

KESSEL'S VOLLEYBALL JARGON COMPILATION

A.C.E. - Automatic Complaints and Excuses; a type of player who is always ready with an ailment or handy excuse for any ball that they should have played well but didn't. Not good for the team.

Ace- a served ball that lands within the playing boundaries, which is untouched by the receiving team and scores point.

All-Floor - A hard hitter, as in all balls spiked, hit the floor untouched.

Anvil - A heavy ball, that feels heavy on the arms on the dig.

Are You Serious? Question directed to a blocker by the attacker as a blocker yells "No touch."

Attack Block - A block where the players aggressively go after the spiked ball by reading the spiker's actions and intentions.

Audible- a play called in mid-rally.

AWOL - Asleep with open lids. Players on the court and the bench, as well as fans have had this affliction.

'BAD' Digger - A Blind Aardvark Dig, as even a blind aardvark kept on a volleyball court will "dig" a ball up once in a while; the percentages aren't high but they will get hit so that the ball goes up, maybe even to the setter!

'Bio' - A play that only a bionic man or woman could have made.

'BLG'-ing - Bampling the Leather God.

'Boothed' - As in the phrase "in a phone booth"; the block is repetitively successful on an opponent's spiking attempt/as if the spiker was hitting inside a phone booth. Also "In a closet."

Bad Posture Ball - A spiked ball that hits a male defender just below the waist.

Bagel- winning a game 15-0!

Bail Out - Running away or a face-protecting hand and arm position by a defender when an overset occurs or hitter is up without an opposing block.

Ball! - A universal cry that means, "Don't Jump!," as a ball is dangerously close to rolling under those jumping in a spiking or blocking line.

Bermuda Triangle Defense - The kind of defense you put any sort of ball into and it never comes back! Also known as a "Doughnut D", with a hole bigger than any bakery pastry (size can vary).

Big Deals - Coaching staff and administrators.

Blisters - Referring to the hands of a blocker who has repetitively been "wiped off" of.

Block- an attempt by a player or players to interrupt the ball before, as or just after it crosses the net.

Block Shadow - That area of the court which the block eliminates a hard spike from landing.

Bow and Arrow - An armswing used in serving or spiking that resembles the movement in drawing back a bowstring.

Brain Out - What individuals and whole teams sometimes do at anytime, with any score, that cause them to forget the sport and its objectives and instead either begin to play kindergarten ball, dodge ball, or enter the twilight zone.

Break - A bad moment in the game, like the final point. 2. A good moment in the game, like a single point. 3. A terrible moment in the game, like any opponent's successful skill execution.

Brick - A terrible set, as the ball looks like how one might have set an actual brick.

Broken Window - Any ball landing directly on the forehead after passing through the fingers of a player attempting to set.

Bump (Pass)- technique of playing ball using forearms, hands together, to direct the ball.

Bump (Set)- a forearm pass used as a set.

Bus Stop - When a player lets a ball drop beside him, as he is waiting for the bus. You must make sure to let such a player know the bus does not stop on the court.

Butter- a great set. "That set was butter!"

Cake - The war cry from a defensive player who has just dug the best opposing hitter.

Calendar Ball - A spike or serve that goes so slow you could time its speed with a calendar rather than a stopwatch.

Campfire- when a ball drops in the middle of the floor with all of the defensive players looking at it.

Candycane - A tough serve with a dropping hook.

Cardinal - A Cardinal volleyball sin such as serving out on game point or after a time out.

Career (shot, match, dig, etc.)- All time great play by an individual or team up to that point in time.

Carry- a fault called if ball comes to rest in the course of contact by one player.

Catch Air - To jump well. Also known as to "Sky."

Catch the Jetstream - Serving out long, at tight action time especially.

Caught a fish- an opposing player who touches a ball that is obviously going out.

Cement Bagged - Players whose legs in sweats resemble one or two bags of cement; the jump they don't show proves what seems to be, really is.

Cement Ball - The illusionary and sensual characteristics a ball assumes after non-setter sets it; middle blockers are the worst culprits.

Cerebral Gridlock - Player response to coaches who over-coach.

