

Volleyball Glossary

- **Ace:** A botched serve after which the opponent is awarded a point.
- **Antenna:** Vertical rods mounted above the sidelines and close to the edges of the net, and usually used for indoor courts.
- **Approach:** Moving quickly toward the net or ball in an attempt to make a play.
- **Assist:** Helping a teammate set up a kill.
- **Attack Block:** A receiver's attempt to block a spiked ball.
- **Attack Error:** An attack botched in one of five ways: It lands out of bounds, the ball goes into the net, the opponent blocks the ball, the attacker commits a center violation, or the attacker illegally contacts the ball.
- **Attack Line:** Also called "the 10-foot line"; the line that divides the front row players from the back row players.
- **Attack:** The offensive act of hitting the volleyball.
- **Attacker:** Also called "hitter" or "spiker". An offensive player who tries to hit the ball to end a play and ultimately earn a point for his team.
- **Back Court:** The space from the end line to the attack line.
- **Back Row Attack:** A back row player attacks the ball.
- **Back Set:** A set delivered from behind the setter to an attacker.
- **Beach Dig:** Also called "deep dish", a method of receiving the ball open-handed.
- **Block Assist:** Two or more teammates help block a spiked ball.
- **Block:** A defense play by teammates intended to keep a spiked ball in the offense court.
- **Bump/Bump Pass:** To pass the ball using locked forearms.
- **Campfire/Campfire Defense:** Two or more players surround a ball that lands on the floor.
- **Carry:** A botched pass involving prolonged contact with the ball.
- **Centerline Violation:** Crossing the centerline and entering the opponent's half.
- **Centerline:** The floor line running the length of the net that divides the court in half.
- **Chester:** A hit to the chest.
- **Closing the Block:** Teammates close the space between two blockers to prevent the ball from passing between them.
- **Coach Kill:** The opponent fouls immediately after the coach calls a time out or substitution.
- **Cover the Hitter:** Attacking players surround a spiker to protect opponent rebounds.
- **Cross Court Shot:** An attack delivered at an angle across the court from one side of the net to the other.
- **Cut Shot:** A spike delivered at a sharp angle across the net.
- **Decoy:** An offensive play set up to disguise the receiving spiker.
- **Deep Dish:** Also called "beach dig"; to receive the ball open-handed.
- **Deep Set:** A set hit away from the net in an effort to throw off blockers.
- **Dig:** Diving deep to pass a spiked or fast-moving ball close to the floor.
- **Dink:** A one-handed move gently around blockers using the fingertips.
- **Double Block:** Two players working in tandem to deflect a ball hit close to the net.
- **Double Hit:** Two or more hits in a row by the same player.
- **Double Quick:** Two hitters quickly approach the setter.
- **Down Ball:** A defense call on a ball hit overhand so far from the net that the defense choose not to block it.
- **Dump:** A soft hit near the net, as opposed to a spike, intended to throw off the offense.

