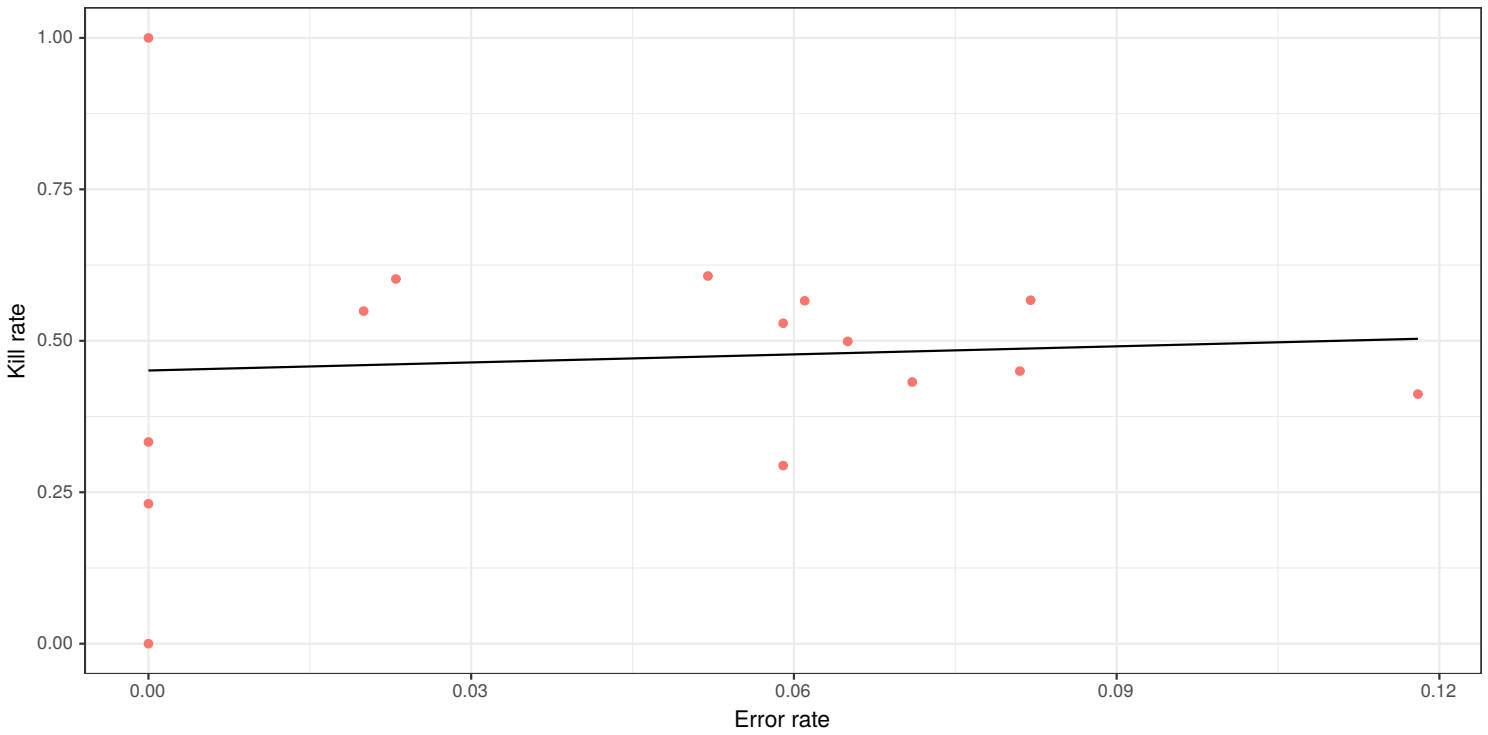
Attack
Dataset: 2019-20 VL. Team: JTEKT Stings 2019-20