C-FATs - Certified Featherless American Turkeys or serving/defensive targets.

Charlie Tuna- a novice player constantly running into the net.

Cheap Seats - Where a ball winds up during a fundamental gag.

Cheesecake- a ball that was easy to dig.

Chester- a spike that hits an opposing player in the chest.

Chicken McNugget- you know those overpassed balls that kind of hang in the plane of the net for you to pound with absolutely no block up.

Chickenito- when your partner has a sprained finger that is so painful that he/she can't play v-ball or EVEN eat chicken (because licking your finger would just not be possible, and you just can't separate that from eating good yard-bird!)

Chickenwing- a last-ditch way to dig a ball using your elbow and a bent arm.

Chump - A weak opponent or player; from the taunt "the difference between a champ and a chump is 'U'."

Clamp- to block a shot; so-called because the blocker would clamp it.

Cleaner - A good floor defender who never lets an opponent's shot hit the floor, "keeping it clean," especially if it is a "trash" shot.

Close Up - Spiking a ball into the face of the opposing blocker, as in a "close up" photo.

C'MON or CAN YOU! - Exclamations of encouragement and motivation made by a digger and directed to the other 5 teammates, as the ball is headed towards the player who knows only that the ball will be dug, but lord only knows where!

Coach - 1. The team leader 2. The team role model 3. The team scapegoat.

Coaching Concept - Two or pieces of contradictory volleyball information that is contained in one sentence.

Coffin Beater - A player who does the right thing only once in a whole game, or worse, in a whole match; e.g. a player who only served one ball in out of 5 attempts served one ball better than someone in a coffin...

Colored Tip Areas - Areas of the court described by colors to communicate to the attacker where to tip. come to rest upon contact.

Contacted Ball- a contacted ball is one that touches or is touched by any part of a player's body or clothing.

Contender's Bracket- bracket that team moves into after one loss. If you lose again in this bracket, the team is eliminated.

Court - the playing surface divided into two equal areas by a net. In its official form, volleyball is played on a rectangular court 18 meters (59 feet 0.75 inches) long and 9 meters (29 feet 6.475 inches) wide; a net placed 2.24 meters (7 feet 4.125 inches) high.

Coverage- most often, refers to backing up a partner's hit when the block is up and the ball comes back.

Cow Plop - A ball that is unnecessarily "pancaked," not done at full extension, but done from laziness.

Crater - To crack or give up completely. Often the face the person that is cratering caves in.

Credit Card Defense - When a defender charges in too soon, and thus is taken out of any deep shot play to his or her area.

Credit Card Jumper - One whose vertical "jump" is counted by the number of credit cards you could put between the shoe bottom and the floor, pointed toes don't count.

Cross Court/Cut Shot - an offensive hit when a player, instead of hitting with power, slices the ball just over and nearly parallel to the net.

Cupcake - When an attacker gets a great set against a small blocker and tips the ball.

Dangle the Carrot - To "allow" the opponent a big lead and, at the most dramatic moment, when the opponent (rabbit) thinks he is going to taste the carrot (win), you snatch it away.

Deep Dish - To cradle the ball for a long time when setting; very soft hands, almost like a ball going into Jello. Some setters hold onto the ball, legally, to get a commitment out of the opposing blockers -catch-look-look-release...

Dig Lips - Defending more than once and successfully an opponent's hard spike as if the attacker was saying beforehand where the hit was going and you read their lips. Also used in blocking lips.

Dig - to pass a very hard hit spike; a ball brought up (saved) with any part of the body, particularly from a spike attempt.

Digging Up - 1. Maneuver that a player executes to make an opponent's spike go up, not onto the floor. 2. Maneuver that a coach makes to answer questions as to why the team lost.

Dink - a very softly hit spike; ball played just over the net or the spikers hands, instead of spiking.

Dish- to set the ball well.

Do or Die - 100% serve-the-darn-ball-in-time.

Doesn't Sniff - Player does not see any action.

Dog Ball - One big step worse than "dogmeat."

Dogmeat - Less than acceptable.

Dollar Please - Phrase said to a player who was so faked out, he or she ended up outside and needs a dollar to get back in.