- **Facial:** Also called "six-pack"; a blocker gets hit in the head or face by the spiker.
- **Fish:** A player who gets hung up in the net.
- **Five-one:** A six-player team that involves five hitters and one setter.
- **Flare:** A strategic move from the inside out designed to fake the opponent. A teammate runs a deceptive play, then the attacker quickly moves from the inside to attack on the outside.
- **Floater:** A served ball with no spin.
- **Forearm Pass:** Or simply "pass", a play made with the inside forearms locked at the wrists.
- **Foul:** Rule violation.
- **Four Set:** Also called "shoot set"; a set one foot from the sideline and one to two feet from above the net for the outside hitter.
- **Four Two:** Six-player team using four hitters and two setters.
- **Free Ball:** A ball returned on a pass and not on a spike.
- **Free Ball:** A gentle return of the ball by the opponent.
- **Free Zone:** Area outside the boundaries of the court.
- **Front Slide:** Sliding into position in front of the setter.
- **Front:** The front net position to block the attacker.
- **Heat:** A very hard spike.
- **Held Ball:** A ball resting in a player's arms or hands resulting in a foul.
- **Hit:** A jump strike of the ball with the palm of the hand.
- **Hitter:** The "spiker" or "attacker".
- **Hitting Percentage:** Total kills minus total attack errors divided by the number of attempts.
- **Husband-and-wife Play:** Slang phrase referring to a ball that drops between two players who fail to communicate.
- **Inside Shoot:** A strategic play in which the attacker feigns a quick hit for a medium-height hit.
- **Isolation Play:** A play intended to pit the attacker on a specific defender.
- **Joust:** Opposing players volley the ball above the plane of the net.
- **Jump Serve:** A jump spike of the ball by the server.
- **Key:** Predicting the opponent's next move, based on play patterns.
- **Kill:** A hit immediately resulting in a point or out.
- **Kong:** A one-handed block so-named after the infamous King Kong's moves.
- **Let Serve:** A net serve. Playable if it makes it over the net, dead if not.
- **Line Serve:** A straight serve landing on the opponent's left sideline.
- **Line Shot:** A spiked shot landing on the opponent's sideline.
- **Line:** A straight sideline attack.
- **Lollipop:** A gentle serve often resulting in getting "licked".
- **Middle Back:** The back row middle player assigned to cover deep spikes.
- **Middle Blocker:** The front row middle player assigned to block close-net spikes.
- **Middle Up:** The back row middle player assigned to cover dinks and short shots.
- **Middle:** The middle front or back player.
- **Mintonette:** The original name for the game of volleyball, given by William G. Morgan.
- **Net Violation:** A part of the uniform or body illegally contacts the net.
- **Off-speed Hit:** A low-impact spike with a spin.
- **Offside Block:** The net player opposite the attacker side.
- **Outside Hitter:** A right or left-front attacker that approaches the ball from the outside.
- **Overhand Pass:** An open-handed pass made from above the forehead.
- **Overlap:** The rotation positions of players before the serve.
- **Pancake:** A bounce off the back of the hand by a player who dives to the floor to save the ball.

- **Pass:** Also called "forearm pass"; a play using the underside of the forearms connected at the wrists.
- **Penetration:** A block in which the player reaches across and breaks the plane of the net.
- **Pepper:** A drill in which two players pass, set, and volley the ball.
- **Point of Service:** An "ace", or point-winning serve.
- **Power Tip:** A powerful push or control of the ball by the attackers.
- **Quick Set:** An above-the-net strategy in which the hitter anticipates the setter's play and is in the air before the set is executed.
- **Ready Position:** A player's neutral, alert stance prior to moving on the ball.
- **Reception Error:** A botched receive that could have otherwise been returned.
- **Red Card:** The final penalty given by an official after two yellow card warnings, which could result in a player's or team's disqualification from the game.
- **Roll:** Quick return of a close-to-the-floor ball whereby the digger or passer rolls the ball over his arms, back or shoulders.
- **Roof:** A spike block that deflects the ball directly to the floor.
- **Rotation:** The clockwise movement of players around the court after a side out.
- **Screening:** Illegal obstruction of an opposing server's field of vision.
- **Serve:** To set the ball in play.
- **Server:** The player who sets the ball in play.
- **Service Ace:** A serve that bounces off the floor or is struck by the passer so that a second hit is not possible.
- **Service Error:** A serve in which the ball hits or fails to clear the net, the ball goes out of bounds, or the server faults.
- **Service Winner:** The serving team earns a point directly after having served the ball.
- **Set:** Strategic passes among players intent to direct the ball to a spike.
- **Setter:** The second of three players in a series passes, who sets the ball up with an overhand pass to a hitter.
- **Shank:** An extremely botched pass.
- **Side Out:** The receiving team is given the serve because the serving team commits an error.
- **Six-pack:** A spiked ball hits the blocker in the face or head.
- **Six-two:** An offense using six players and two setters opposite each other on rotation.
- **Spike:** A strike with intent to kill the ball on the opponent's side.
- **Strong Side:** A right-handed hit from the left front row, and visa versa.
- **Stuff:** Slang for "block", a hit deflected by blockers back to the attacker's court.
- **Tandem:** A play intended to surprise blockers wherein a player directly behind another attacks the ball.
- **Tip:** Control of the ball with the fingers, also called "dink" or "dump".
- **Tool:** A "wipe" or hit that bounces off blockers' arms and out of bounds.
- **Turning In:** The outside blocker turns his body in toward the court in order to deflect the ball inbounds.
- **Weak Side:** A right-handed player plays from the right front side of the court, and visa versa.
- **Wipe:** Also called "tool", a deliberate hit of the ball off a blocker's arms and out of bounds.
- **Yellow Card:** A warning of misconduct given by an official to a player. Two yellow cards is an automatic red card, in which a player or team is disqualified from the game.