total Team	Total	109	283	Total Team
28	72	4 ROUZIER Antonin	Best Scorer	29	71	4 DE SOUZA Wallace

■ Starting line-up   Pts = Points scored   nn = Captain
□ Substitute   Atts = Attempts   L = Libero
Opp = Opponent

MIKASA   Gerflor thefooringroup   MIKASA   Gerflor thefooringroup   MIKASA

VIS, FIVB   03.07.2017 14.38.30   Page 1

7 Appendix: Vis Procedure (old)

7.1 Login

In the menu Tools/General options/VIS FIVB section, set:

a. tournament code: /(competition code) received by FIVB [example WL2017]

b. user ID: received by FIVB

c. password : received by FIVB

7.2 First Scoutman procedure (serves, receptions and attacks)

Load the match and insert the players on the online roster for each team (you can still add players manually).
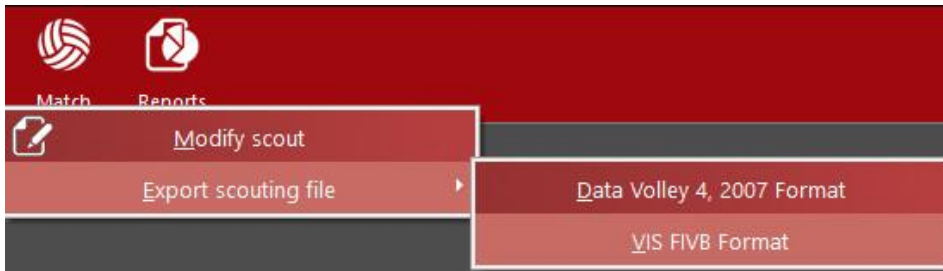

Before starting a match, enable Connect, needed to update the result online on the FIVB website.
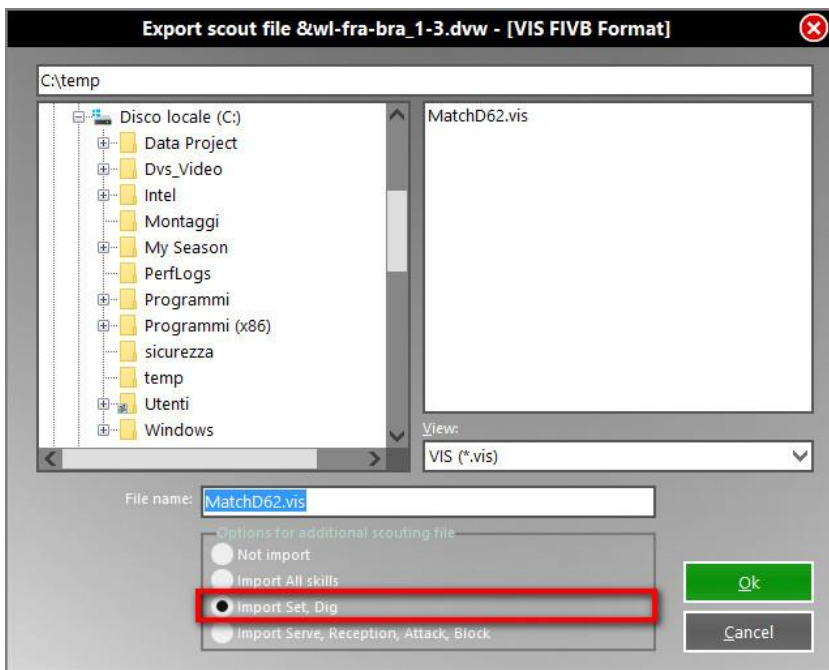
7.2.1 Upload procedure

At the end of the match, To upload the match in ".vis" format, use the FTP procedure.

To export in Vis FIVB Format select this option from the match menu.

the software will show the following window in which you can select to add or not set and dig.

then click on [OK] to complete the export procedure.