Double Elimination Format- team has to lose twice to be out of tournament.

Double Fault- a double fault occurs when players from opposing teams commit faults simultaneously. In such cases, the referee will direct a replay.

Double Pump - Hitter approaches and fakes a jump as if going to hit a 51 and delays to hit a 53.

Double-Double- double figures in any of the two following categories: kills, blocks and/or ace serves.

Doughnut "D" - Faulty execution of a team defense, often the perimeter kind, that seems to allow tip and roll shots to land right in the "hole" of the teammates (the doughnut) all circled around the ball, but not "going for it."

Down Ball- A ball the opponent jump and attacks but does so from a deep position or not with total control. Blockers do not jump but stay near the net.

Down-Referee - secondary referee. He/she stands on the floor at the opposite end of the net as the up-referee.

Dump- when the setter, instead of setting it setting the hitters, dinks the ball over the net.

Escape - When a player hastily retreats from: 1) a hard hit ball, 2) front row serve receive responsibilities. Also when an attacker aims for the cheap sets with a shot.

Execution - Proper performance of a desired action by a player. 2. Desired action of a coach for a player after an improper performance.

Facial Disgracial - A spike that hits the opposing blocker or floor defender in the face.

Fail - A failure of the ball to cross the net.

Fake-cross - a play that starts as a cross but changes the direction of it's play-set hitter with a veer.

Fake-x - a play in which the right fake-crosses the one-hitter, and then attacks to the right of the setter.

Fireater - Hard hitting spiker, hitting balls that go so fast they catch fire from the air friction.

Fish - The serving target.

Flair - Inside-out path by the outside spiker. Outside spiker hides behind the quick hitter and "flares" out to option.

Flea - A flea can jump over 100 times its body height; a great leaper.

Floater- a serve that "floats" through the air because it has no spin; much like a knuckleball in baseball.

Fogged In - Playing very poorly, as if the court was shrouded with such thick fog one can't see the ball or other players.

Foot fault- stepping on the court or out of bounds before serving the ball.

Forked - Done, finished, a team with nothing left - as when you stick a fork into a cake to see if it is done.

Free Ball - A ball the opponent cannot attack and must yield by passing over the net. Blockers drop off the net to near the three meter line and setter awaits a good pass in the slot.

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Frenzy - When one or both teams all end up doing the same attacking skill, like sharks in a feeding frenzy. Tipping and setter dumping are common frenzies that occur.

Fundamental Gag - A buffoon miss on an otherwise routine play which causes the players, staff and partisans to collectively hack.

Gaff- bad set

Game- meaning ability to play or compete.

Gassed - you or your idea is gone.

Get a Clue - an admonishing phrase used on "clueless" players, ones who do not know what is going on, usually due to a lack of attentive powers.

GFI - short for "Go For IT!!"

Give 'em Some Water - A comment directed at a player who just executed a very stupid, low I.Q. play. It has its roots in the idea that the player's I.Q. equals that of a flower, vegetable, or some other plant.

Golden Stack- when three hitters are in the air at the same time in a combination play.

Golden Tweezers - an award given to the most valuable substitute who has the most riding time on the bench.

Grandma Dig - the kind of shot (a two handed tip for example) that your grandmother could have read in time to dig, however, your defenders just sit and watch it hit. Sometimes called a Bench dig, as anyone on the bench could see it clearly and gotten to the ball (maybe a sub even began to make a move off the bench to the ball). shorter term, a "G" dig, comes from the "posthumous" idea, "GEE, I shoulda had that."

Grasshopper- a serve that looks like it's going to net, but then somehow clears.

Grease - a spike which requires an offspeed (not powerful) attack or is "wiped off" the block. Any shot not hit cleanly.

Grovel - to get after any endeavor with no respect to staying clean and cool; maximum effort.

Hammer- a good hitter.

Hand Grenade Defense - a defense that would not have been hurt had the volleyball actually been a hand grenade, i.e. nobody was anywhere near the falling ball.

Handcuffed- unable to dig or play a ball because you couldn't get your hands on it.

Happy Birthday - an overset ball.

