



# USA ROUNDNET

## Player & Division Ratings

Established by the USAR Tournaments Committee

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## OVERVIEW

The following USA Roundnet (USAR) Player Skill Ratings have been proudly created by our USAR Tournaments Committee. The purpose of these standards is to encourage uniformity at tournaments across the USA so roundnet players can know what to expect at tournaments and where to find the right competition for their current skill-level.

**Players** can use the ratings below to estimate how their own skills match up against other tournament-goers throughout the USA. The ratings can serve as a resource to help players successfully place themselves in the right division at their next (or even first) tournament.

**Tournament directors** (TDs) can use the ratings below as tournament divisions and descriptions for their own tournaments. We encourage all TDs to use our Player Skill Ratings word-for-word to help us create uniformity in tournament divisions throughout the USA.

## 2.0 PLAYER SKILL RATING

**This player has limited experience playing roundnet.** They can sustain a short rally with players of equal ability. They understand the basic rules of roundnet, such as having three hits per team and scorekeeping (rally scoring).

### 2.0 OVERVIEW

This player understands the fundamentals of how to play roundnet and is now playing casually in pickup, tournaments, and/or leagues.

### 2.0 RULES

This player understands basic tournament rules such as serving rotation, pockets and rims, and scorekeeping.

### 2.0 SERVING

This player is able to land a medium-paced serve. They generally don't try alternate serves or add spin to the ball.



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### 2.0 SETTING

This player is able to pop the ball up in a relative direction toward their teammate or the net. However, they are not able to consistently direct and place a set exactly where it needs to go.

### 2.0 FINISHING

When a player in this division receives a good set, they are generally able to land the ball on the net. This player is usually focused on simply landing the ball on the net, not hitting around or over the defenders.

*\*2.0 does not use the no-hit-zone.*

### 2.0 DEFENSE

This player is generally able to get a defensive touch if the ball is hit in their direction.

## 3.0 PLAYER SKILL RATING

**This player is still focused on getting the ball back to the net but has improved their serving and hitting power as well as their overall consistency in the game.**

### 3.0 OVERVIEW

This player is probably starting to attend pick-up games and tournaments regularly to play against and learn from higher level players. The most noticeable improvement from 2.0 to 3.0 is that a 3.0 player is displaying more consistency in the skills they're building.

### 3.0 RULES

This player understands basic tournament rules such as serving rotation, pockets versus rims, and scorekeeping. This player might be starting to understand and implement the soft-touch rule (or consecutive touch rule).

### 3.0 SERVING

This player is able to land medium-paced serves. They might be starting to use a side step before their serve or a cheeky drop serve, but generally aren't landing these serves consistently.

### 3.0 SERVE RECEIVE

This player understands how to adjust their positioning based on the server's side step and wind-up. When receiving a standard serve, they are able to control their serve receive most of the time, but might error every so often.



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### 3.0 SETTING

This player is still developing setting consistency and precision, but they are able to see where a set needs to go and deliver the set in that direction. When a defensive touch is within ten feet of the net, they are generally able to deliver a good recovery set that their teammate can land on the net.

### 3.0 FINISHING

When a player in this division receives a good set, they are able to land the ball on the net. This player is starting to hit with power or hit a cheeky little drop shot. Their finishes are more controlled and consistent but often without regard of the defenders' positioning.

*\*3.0 does not use the no-hit-zone.*

### 3.0 DEFENSE

This player is starting to predict the path of the ball based on the set. They are able to control some defensive touches and run down a high ball. However, this player might struggle to successfully land the ball back on the net from far away.

## 4.0 PLAYER SKILL RATING

**This player is starting to comprehend the skills required to play competitive roundnet.** To this player, roundnet is no longer just a backyard game but a competitive sport that requires strategy to overcome the other team's strengths and attack their weaknesses.

### 4.0 RULES

This player understands and implements the more complex tournament rules such as the soft-touch (or consecutive touch), carries, and pockets on serves.

### 4.0 SERVING

This player generally has a consistent primary serve and a host of serves to compliment it, including drop serves, wide angle serves, non-dominant hand serves, and more. This player is also starting to implement some spin or cut on their serves.

### 4.0 SERVE RECEIVE

This player is starting to learn their opponents' strengths and adjust their serve receive positioning as the match goes on. When receiving a standard serve, they are able to consistently control their serve receive. However, this player might find themselves getting aced multiple times per match by those who have an exceptionally strong serve or a tricky variety of serves.



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### 4.0 BALL CONTROL

Whether they're receiving a serve, getting a defensive touch, or setting the ball, this player is starting to deliver controlled and predictable results. Although their highlights aren't always consistent, they are able to create defensive opportunities, deliver a recovery set to the net from far away, and finish a hit when the set isn't perfect.

### 4.0 SETTING

This player can consistently see where a set needs to go and deliver the set to its destination. Their set from within the serving circle consistently lands within one foot of the net's rim. This player uses all three touches the vast majority of the time.

### 4.0 FINISHING

This player is starting to implement proper mechanics that result in hitting consistency and success. They can consistently finish the point when the set is within one foot of the net. However, with a tougher set, this player's hits generally yield varying results.

