

SCARLET SERVE

NEBRASKA VOLLEYBALL • 2026 SEASON

PLAYER'S MANUAL • VERSION 1.6.0

Coach Nebraska volleyball through the 2026 season: the published schedule, the Big Ten, the first Big Ten Tournament and the NCAA Tournament.

Tronsoft Games • Unofficial fan game; roster and ratings are fictional. Not affiliated with the University of Nebraska or the Big Ten Conference.

1. THE JOB

You are Nebraska's head coach. Every rally is simulated from player ratings, but the game stops for your call whenever the ball is yours: the serve, the set, and the block. Good calls come from reading three things on screen: the **pass grade**, the **rotation**, and the **scouting report**.

2. SCREEN

Left: scoreboard (sets, points, serve dot, timeouts, hitting percentage), match details, your six on the floor, box score, scouting report. **Centre:** the court (drag to pan, wheel or +/- to zoom, Fit to reset), play-by-play, and tabs for Schedule, Big Ten standings and Season stats. **Right:** the coaching panel, Bench controls, Lineup & subs with fatigue bars, and the Season panel.

3. CONTROLS

Input	Action
Click / tap option card	Make the call
1 – 6	Choose the numbered option
Space / Enter	Start match / next match
T	Timeout at the next dead ball
P	Pause or resume
A	Auto-coach on or off
S	Shot chart, then serve chart
R	Replay the last rally
H	Match highlights (final screen)
Drag, wheel, + / - , Fit	Pan and zoom the court

4. SERVING

The server's rating shifts every figure below: a strong server errs less and aces more. Aces also depend on the passer: short zone always finds the weakest passer on the floor.

Serve	Base error	Base ace	Pass pressure	Use it when
Float	6%	5%	none	Safe. Few errors, gentle pressure.
Jump topspin	15%	10%	+10	Heat. More aces, more misses.
Short zone	9%	6%	+5	Hunts their weakest passer.

5. THE PASS AND THE SET

Every serve receive and dig is graded 0 Overpass, 1 Poor (1), 2 Good (2), 3 Perfect (3). An overpass on a dig hands the other side a free swing with a perfect set. The grade decides what you can call:

Option	Who hits	Needs
Outside	front-row outside hitter	any pass
Middle quick	front-row middle blocker	good (2)
Right side	front-row opposite	any pass
Back-row D	back-row opposite (setter in front)	good (2)
Pipe (back row)	back-row outside hitter	good (2)
Setter dump	front-row setter	perfect (3)

6. ROTATIONS

Nebraska plays a 5-1: one setter, two outsides, two middles and an opposite in the order S, OH, MB, OPP, OH, MB. The libero replaces the back-row middle. Each side-out rotates the team one place.

Rotation	Front row (left / middle / right)	Options on a perfect pass
1	OPP / MB / OH	Outside, Middle quick, Right side, Pipe (back row)
2	OH / OPP / MB	Outside, Middle quick, Right side, Pipe (back row)
3	MB / OH / OPP	Outside, Middle quick, Right side, Pipe (back row)
4	S / MB / OH	Outside, Middle quick, Back-row D, Pipe (back row), Setter dump
5	OH / S / MB	Outside, Middle quick, Back-row D, Pipe (back row), Setter dump
6	MB / OH / S	Outside, Middle quick, Back-row D, Pipe (back row), Setter dump

7. BLOCKING

When the other side attacks, choose a scheme. Each scheme covers some attacks better than others; the matrix gives how strongly it takes each one away (1.0 = fully loaded). Higher coverage raises your stuff-block chance and cuts their kill chance.

Scheme	Outside	Middle quick	Right side	Back-row D	Pipe (back row)	Setter dump
Read	0.50	0.50	0.50	0.45	0.45	0.60
Commit middle	0.30	1.00	0.30	0.20	0.70	0.90
Bunch on their outside	0.95	0.40	0.10	0.10	0.50	0.20
Bunch on their right	0.10	0.40	0.95	0.80	0.50	0.90

Read: Watch the setter, react. Solid on everything. **Commit middle:** Jump with the quick. Stuffs the middle and pipe. **Bunch on their outside:** Load up on the pin hitter on their left. **Bunch on their right:** Take away the opposite and back-row D.