Hard to _____ with One Hand Around Your Neck - your basic choke, place any skill needed in blank.

Hard-Driven Ball- any spiked ball hit from above or even with the height of the net may be handled with a double hit by any part of the body, so long as the hit is the first attempt to play the ball. A spiked ball touching the net does not disqualify a ball from being ruled hard-driven.

Head Hunt - hitters go after a rushing defender or, during warmup, the opposing setter.

Helicopter - any badly spinning set, often not whistled. Also a "whirlybird."

High Ball - a set higher than 9 feet; 10, 50 and 90 are the three fundamental high sets.

High Plains Drifter - attacker who contacts the ball extremely high; "drift" means solid hard contact either in hitting the ball or one's jaw.

High Riser - ball attacked in a fashion so that the trajectory terminates in the neck hollow of a backrow digger.

High Seam - the gap, no matter how small, between the hands of two blockers together.

History - it's over; "I'm history," I am leaving or finished.

Hit Ball- a ball that is clearly hit and does not come to rest upon contact.

Hit It With My Purse - a shot the attacker swings full power on but misses yet lands for a point.

Hit the tape- to hit the ball into the net but still have the ball go onto the other side.

Hollywood - a defensive roll or dive done for style with no chance of touching the ball.

Hoover - a very good defense player, a human "vacuum cleaner" that gets every ball off the floor.

Hops- used to describe a player's vertical leap.

Hula Hooper - an attacker or server who places the ball in the same small spot on the court, a place so consistent and small, you could put a hula hoop around the whole area.

Hummingbird - a player, usually small, who darts, dashes and zips all over the court.

Husband and Wife- when a serve drops untouched between two receivers who fail to move; each thinking the others going to get it.

Hut- a medium-height set on the left sideline.

Hydrant - a player who seems cemented in place; evolved from the saying "You are an athlete so move!; a dog never went to the bathroom on a moving car." Also a "Tree" or "Bush", well rooted...

In the Tank - a place where players tend to go when pressure mounts to a point where the athlete feels it preferable to take leave. One who does is called a "tanker."

In Your Dreams - the only place an opponent can have success with an individual shot or win.

Inside Shoot - a playset, a 33.

Isolation Play - a play designed to isolate the attacker on a defender and overpower him/her.

Jed- another word for block, a stuff block.

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.

"J"-Pack- using a "bent elbow" the ball rebounds off your arms and hits you in the face.

Jungle Ball - Any gathering of people playing volleyball who don't really know how to play volleyball. Once you have learned how to play, hacking and heaving the ball around as in jungle ball is no longer any fun.

Kill - An attack that results in an immediate point or sideout.

Kindergarten! - A long rally which for some reason degenerates into 1 or 2 hits, usually not of the powerful variety, between both sides.

Kneepads - Protective padding for the knees used by defenders to absorb the shock of hitting on the knees. Also used to help sliding into position by novice players.

Knot - A net tangle that has a name. 2. Part of the stomach that prepares a player for a good performance.

Knuckler - An emergency one-handed technique used to save balls set tight to the net. The fingers are curled and the ball hits the heel of the hand to be punched up.

Kodak Defense - Players standing around taking pictures of each other, rather than grovelling on the floor to get the ball up.

Kong- a one-handed block.

Kong Block - A blocker who only uses one arm to block, the other arm hangs either by the side, or on the net, like King Kong swatting at planes from the Empire State Building.

Larding - A verb used to describe the lack of speed found in some player's floor defensive moves to the ball. One person screen candidates often play with such molasses-like quickness.

Leaded- This refers to a set that comes lower and faster than normal.

Leather God - The volleyball.

Leather Magnet - A good digger, as balls always seem to hit such players, rather than the floor space around them.

Left Inside - A crossing play where the Zone 4 hitter hits a 53 while the quick hitter hits a 31.

Line- 1. The court boundary, 5 cm wide or a rope if outdoors. 2. Common volleyball story for late players.

Line judge- a person who stands just off the court at the corner. Their responsibility is to call balls that land close to the lines in or out, to watch for the blockers to touch the attacked ball, and to watch for foot faults.