1 Table

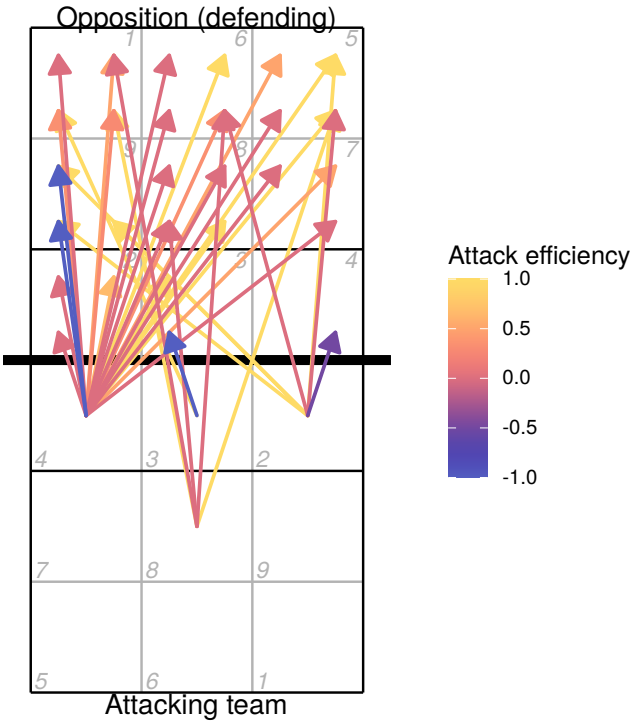
Number	Name	Role	N attacks	Err rate	Block rate	Kill rate	Adjusted kill rate	Attack eff	True eff	First attack kill rate	Rally win rate	% attacks vs no block	Kill % vs no block	% attacks vs single block	Kill % vs single block	% attacks vs double block	Kill % vs double block	% attacks vs triple block	Kill % vs triple block	% blockers not recorded	% high attacks	% head attacks	% quick attacks	% other attacks
14	YUJI NISHIDA	opposite	1045	0.082	0.073	0.567		0.411	0.386	0.606	0.711	2.8	51.7	16.2	69.8	68.4	55.7	12.6	46.2	0	31.8	0.0	0.0	68.2
6	MATEY KAZIYSKI	outside	734	0.065	0.061	0.499		0.372	0.312	0.511	0.689	5.0	54.1	17.8	53.4	66.3	49.3	10.8	45.6	0	32.2	0.0	0.0	67.8
5	SHUHAN RAO	middle	299	0.023	0.023	0.602		0.555	0.512	0.606	0.773	9.0	70.4	51.5	58.4	38.1	60.5	1.3	50.0	0	2.3	0.0	92.0	5.7
1	YUTO FUJINAKA	outside	155	0.071	0.090	0.432		0.271	0.187	0.458	0.613	5.2	75.0	27.7	51.2	62.6	38.1	4.5	28.6	0	27.7	0.0	0.0	72.3
19	HIROAKI ASANO	outside	149	0.081	0.101	0.450		0.268	0.195	0.463	0.591	2.7	50.0	24.8	62.2	65.8	38.8	6.7	40.0	0	34.9	0.7	0.0	64.4
3	YAMATO FUSHIMI	middle	135	0.052	0.022	0.607		0.533	0.496	0.654	0.741	13.3	66.7	51.9	67.1	34.8	48.9	0.0		0	2.2	0.0	94.1	3.7
4	TAICHI FUKUYAMA	middle	99	0.061	0.051	0.566		0.455	0.394	0.577	0.717	5.1	80.0	56.6	55.4	38.4	55.3	0.0		0	1.0	0.0	93.9	5.1
11	RYOSUKE HAKAMAYA	opposite	51	0.020	0.020	0.549		0.510	0.451	0.514	0.745	7.8	50.0	41.2	57.1	47.1	50.0	3.9	100.0	0	25.5	0.0	0.0	74.5
2	AKITOMO KANAMARU	middle	17	0.059	0.000	0.529		0.471	0.412	0.562	0.824	11.8	100.0	58.8	50.0	29.4	40.0	0.0		0	0.0	0.0	100.0	0.0
8	HIROYA KORI	outside	17	0.118	0.000	0.412		0.294	0.294	0.308	0.706	0.0		29.4	40.0	70.6	41.7	0.0		0	23.5	0.0	0.0	76.5
15	SOTA NAKANE	setter	17	0.059	0.059	0.294		0.176	-0.118	0.000	0.529	17.6	33.3	82.4	28.6	0.0		0.0		0	23.5	0.0	0.0	76.5
7	KOHEI YANAGISAWA	outside	13	0.000	0.154	0.231		0.077	0.000	0.286	0.538	7.7	100.0	15.4	0.0	69.2	22.2	7.7	0.0	0	23.1	0.0	0.0	76.9
10	MITSUKI KOBAYASHI	setter	9	0.000	0.000	0.333		0.333	0.222	0.250	0.556	33.3	100.0	66.7	0.0	0.0		0.0		0	0.0	0.0	0.0	100.0
9	MASATOSHI TATSUMI	middle	3	0.000	0.000	1.000		1.000	1.000	1.000	1.000	0.0		33.3	100.0	66.7	100.0	0.0		0	0.0	0.0	100.0	0.0
16	SHO KUBOYAMA	setter	2	0.000	0.000	0.000		0.000	0.000	0.000	1.000	0.0		100.0	0.0	0.0		0.0		0	0.0	0.0	0.0	100.0