The opposing block reads the same way. It watches where you have set tonight, so a coach who always goes outside gets a bunched block on the outside.

8. MOMENTUM, CROWD, FATIGUE

Runs of three or more points give the scoring side a small edge; a timeout wipes the run and gives the caller a lift for three rallies. The home crowd helps the home side on every serve and swing. Players tire with each

rally and each swing and recover between matches (back-to-back days hurt); a tired hitter swings weaker, so rest starters through the Lineup panel. Substitutions check in before the next serve, 15 per set.

9. ROTATIONS, SET BREAKS AND THE ROTATION REPORT

You choose the rotation Nebraska starts each set in: in the match preview for set 1, and on the set-break panel for every set after. The rotation report counts, for each of the six rotations, side-outs won when the opponent serves (SO) and points won on your own serve (PS). A good side-out rate is above 60%; a good serve-point rate is above 40%. Starting in a strong rotation means it comes round first and most often. The computer coach starts the opponent in a random rotation each set.

10. VIDEO CHALLENGES

About 30% of balls that land near a line, and of aces and long serves, are close calls. When one goes against you, the game asks whether to challenge. Roughly 35% of close calls are wrong. Each team has 1 challenge per set and keeps it when the call is overturned. The box score is corrected: an overturned kill becomes an attack error, an overturned ace becomes a service error.

11. THE POLL AND HONOURS

A Top 25 poll moves after every Nebraska match, using an Elo-style rating: beating a higher-ranked team moves you further, and the rest of the country plays games of its own. NCAA seeds follow the poll: ranks 1–4 are No. 1 seeds, 5–8 No. 2 seeds, and top-four seeds host the first two rounds. When the regular season ends, players who reach these per-set rates are named All-Big Ten, and the best of them Big Ten Player of the Year if Nebraska won at least 13 league matches; All-Americans are named at season's end. Players need 30 sets played.

Honour	Kills/set	Blocks/set	Digs/set	Assists/set
All-Big Ten	3.00	1.00	3.80	9.50
AVCA All-American	3.60	1.25	4.50	10.50

12. PRACTICE AND DEVELOPMENT

Practice runs in the week after every match. The focus decides which ratings grow: serving (SRV); serve receive & defense (PAS, DIG); attacking & setting (ATK, SET); blocking (BLK). Focused ratings gain about 0.22 a week before class and intensity; everything else gains a little. No rating can rise more than +8 over the season.

Class	Growth multiplier
Fr	×1.5
So	×1.25
Jr	×1
Sr	×0.7

Intensity	Gains	Fatigue next match	Injury risk
Light	×0.5	-12	×0.6
Normal	×1	0	×1
Hard	×1.5	+10	×1.8

13. INJURIES

Each player who played in a match has about a 0.6% chance of an injury, higher when tired, plus a 0.2% practice risk; intensity scales both. An injury costs 1 to 5 matches. Before each match the lineup is rebuilt so that no injured player starts when a healthy lineup exists, keeping healthy starters in their slots where possible. Injured players are marked OUT in the lineup lists and cannot be picked. The Season stats tab keeps the medical log.

14. THE SHOT CHART

Press S or the Shots button on the court to mark where every attack landed this match: a filled dot for a kill, a cross for an error. Press again to switch from Nebraska's attacks to the opponent's. Two more presses show the **serve chart**: where each serve was played, as a diamond for an ace, a cross for a service error, and a circle filled by the pass it drew (full for a poor pass, half for a good one, empty for a perfect one), first Nebraska's serves and then the opponent's. One more press hides it. Players are dimmed while a chart is up. The charts pan and zoom with the court.

15. DEFENSIVE SYSTEMS

Set the defense in the Bench panel; it applies from the next rally. Hitters on the pins and in the back row sometimes tip or roll a shot instead of swinging, more often after a poor pass; the scouting report shows each opponent's rate.

System	Against hard swings	Tip kill rate	Use it when
Perimeter	-3.5 pts kill rate	44%	Diggers stay deep. Stronger against hard swings, soft against tips.
Rotational	+2.5 pts kill rate	20%	The line digger rotates up to the tip. Stops tips, gives up more to hard swings.