L'I Help! - A gym S.O.S. cry, said in warmup by lazy and active players alike, to anyone much closer to the ball than they are; the goal is to get the ball back without the effort of walking over to it...and then, horrors, back.

Lollipop - An easy, rainbow arcing serve.

Lynch Mob Syndrome - Coach overruled (and allowed for influence need purposes).

M & M - Major Mismatch, caused by a crafty setter who gets the spikers up against no or a weak block.

Map to the Gym - Necessary and convenient schematic diagram of all the roads that get you to a gym that you cannot find.

Mark It! - A form of Wall Ball that borders on setting a new gym record for an ball hit long.

Master - 1. A skill level denoting a complete and total mastery of the game of volleyball 2. An age group, 35 years old and over for men and 30 and over for women, with its own national title.

Matador Dig - A dig or pass by a player near an out or bounds line that begins with the athlete looking like the skill will be performed. Suddenly they "Ole" out of the way, only to see the ball land in bounds.

Microwave Player - You have to take this player out in a hurry.

Mikasa Mask - Taking a spiked ball in the face; also called Meeting Mr. Mikasa.

Milk the Corners - Refers to getting the ball into the deep "coffin" corners when serving or spiking for almost a sure point difficulty for the opponent.

Mono Player - A poor player whose major contribution would be coming down with some long term illness, like monolucleousis, so they cannot play

Monument Defense - A form of team defense where everyone looks like unmoving statues.

Motorcycle dig- when you dig a ball one-handed with a fist and the palm facing downward.

Movie Ball - Like a wall ball; a spike that doesn't go down but instead sails far out of bounds. It come from the fact that on a flight that long, movies are usually shown.

MTXE - Mental Toughness & eXtra Effort.

Mustard Player - A player who puts a hard hit (mustard) on the ball (hot dog); a Relish player is one who uses placement (relish) or finesse more than power.

Nectar- another word for a perfect set.

Needs Gravity - Spikes the ball so slow that if it wasn't for gravity the ball would not hit the floor.

Net - The total amount of money made by a junior coach in volleyball, usually one to three dollars a year. 2. The hungry divider found between two teams, that has a top, bottom and, in the middle, a stomach.

Now We're Playing Better - A phrase used when not playing too well and the opponents serve out or into the net, thus you "earn" a sideout.

Off Hand Side- right hand player, playing right side. The ball comes across the body on a set to hit.

Offside Blocker - player at the net which is on the side away from the opponents attack.

Olympic Crossing- a double-elimination format until the final four teams remain. At this point, the winner's bracket final two teams cross with the contender's bracket final two teams. The winner of each game advances to the finals.

On Hand - left side of the setter for right handed spikers as the ball does not have to travel across the body to get to the spiking arm; lefties on hand side is to the right of the setter. The other side is called the "Off Hand." Another term is "strong side" (on hand) and "weak side" (off hand).

On Hand Side- right hand player, playing left side. The ball is in front of a player on a set to hit.

On the Hook - where the blockers who jump with the wrong hitter remain.

One Step Pass - when the setter only takes one step towards the ball before realizing the pass is so bad and so far away that there is no more time to pursue it.

One Who Brings Heat - a hitter who can apply serious force and velocity to the ball; also to "Hit a Heavy Ball."

Open up- to step away from, and face, the ball's path in receiving a serve.

Oscar- I 1 set to the middle blocker and right side hitter. Also known as the sandwich.

Out of Bounds- the ball is out of bounds when it touches any surface, object or ground outside the court. Any part of the ball touching a boundary line or inside the poles of the net is not of bounds. If the ball is caught or is contacted by a player before landing out of bounds, it is not out of bounds.

Out Two - a playset - 93.

Outside Shoot - a playset - 13 or 14.

Paint Brush - a wipe off shot by the spiker (painter) on an obliging easel and painting (blocker).

Pancake - a one-handed floor floor defensive technique where the hand is extended and slid along the floor, palm down, and the ball rebound off the back of the hand, rather than the floor.

Pancake- when a ball is played off the back of the hand, with the palm on the floor; usually preceded by a dive.