*\*This division may use the no-hit-zone, depending on the tournament director's preference.*

### 4.0 DEFENSE

This player understands the foundations of working with a teammate to optimize their defensive strategy and generate defensive touches. They are able to adjust their positioning based on the set, but might lack the reaction time or quickness required to create an out-of-system defensive opportunity.

## 4.5 PLAYER SKILL RATING

**This player has played a lot of roundnet and is starting to implement the the skills required in pro-level matches.**

This player is becoming highly competitive and probably plays with others in organized pick-up games, leagues, and tournaments fairly regularly. They're building the ability to know other players' strengths and weaknesses and are actively working to improve their skills as dedicated roundnet athletes.

### 4.5 RULES

This player understands and implements the more complex tournament rules such as the soft-touch (or consecutive touch), carries, and pockets on serves.



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### 4.5 SERVING

This player no longer relies on one strong serve but has two, three, or more serves in their arsenal or in the works. They serve with more speed and spin than 4.0 players and below. This player is able to notice their opponents strengths and weaknesses and base their serving strategy around attacking those weaknesses.

### 4.5 SERVE RECEIVE

Standard amounts of spin no longer phase this player when they're receiving a serve. This player can shuffle side-to-side to react to various serves, and their serve receive errors are rare. Most of the time, this player is able to get a weak touch or better on most high-level serves.

### 4.5 BALL CONTROL & SETTING

From within the serving circle, this player is able to consistently set within six inches of the rim and deliver a good set, even with the added challenge of the no-hit-zone. As a setter, this player is starting to notice defensive positioning and set the ball for their teammate to finish away from the defenders. Additionally, this player's ball control allows them to get the ball back toward the net with their defensive touches and have a strong shot at completing defensive plays.

### 4.5 FINISHING

This player understands and implements successful hitting strategies with the no-hit-zone. With a good set, they are able to read the defense and hit the ball away from them. This player keeps their hitting unpredictable for the defenders by mixing in a variety of shots including powerful hits over the defense, pull shots past the defense, bowlers or push shots, drop shots, backhand flicks, and more. Errors are limited, but every once in a while, the ball hits the rim or an unwanted pocket.

*\*This division uses the no-hit-zone.*

### 4.5 DEFENSE

This player works together with their teammate to take away as much space as possible and generate defensive touches. They understand multiple defensive strategies and how to adjust to their opponents' patterns. This player is developing quicker reaction times and occasionally creating out-of-system defensive opportunities.

### \*TOURNAMENT DIRECTORS:

A 4.5 division may require a qualification for players or teams to play in this division.



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## 5.0 PLAYER SKILL RATING

**This player can hold their own amongst the best roundnet athletes out there.** This player is capable of all aspects of the game. Errors are minimal, but they are able to capitalize when the opposing team makes an error. This player is starting to show their unique abilities to separate themselves from the pack. This player is not only able to serve at a high level, but be an all-around great roundnet player.

### 5.0 SERVING

This player creates and displays their own footwork and serving styles that put generic serves to shame. They have perfected the deadly duo of serving a variety of consistent serves and disguising their wind-up, which results in an embarrassing ace-fest for anyone who isn't fully prepared to receive this level of serves.

### 5.0 SERVE RECEIVE

This player is able to instantaneously react and adjust to serves that sling left, right, straight, or gently drop right past the rim. They should be able to make a playable touch that gives their team the advantage to win the point with their hit.

### 5.0 BALL CONTROL & SETTING

From within the serving circle, this player can complete a basic set as second nature. They are more focused on diving recovery sets than not making a mistake.

### 5.0 FINISHING

Hitting errors from this player are almost unheard of. Therefore, finishes are expected to be put away cleanly the majority of the time. This player is able to win the point with a traditional dominant-handed hit, but they're also able to consistently hit a variety of shots including powerful hits over the defense, pull shots past the defense, bowlers or push shots, drop shots, backhand flicks, etc.

*\*This division uses the no-hit-zone.*

### 5.0 DEFENSE

Although defensive touches are limited at this level, this player understands how to put themselves in the best position to get a defensive play against a variety of players and hitting styles. This player adjusts their defensive strategies each game based on the opposing team's patterns, and they're always ready to make a last-millisecond adjustment to lay out and get a touch. When this player creates an opportunity, they finish it.



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## **\*TOURNAMENT DIRECTORS:**

A 5.0 division may require a qualification for players or teams to play in this division.

## **5.5-6.0 PLAYER SKILL RATING**

This player is a top caliber player. Their performance and tournament results speak for this player's ability to consistently perform at the highest level.

## **\*TOURNAMENT DIRECTORS:**

A 5.5-6.0 division must require pre-qualification for teams to play in these divisions. Tournament directors should specify the qualification requirement in the description of these divisions on the tournament registration page.

**Tournament directors must apply through the USAR Certified Tournament application before offering 5.5-6.0 divisions.** They will be assessed on the likelihood of their ability to field a division meeting those standards.

\*Note: Teams that have two players with different ratings should average their ratings, rounding up to the nearest point or ½ point if necessary, and register their team to the applicable division. (E.g., Two players with a 3.0 and 4.5 player rating should round up their average rating of 3.75 to play as a 4.0 rated team.)

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