2 Scatter plot



3 Court plots

name: HIROAKI ASANO



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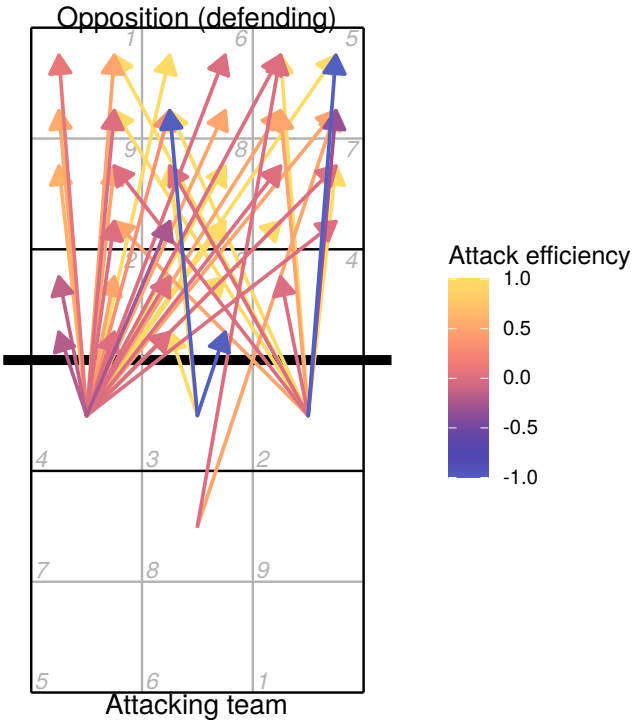
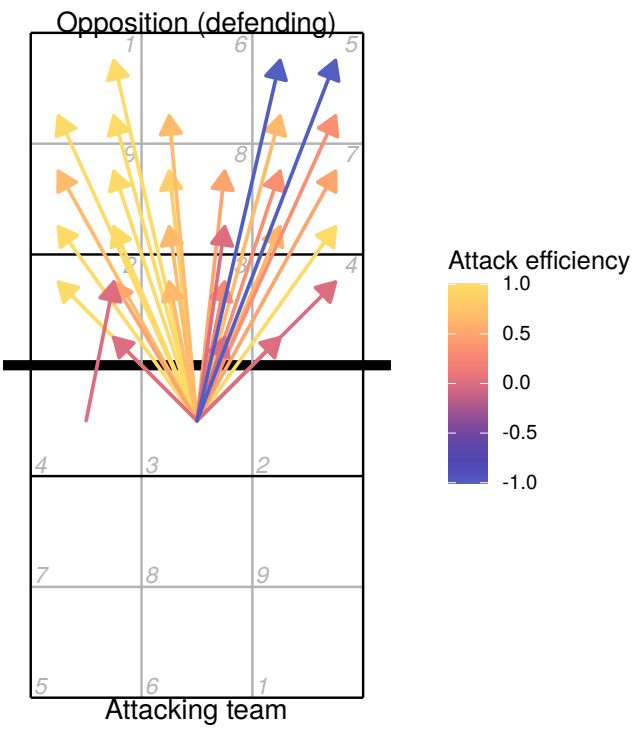
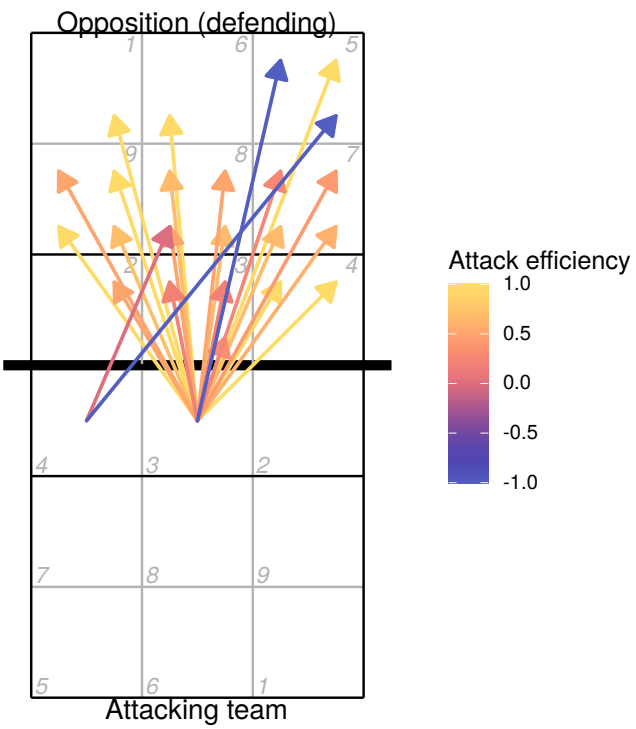