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Paradise Ball- when the opposition setter sets your team a beautiful high ball and then you cream it (kill it).

Pass - the first of three contacts on the offensive side - overhead or forearm.

Passes Nails - straight, true consistent serve reception no matter how tough the serve.

Pavlovian Serve - serve contacted right after the referee's whistle without thought.

Penetration - refers to the setter moving into the passing target slot from the back row. Also when the blockers are able to reach over the net above the opponent's court.

Perimeter Defense - backrow defenders work in the area a meter in from the backline and sidelines up to the Three-meter line.

Piano Player - a player who seems to be playing with a piano on his/her back.

Pins - antennae.

Pipe- a ball set in the middle of the court, on the ten-foot line, for a backrow player to hit.

Playset - the second of three options in a multiple attack; the first is the quick (31-51-71) and the third a release (15 or high ball). The playset is set on the flair (62, 42, 93, etc.).

Point- if the serving team hits a ball that is not returned, a point is awarded to the serving team.

Pool Play- teams are seeded into pools and play each team in the pool. First and second place teams advance to the playoffs.

Pounds Nails - a player who hurts the ball or puts some hurtin' on the ball. See "one who brings heat."

Power Outage - a serve that doesn't clear the net or a spike that ends up as a tip, especially if it does not clear the net.

Power Tip - a whiffed spike that turns into a good tip.

Pump- a play in which an attacker fakes spiking a quick set and then spikes, at the same location, a medium-height set.

Quick - The first of the three attack options (31-51-71).

Radar Ball - a ball that goes so fast it needs to be clocked with a speed gun. The hardest hitters are threatened/honored with a ticket for going too fast. Hopefully, these hitters do not drink and spike or serve at the same time!

Rally- several successive returns over the net in the course of one point.

Rebounder - someone who jumps higher on the second jump, the one after a successful block or spike, than on the original jump.

Recycle their Garbage - retrieve the opponent's tip and off-speed shots.

Red card- a more severe sanction given by the up-referee.

Release Set - the third of the attack options or set used when the ball passed is inaccurate.

Replay- the act of putting the ball in play again without awarding a point or side-out.

Reverses - playset designed to work off of earlier playset action or behind the setter.

Riding the Pines - on the bench.

Riff - an understated description of an awesome match as it can also mean a breakdown or conflict in communication between teammates that can, in extreme cases, result in a physical exchange of hands.

Rock- perfect set with no spin, you can read the fine print.

Rollercoaster Ride - a normal volleyball game.

Roof - to block a spike, usually straight down and for a point. Also "Putting the Clamps on."

Roof-a great stuff block.

Roto-Rooter- a killer spike.

Round Robin- all teams compete in one pool, with the three teams with the best record advancing to the playoffs. The team with the best record has a bye to the finals. Teams two and three play a single elimination game to see who advances to the finals.

Rules of the Game- all players must know rules of the game and abide by them.

Rules of Thumb - 1. don't take blocking advice from players with broken fingers. 2. Don't stand on the 3 meter line opposite the side of the Men's National Team warmup. 3. When a player enthusiastically that he or she plays volleyball, it will be at or slightly above the "jungle ball" level.

Safety Valve - usually the most versatile player; in a 5-1 found opposite the setter in rotation.

Salami Training - to learn the whole game, slice by slice.

Satellite Ball - a very high set that may even touch the out of bounds ceiling.

School's Out - when the blockers get faked out so the best hitter is getting ready to crank one on none and you are defending, "school is out."

Scoring- games are typically played to 15 points. It is the discretion of the tour director to change this format if conditions warrant.

Screening- an attempt by a player to conceal the start of a teammate's serve by obstructing an opponent's line of sight. Screening is illegal.

Scud- another word for an errant spike

Seams - the space between the blockers and between backcourt defenders.

Seeding- a point system used based upon results for finishes in previous events. The team with the highest point total from the previous event will be seeded first in the event.

Self Block - spiking the ball into the net; also called a Grill ball or Gate ball.

Sell Buicks - to vomit, as in that referee's call makes me want to sell Buicks.