16. DYNASTY: SIGNING DAY AND LATER SEASONS

When the season ends, open signing day. Seniors graduate and you have one scholarship for each (the roster stays at 12). The board lists freshmen with star ratings; a higher final ranking brings more 4- and 5-star recruits. Keep at least 2 S, 3 OH, 3 MB, 2 OPP, 1 L, 1 DS if you can; the board refuses a class that leaves a lineup slot nobody can fill. Staff picks fills shortages first, then takes the best players. Returning players move up a class, keep 50% of the season's practice gains and grow a little over the summer. The next season replays the 2026 slate 364 days later on the same weekdays, with home and away swapped in odd years; the poll carries half of each team's movement forward. Program history on the Season stats tab keeps every year.

17. GAME PLAN, REPLAY AND THE RECORD BOOK

The match preview sets two game-plan choices. **Deny** one hitter: your block adds 0.12 to its coverage of her and your diggers 3 points of dig rating, but every other hitter gains 1.5 points of attack quality because you have shaded away. **Serve at** one passer: about 60% of your serves go to her (short-zone serves always do), with a little extra pressure. The plan defaults to their best hitter and weakest passer; set Deny to "No one" against a balanced attack. The final screen grades the plan: the denied hitter's hitting percentage against the rest of her team, and aces on the target.

Instant replay: press R or the Replay button between points to watch the last rally again at one-third speed.

Record book: the Season stats tab keeps the program's best single-match marks (kills, digs, aces, blocks, assists), season marks, best team hitting in a match and most wins in a season, through every season of a dynasty.

18. TRANSFER PORTAL, SERIES RECORDS AND THE ATHLETIC DIRECTOR

Transfer portal. At signing day, underclassmen who played less than 35% of the sets your busiest player did, and who were not starting at the end of the season, may enter the portal: each has about a 45% chance, at most 2 leave, never two at one position. Each departure frees a scholarship. You may persuade one to stay (click her card; click again to let her go), which takes the scholarship back. The board also lists 3 transfers arriving from other programs. They play next year in the class shown and carry an experience bonus over a freshman of the same stars:

Class next year	Rating bonus	Share of transfers
So	+3	33%
Jr	+6	44%
Sr	+8	22%

Series records. Every result is added to the all-time record against that opponent, carried through every season. The match preview and the Match card show the series and the last meeting; the Season stats tab lists them all.

Postseason tab. During the regular season it shows where Nebraska would be seeded if the season ended today. From the Big Ten Tournament on it shows the whole eight-team bracket (the other games are simulated) and the NCAA road round by round; when Nebraska's run ends the rest is played out and the national champion named.

Athletic director. Before each season the athletic director sets two goals from the preseason poll. Meet both for a contract extension, one for a solid year; miss both and you are on the hot seat. The verdict is kept in the program history.

Preseason rank	Wins	Reach the
1–4	28	National Semifinal
5–8	26	Regional Final
9–16	23	Regional Semifinal
17–25	20	Second Round
Unranked	16	First Round

19. HIGHLIGHTS, CAREERS AND THE HALL OF FAME

Highlights. Every match keeps its 5 best rallies as they happen, ranked by the number of attacks in the rally, with extra weight for set and match points, stuff blocks and aces. On the final screen press H or the Highlights button to watch them in match order at real speed, each captioned with the set, the score and the call; press H again to stop.

Careers. Every player's season totals are added to a career record when the season closes; the Season stats tab lists the career leaders in kills, digs, assists, blocks and aces, this season included, and marks players who have graduated or transferred.

Hall of Fame. A senior is inducted when she graduates if she has 8 honour points or reaches a career mark. Only seasons in your tenure count.