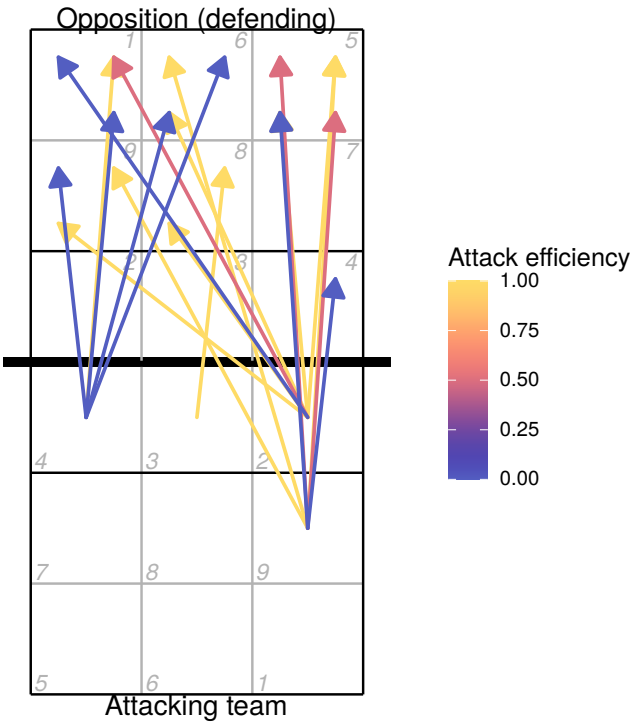
name: TAICHI FUKUYAMA



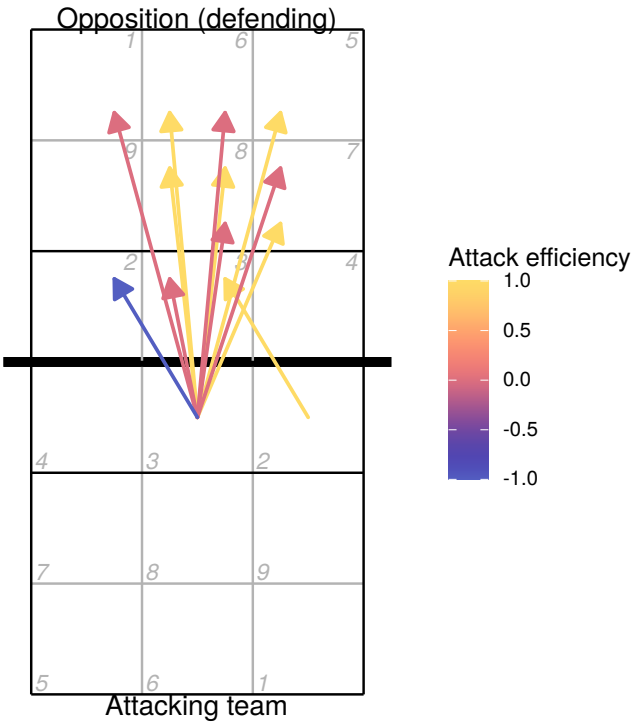
name: YAMATO FUSHIMI



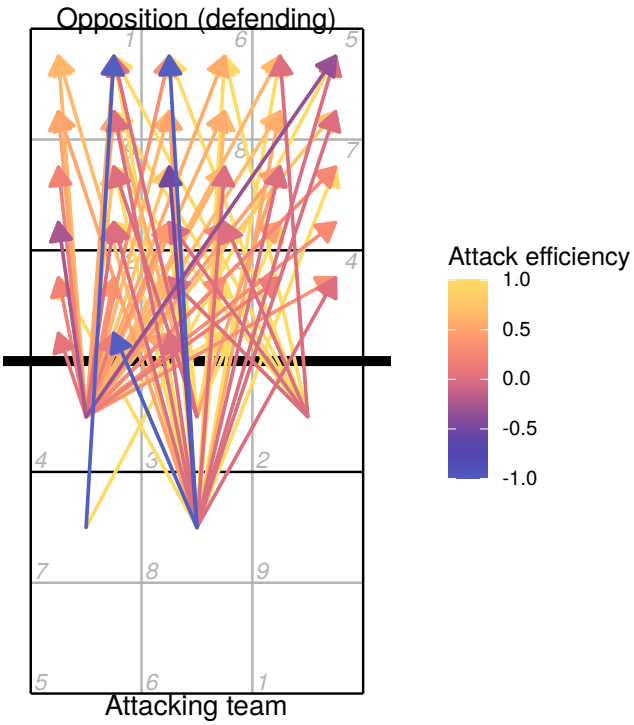
name: RYOSUKE HAKAMAYA



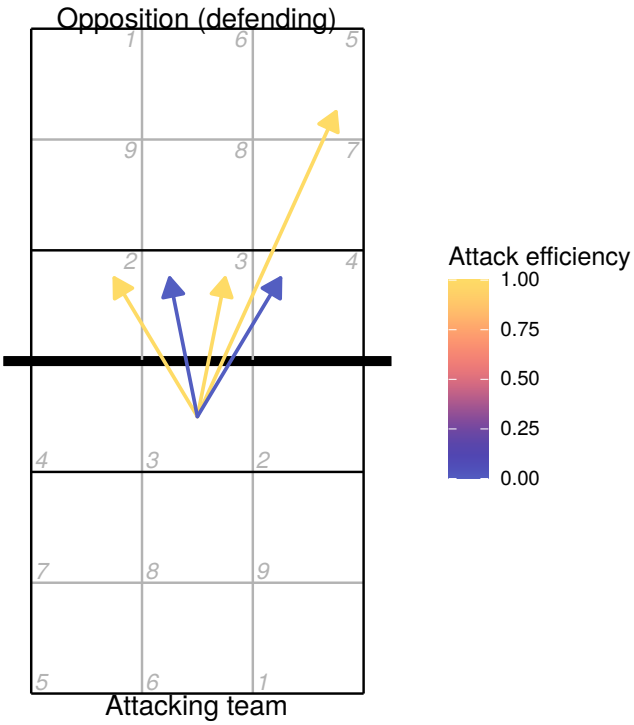
name: AKITOMO KANAMARU



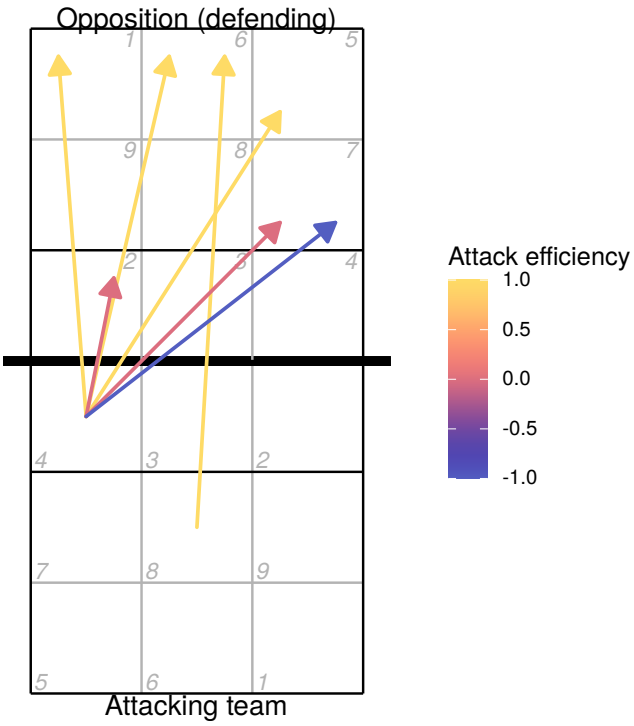
name: MATEY KAZIYSKI



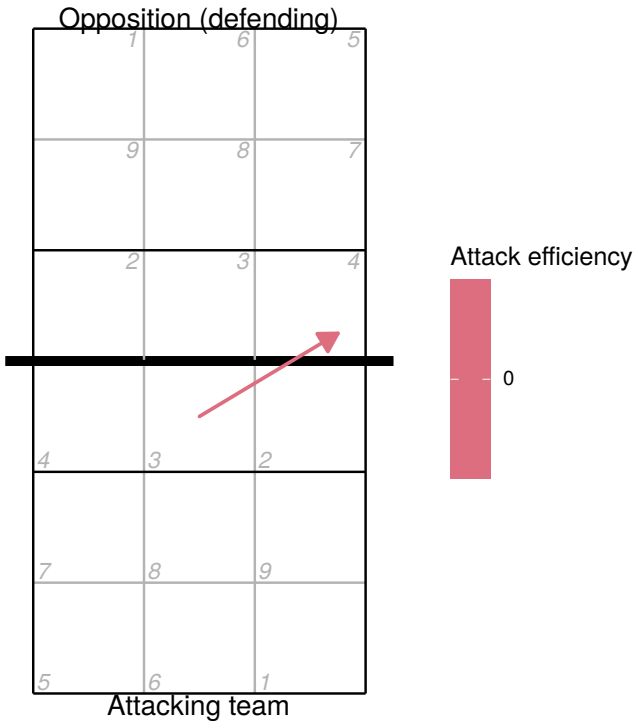
name: MITSUKI KOBAYASHI



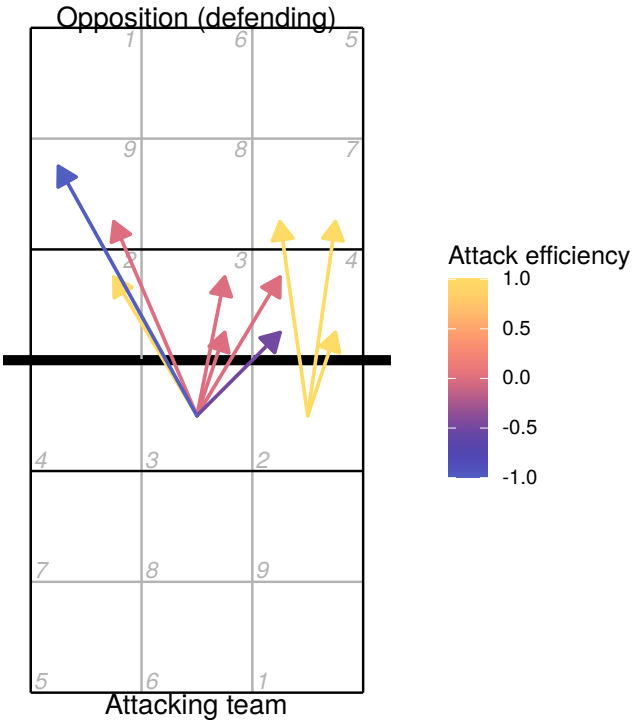