7.3 Second Scoutman procedure (sets and digs)

During FIVB International events, in addition to the scoutman which detect scout standard skills such as serve/reception attack/Block, a second scoutman is required in order to scout set/dig on another PC.
This is the syntax of these skills:

1. **Set: "E"**
- = error
- # when the subsequent attack will be against a 0 or 1 men block
- + in all the other cases

2. **Dig: "D"**
- = error
- - when the ball bounces back in the other court
- # every time the ball is defended

Again, the Sets and Digs will be scouted through Data Volley from the Secondary Laptop. In this case it is advised to preset function keys for the setters of both teams use the keyboard remapping option accordingly.

DataProject | genius sports
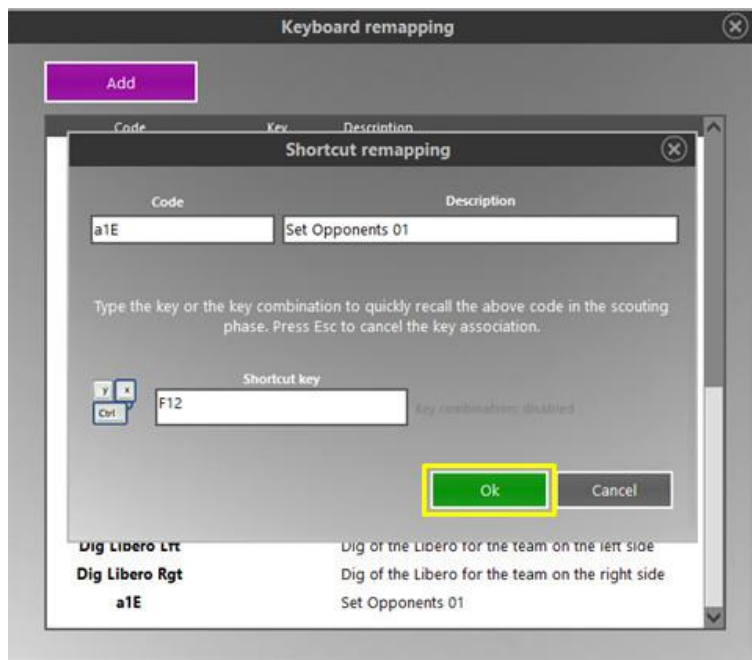
It will be better, always in the Data Volley on Secondary Laptop to preset the Dig as default skill. In the menu File/Tools/Default Scouting, select the Dig code instead the Attack and set # instead +. This change will allow the operator to scout all the digs just entering the player's number without typing the letter D and the # evaluation; eventually, type = for the mistakes or the evaluation – for the balls that go in to other court.
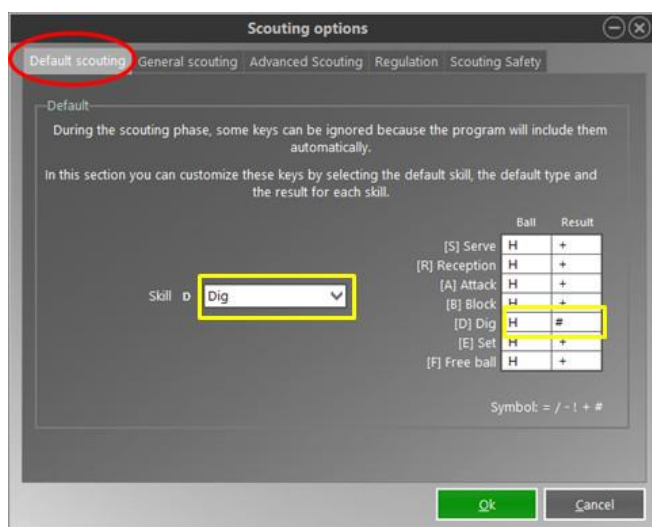
The second scoutman loads the same match of the first scoutman then inserts the players on the online roster for each team or adds players manually. He can load information about the Line-Up directly from e-scoresheet, the software to compile the official scoresheet (if available).

Before the match starts, remember to leave "Live Score" as Disconnected, only the first scoutman has to enable this option

At the end of the match, Save the scout on a pen drive to give to the first scoutman who will upload all data about the Match.

DataProject | genius sports