Sell Out - to give maximum effort on a single play, in a sequence of plays or in a game.

Serious World of Hurt - major Trouble, injured physically or not.

Serve- the act of putting the ball into play.

Seven-Eleven Block- as in open all of the time, a failed attempt at blocking.

Shake-and-bake- when a player dives for a ball and gets coated with sand.

Shank- to pass the ball badly.

Shoes - there are basically two kinds: those players swear by, and those they swear at.

Shoot set- a low quick set pushed out towards the antennas.

Shoot-Out- characteristically, the top eight teams on the tour play a round robin format with teams one, two and three advancing. Teams two and three play off to see who goes to the finals.

Short Corners - the corners nearest the net created where the 3 meter lines intersect the sidelines.

Side-Out- should the team who receives the serve win the rally, a side-out is awarded. The team receives no point, but becomes the serving team for the next play.

Sidewinder - attack from the off hand side that hooks back towards the net on the opponents side.

Sifter - a block that the ball goes into, and comes out the bottom on the blockers' side.

“Silver Bullet” Ace- a served ball that lands within the playing boundaries, which is untouched by the receiving team and scores a point.

Simultaneous Contact- contact of the ball made by two players at the same instant.

Six Pack - another term for getting a spiked ball in the face on defense. A "Twelve Pack" actually knocks down the defender. In the past the defender was then obligated to buy the spiker a six pack of his/her desired beverage (roots are found in doubles sand play).

Sizzle the Pits - A spike that goes under, and past, the armpits of a big block.

Skunk - to beat a team without permitting them to score a point; long ago in volleyball an 8-0 lead gave the leading team the victory at point eight.

Sky - to jump high, "catch a lot of air," "hover," etc.

Sky ball- a serve that is hit very high into the air; often done to confuse the opponent, especially if conditions are sunny and windy.

Sleeze Ball - a ball which rolls along the top of the net for at least ten feet, then drops in, or out, for a point.

Slide - a movement from an attacker's serve receive position past another into a third; usually the ball it hit while "sliding out" towards the sideline.

Slime - a very "greasy," impossible to get shot that also is not done technically right, but that does get the ball to the floor.

Soft Taco- short shot using the taco.

Spank- a great spike.

Spearing- when a player dives into the pile with no regards for his head, neck, shoulders, spine, and ... oh, uh ... wait, this isn't "planetfootball.com" is it?

Spice-set- a set named after a friend of mine that goes through your hands and hits you in the face.

Spider (ed) - a hitter or blocker who gets caught in the net; also the action of netting.

Spiked Ball- a ball (other than a served ball) hit forcibly from a height not less than the top of the net. Also known as a bury, crush, hammer, kill, put-away or slam.

Sprawl - the finishing defensive position on a hard spike that could hit in front of the defender.

Spraypaint - to be able to spike the ball to all areas of the court with power or finesse.

Spread - a playset designed to put the center blocker far from the playset hitter.

Stack - various serve receive patterns which put two or more players from the same row to one side for the purpose of putting attackers in the desired positions and/or hiding weak receivers.

Step Around - quick hitter approaches for a 51 the stunts around the setter to hit a 62.

Stuff- a block in which the ball goes straight down to the floor with no hope of being picked up by an opposing player.

Stuffing Ball - a great set, one you can hit the _____ out of the ball, as in stuffing or other things.

Successive Contacts- two or more separate attempts to play the ball by one player with no interrupting contact by a different player.

Sucker Ball- when the opposition setter sets your team a beautiful high ball and then the hitter stuffs it up.

Suicide Set - a backset to Zone 9 from the three-meter line that often hits or goes over the pin.

SWAG - Scientific Wild-Assed Guess.

Swiss Cheese Defense - your basic full of holes type defensive pattern or team.

Tachikara Tattoo - another name for a six pack; also a "Facial Disgracial."

Taco- beach version of the tomahawk.

Tandem- a combination in which one player attacks immediately behind another.

Tape Shot - a spike or ball coming over the net that hits the top of the net and dribbles over.

Target - the designated area from where the setter runs the attack.

Teeter Totter- opposing hitter goes up, you go down.

