

Game Performance Assessment Instrument  
Volleyball

1. Decision Making Criteria

- Player attempts to use a pass to set up another teammate (back row to front row).
- Player attempts to use a pass to set up a scoring attempt.

2. Adjust Criteria

- Player moves, either offensively or defensively, as needed by the flow of the game (e.g. cover space, open-up, support the passer).

3. Skill Execution Criteria

- Player makes proper contact with the ball sending it in the intended direction (forearm pass and set).
- Server executes a legal serve to the opponent's side of the net.

Goal Involvement - volleyball = 35  
- while = 5

Name	Decision Making		<del>Support</del> Adjust		Skill Execution	
	Appropriate	Inappropriate	Appropriate	Inappropriate	Appropriate	Inappropriate
	IIIIIIIIIII $\frac{12}{12+2} = \frac{12}{14} = 0.85$	II	III		IIIIIIIIIII $\frac{14}{14+2} = \frac{14}{16} = 0.87$	II

vball GP =  
 $\frac{0.85 + 1 + 0.87}{3} = 0.90$

DRAFTING SPACE 211 11-11-11 OFFENSE  
 R. H. ...  
 ...

**Game Performance Assessment Instrument (GPAI)**

(Goalball)

**Scoring Key :**

- 5 = **Almost Always** - very few missed opportunities (> 90%)
- 4 = **Usually** - consistently takes advantage of the opportunities (61% - 90%)
- 3 = **Inconsistently** - takes advantage of, but also often misses the opportunity (40% - 60%)
- 2 = **Usually Fails** - misses opportunity more times than not (39% - 10%)
- 1 = **Almost Always Fails** - hardly ever takes advantage of the opportunity (<10%)

7.5  
 ...

**Components and Criteria**

**Decision Making:** a. Determines they are not in an open passing lane and moves into an open space. b. Cuts into space vacated by a teammate or moves to another space so a teammate can cut into their space (synchronized movement with teammates).

**Support:** a. Comes back or lateral to support the player with the ball when they are in trouble to receive a short possession pass (avoids a 10 second count).  
 b. Moves to open space toward the target area at the appropriate angle.

**Adjust:** a. After the player passes, he/she moves into a new space.  
 b. Tries to elude (dodge or fake) the opponent prior to cutting into space.  
 c. Moves to meet the pass.

Decision Making	Support	Adjust
a. 5	a. 5	a. 5
b. 5	b. 5	b. 2
		c. 4

4.7