name: HIROYA KORI



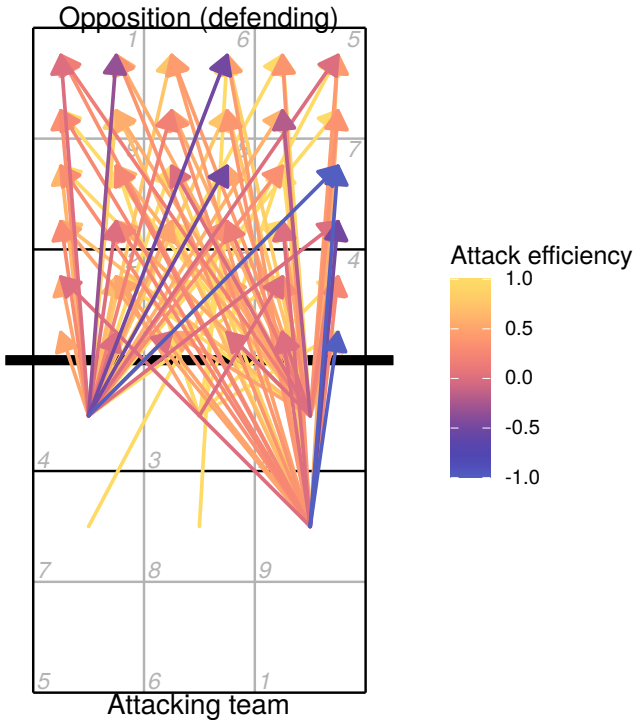
name: SHO KUBOYAMA



name: SOTA NAKANE



name: YUJI NISHIDA



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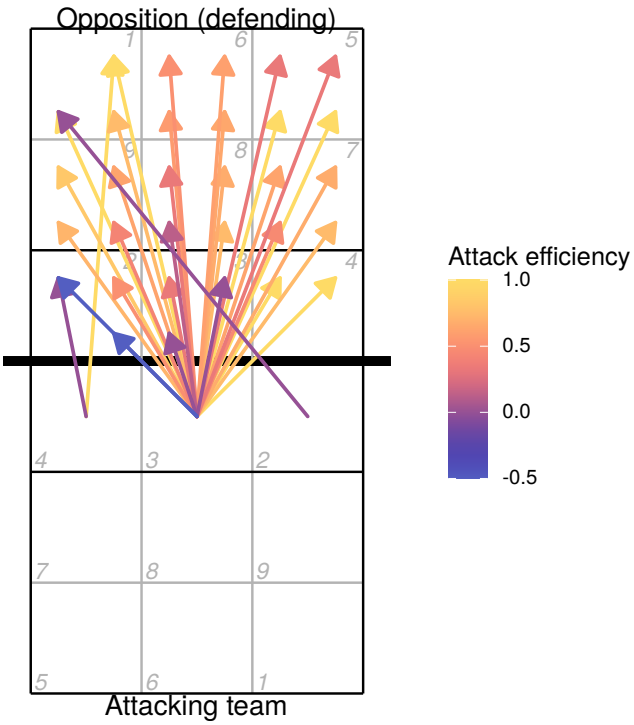
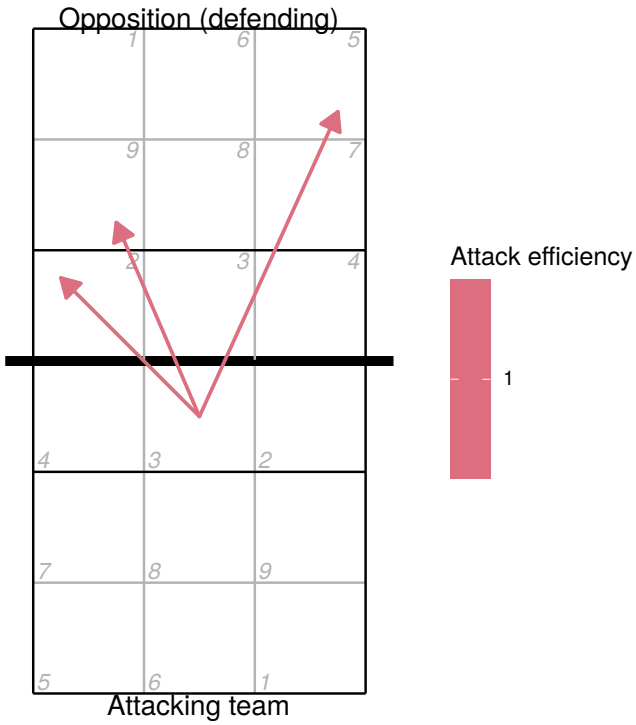
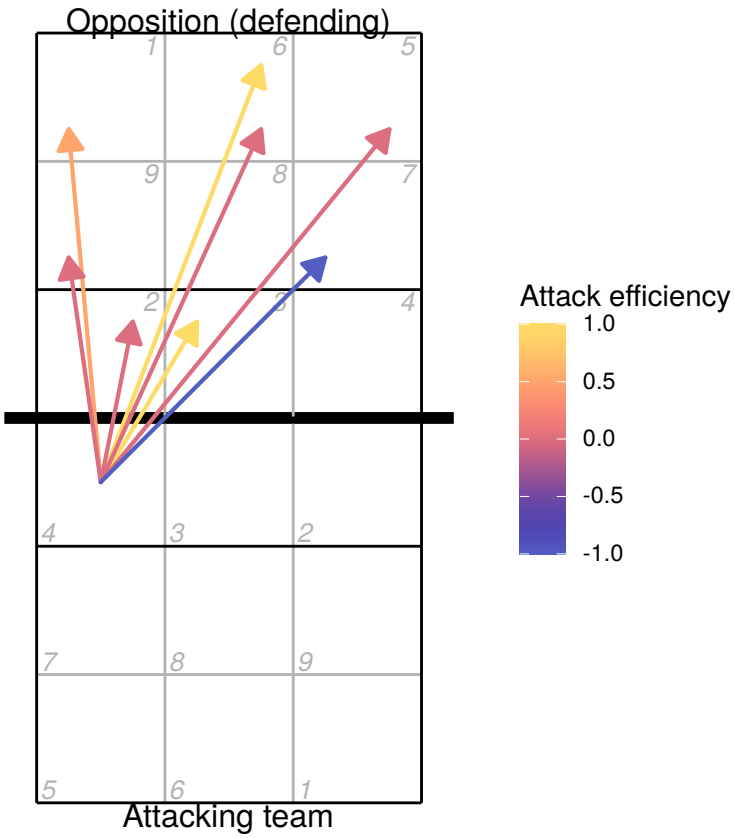


name: MASATOSHI TATSUMI



name: KOHEI YANAGISAWA



Key

Statistic	Explanation
Attack efficiency	(number of kills - number of blocks - number of errors) / (number of attacks)
True efficiency	(number of kills - number of errors and blocked attacks - (opponent next swing kill - opponent next swing errors and blocked attacks))/(number of attacks). The 'opponent next swing' numbers only include opposition attacks that immediately follow each attack by the team or player in question. This is the 'true efficiency' described by coach Kevin Hambly, and is intended to improve on the standard attack efficiency by also considering how your opponent attacks in transition after your attack. See also https://marklebedew.com/2018/03/08/a-new-statistic-for-attack by Mark Lebedew, who suggests rally win rate as a similar way of accounting for attacks that don't end in a kill/block/error.
Adjusted kill rate	(Experimental) Kill rate, adjusted for attack opportunities. See https://untan.gl/adjusted-attack-indicators.html for details. Adjustment is made by phase (reception/transition) and attack_code (if the attack_code column has data), otherwise by phase, attack tempo, and start zone (if start_zone column has data). Note that the adjustment is calculated per player, and so adjusted kill rates will not be calculated if 'Player' is not one of the grouping variables.