Honour	Points
All-Big Ten	1
Big Ten Player of the Year	2
AVCA All-American	2
Career mark	Needed
kills	1800
digs	2500
assists	5000
blocks	320
aces	190

20. THE SEASON

Date	Opponent	Site	Event
Sat, Aug 29	vs UNLV	T-Mobile Arena, Las Vegas	Players Era Showcase
Sun, Aug 30	vs Texas	T-Mobile Arena, Las Vegas	Players Era Showcase
Wed, Sep 2	at South Dakota State	Brookings, S.D.	Non-conference
Fri, Sep 4	at DePaul	Wintrust Arena, Chicago	Non-conference
Sun, Sep 6	vs Missouri	Wrigley Field, Chicago	Big Ten/SEC Challenge
Thu, Sep 10	New Mexico	Bob Devaney Sports Center, Lincoln	Ameritas Players Challenge
Fri, Sep 11	Baylor	Bob Devaney Sports Center, Lincoln	Ameritas Players Challenge
Sat, Sep 12	Georgia Tech	Bob Devaney Sports Center, Lincoln	Ameritas Players Challenge
Wed, Sep 16	Creighton	Pinnacle Bank Arena, Lincoln	In-state rivalry
Fri, Sep 18	North Carolina	Bob Devaney Sports Center, Lincoln	Husker Invitational
Sun, Sep 20	Florida Gulf Coast	Bob Devaney Sports Center, Lincoln	Husker Invitational
Fri, Sep 25	Rutgers	Bob Devaney Sports Center, Lincoln	Big Ten
Sat, Sep 26	Ohio State	Bob Devaney Sports Center, Lincoln	Big Ten
Thu, Oct 1	at Penn State	University Park, Pa.	Big Ten
Sat, Oct 3	at Maryland	College Park, Md.	Big Ten
Thu, Oct 8	at Indiana	Bloomington, Ind.	Big Ten
Sat, Oct 10	Wisconsin	Bob Devaney Sports Center, Lincoln	Big Ten
Thu, Oct 15	at Northwestern	Evanston, Ill.	Big Ten
Sat, Oct 17	Purdue	Bob Devaney Sports Center, Lincoln	Big Ten
Thu, Oct 22	UCLA	Bob Devaney Sports Center, Lincoln	Big Ten
Sat, Oct 24	USC	Bob Devaney Sports Center, Lincoln	Big Ten
Fri, Oct 30	at Michigan	Ann Arbor, Mich.	Big Ten
Sat, Oct 31	at Michigan State	East Lansing, Mich.	Big Ten
Sat, Nov 7	at Oregon	Eugene, Ore.	Big Ten
Sun, Nov 8	at Washington	Seattle, Wash.	Big Ten
Thu, Nov 12	Illinois	Bob Devaney Sports Center, Lincoln	Big Ten
Sat, Nov 14	Iowa	Bob Devaney Sports Center, Lincoln	Big Ten
Tue, Nov 17	Minnesota	Bob Devaney Sports Center, Lincoln	Big Ten

After the regular season the top eight in the Big Ten standings play the Big Ten Tournament at Fishers Event Center (Nov 20–25). Everyone then goes on to the NCAA Tournament, seeded by the poll; top-four seeds host the first two rounds at the Devaney Center.

21. THE 2026 ROSTER

#	Player	Pos	Yr	ATK	SET	SRV	PASS	DIG	BLK
1	Mara Voss	S	Sr	58	92	80	62	72	66
8	Lainey Cho	S	Fr	52	81	74	58	66	60
4	Kenzie Albrecht	OH	Sr	91	60	82	86	82	72
11	Tessa Rourke	OH	So	87	55	78	79	76	70
9	Jolie Brandt	OH	Fr	81	52	74	74	72	66
14	Bree Holloway	MB	Jr	87	40	72	40	48	92
22	Nia Okafor	MB	Sr	85	40	76	42	50	87
5	Callie Strand	MB	So	78	40	70	40	46	82
13	Rowan Petrak	OPP	Jr	86	50	77	55	62	81
3	Sadie Lindqvist	OPP	Fr	78	48	72	52	58	75
6	Hallie Munro	L	Sr	30	66	82	94	94	30
2	Greta Pfeiffer	DS	Jr	35	60	85	84	87	32

All players are fictional.

22. OPPONENT STRENGTH

Opponent ratings come from each program's standing going into 2026, compressed toward the middle, then shifted by the strength setting:

Setting	Shift to every opponent rating
Freshman	-4
Varsity (default)	0
All-American	+4

23. SAVING

The season saves after every match to your browser (key `tronsoft_scarlet_serve_save`) and resumes at the next fixture when you return. Preferences are kept in `tronsoft_scarlet_serve_prefs`. New season wipes the saved season after a confirmation click.