Telephone Dig - "Reach out and touch someone..." as when any two players collide making a dig or pass. More than one player is called a "Conference dig."

Terminator - any attacker who has a very high percentage of kills.

The Teach - to perform a skill, playset or match to near perfection so that the opponents watching were forced to learn, the hard way. Even better of done following an opponents similar action in a way that one-ups the previous action. Also called "Clinic" or "giving a clinic."

The Vortex - a series of bad plays which seem to suck a team under.

Three Hits Per Side- a-team may contact the ball no more than three times before sending the ball over the net.

Tight Set - a ball set too close to the net; balls set less than a meter off the net.

Time-Outs- when the ball is dead, a player may request a time-out. Time-outs may be taken at the beginning of the match or consecutively without any play in between. Each team is permitted two 60-second full time-outs per game. Each team is permitted four 20-second sand time-outs per game. Teams will take a 40-second break on each side switch.

TLAR - "That Looks About Right," a common scientific, specific coaching phrase.

Tomahawk- an overhead bump.

Too - the most important number of a volleyball player. Examples of proper volleyball math include, "I'm too tired" or "It's too far."

Tool- when a ball is intentionally spiked off a blocker's hands to make it go out of bounds.

Tool(ed) - to "wipe off" a shot of the blocker is "to tool." To have a ball wiped off oneself is "to be tooled." It is acceptable to refer to a block easily tooled as a "tool box," Craftsman or Stanley "special" or identify any tool (wrench, ratchet, etc.).

Toss a salad- to make a bad set, or have bad hands during the setting motion.

Tostada- taco with palms open.

Touch- when the ball lands out of bounds, but not before contacting one of the players.

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Trap Set - a set too tight and inside the court about two meters or so; weak hitters seem to get a wider range of trap sets while strong hitters never seem to see any.

Trashman's Law - teams who play each with no control, yet score points.

Triple Double- double figures in kills, blocks and ace serves for a tournament.

Tuna - the opposing blocker that net fouls, especially when the ball would have been their ball. Also called "catching a fish."

Tuna surprise- hitting the net.

Turbo-sleep - compression of sleep into a short period of time, done in the gym during the tournament.

Twilight Zone - the place players with no or little attention spans or ability to concentrate tend to go during important parts of a match.

Twin - a very active player, who makes it seem like there are two of him or her out there; a triplet is the ultimate hustler.

Uh, Nice Try - Either a somewhat sarcastic response to a token effort or an understated appreciation for a great effort.

Underhand-tomahawk- when a player uses a tomahawk to dig a ball below his waist; the ball usually rebounds straight into the floor.

Up- as in "nice up!" meaning nice dig.

Up-referee- the main referee. He/she stands upon a special chair.

Waffle- missing a spike completely or just off the tips of your fingers.

Wall Ball - a hard spike that is mis-hit and strikes the wall "X" number of bricks high; some teams keep a record of the worst offending ball much like a high water line mark.

Walk the Dog – When the ball runs along the tape, for a noticeable distance.

Watch the Melons! - balls rolling under the net, or a great stuff block, one that the ball hits the floor long before the spiker who just got stuffed, lands.

Whistler - an amazing shot, as people often whistle when something amazing happens.

Wing - the defensive players in Areas 5 and 1.

Winner's Bracket- teams who win stay in this bracket. Losing teams move over to the contender's bracket. A second loss in the contender's bracket and the team is eliminated from the tournament.

Wipe - to hit the ball off the opposing block that then heads out of bounds.

Won - an important number for a volleyball player. Proper use is "We won, we one, we won!"

WOW - wide Open Whining.

X - Plays where the spiker flairs across and behind the quick hitter to spike a 42 for example. Also called a "Cross."

Yellow card- warning given by the up-referee.

Zeus - A great player, or one who thinks so. Other gods' names are invoked to describe certain players or team. For example, Team Apollo would be used in talking about the number one seed, while a play on words, Team Appall-o, would indicate the last seed in a tourney.

Zone Block - A block which uses a minimum upper body movement in attempting to block the ball, instead taking away a usually predetermined area (line, cross court, etc.) from the hitter.