USYVL Instructional Summary - Fall 2024 Mountain House

Disclaimer: this Instructional Schedule summary is still under development and is provided for informational purposes only. The schedule summaries here may vary from the official practice schedules in the red USYVL coaches handbook. As development of the summary continues it should improve significantly.

Day 1: Wed 2024-09-11: Practice #1 at Hansen Village Park from 5:30 pm to 6:30 pm

Check-in prior to start with Site Director and Clinician!	Age Group	Net Height	Pin Numbers	
Set-up Net!	7-8	5ft 0in	1A	
Verify players against Team Roster!	9-10	5ft 6in	1B	
	11-12	6ft 4in	2A	
5 minutes: Name Game	13-15	6ft 8in	2B	

5 minutes: Skill Warm-up

10 minutes: Introduce Statue Spiking (7-8 and 9-10 year olds, move onto Fountain Spiking after one contact)

Introduce Fountain Spiking (11-12 and 13-15 year olds)

10 minutes: Introduce Arch Spiking

2 minutes: Water Break

25 minutes: Introduce Serving (Underhand, Overhand, Sky Ball and Jump Serve)

3 minutes: Cool-down, select team name and report name to Site Director

*** All players should help gather balls during and after every practice/game.

Day 2: Sat 2024-09-14: Practice #2 at Hansen Village Park from 10:00 am to 11:00 am

Check-in prior to start with Site Director and Clinician!	Age Group	Net Height	Pin Numbers
Set-up Net!	7-8	5ft 0in	1A
Verify players against Team Roster!	9-10	5ft 6in	1B
	11-12	6ft 4in	2A
5 minutes: Skill Warm-up	13-15	6ft 8in	2B
10 minutes: Demo Game	-		

5 minutes: Review Fountain Spiking

10 minutes: Review Arch Spiking

2 minutes: Water Break

- 10 minutes: Review Serving (Underhand, Overhand, Sky Ball and Jump Serve)
- 10 minutes: Introduce Superman Setting
- 5 minutes: Set and Spike Combination
- 3 minutes: Cool-down and Announcements

Day 3: Wed 2024-09-18: Practice #3 at Hansen Village Park from 5:30 pm to 6:30 pm

5 minutes:	Skill Warm-up	Age Group	Net Height	Pin Numbers
10 minutes:	Review Superman Setting	7-8	5ft 6in	1B
15 minutes:	Set and Spike Combination	9-10	6ft 0in	1C
2 minutes:	Water Break	11-12	6ft 8in	2B
5 minutes:	Court Movement	13-15	7ft 0in	2C

10 minutes: Introduce Forearm Passing

10 minutes: Introduce Overhead Passing

3 minutes: Cool-down and Announcements

*** All players should help gather balls during and after every practice/game.

Day 4: Sat 2024-09-21: Practice #4 at Hansen Village Park from 10:00 am to 11:00 am

5	minutes:	Skill Warm-up
5	minutes:	Review Forearm Passing
5	minutes:	Review Overhead Passing
10	minutes:	Introduce Forearm Digging
5	minutes:	Introduce Overhead Digging
2	minutes:	Water Break
10	minutes:	Rotation and Court Etiquette

15 minutes: Passing Game*

3 minutes: Cool-down and Announcements

Passing Game: Teams set up on the court as if they were playing a game; four players on the court at a time in a diamond formation (see diagram five on page 34). A serve (or tossed from coach) begins each rally. The objective with the passing game is to keep the rally going as long as possible. The primary rule is that every contact will be a forearm pass. Points are awarded to the team that wins the rally.

Day 5: Wed 2024-09-25: Practice #5 at Hansen Village Park from 5:30 pm to 6:30 p

5	minutes:	Skill Warm-up	Γ
10	minutes:	Review Forearm Digging	
10	minutes:	Review Overhead Digging	
5	minutes:	Introduce Serving For Percentage*	
2	minutes:	Water Break	
10	minutes:	Pass/Set/Spike Combination*	

15 minutes: Game*

3 minutes: Cool-down and Announcements

Serving For Percentage: Have the player focus on one of the four serves taught previously and have them serve at least 10 balls. Track how many out of 10 they are able to complete successfully.

Pass/Set/Spike Combination: Set up one player in the passing, setting and spiking positions. The coach will toss the ball from across the net to the passer. The passer will pass to the setter. This setter will set to the spiker. The spiker will spike the ball over the net. Rotate players after every ball tossed. **Game*: Hot Potato** for 7-8 year olds. **Double Max** for 9-15 year olds.

Day 6: Sat 2024-10-05: Intersite Game Day Home Game vs. Livermore & Fremont At Hansen Village Park from 10:00 am to 12:00 pm

Day 7: Wed 2024-10-09: Practice #7 at Hansen Village Park from 5:30 pm to 6:30 pm

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5	minutes:	Skill Warm-up	Age Group
10	minutes:	Introduce Back Setting	7-8
15	minutes:	Back Set and Spike Combination	9-10
2	minutes:	Water Break	11-12
5	minutes:	Passing a ball out of the net	13-15
5	minutes:	Setting a ball passed at the net	
10	minutes:	Dig/Set/Spike Combination	
3	minutes:	Cool-down and Announcements	
Dig/	Set/Spike	Combination: Set up one player in the passing,	setting and sp

Dig/Set/Spike Combination: Set up one player in the passing, setting and spiking positions. The coach will hit or throw the ball in a downward motion from across the net to the digger. The digger will dig to the setter. The setter will set to the spiker. The spiker will spike the ball over the net. Rotate players after every ball tossed.

Day 8: Sat 2024-10-12: Intersite Game Day Away Game vs. Fremont & Livermore At Central Park from 10:00 am to 12:00 pm

k from 5:30 pm to 6:30 pm					
	Age Group	Net Height	Pin Numbers		
	7-8	6ft 0in	1C		
	9-10	6ft 4in	2A		
	11-12	7ft 0in	2C		
	13-15	7ft 4in	3A		

Net Height

6ft 0in

6ft 4in

7ft 0in

7ft 4in

Pin Numbers

1C

2A

2C

3A

Net Height Pin Numbers

1B

1C

2B

2C

5ft 6in

6ft 0in

6ft 8in

7ft 0in

Age Group

7-8

9-10

11-12

13-15

Day 9: Wed 2024-10-16: Practice #8 at Hansen Village Park from 5:30 pm to 6:30 pm

5	minutes:	Skill Warm-up
5	minutes:	Review Back Setting
15	minutes:	Setting Drill*
5	minutes:	Serving
2	minutes:	Water Break
10	minutes:	Introduce Blocking
15	minutes:	Team Defense*

Net Height | Pin Numbers Age Group 7-8 6ft 0in 1C 9-10 6ft 4in 2A 7ft 0in 2C 11-12 13-15 7ft 4in 3A

3 minutes: Cool-down and Announcements

Setting Drill: Coach tosses the ball from various positions in the back court to the setter, who will set a hitting line. One player will set until all players have hit; then a new player will rotate into the setter's position. Be sure to challenge (but not over challenge) the setter with the tosses.

Team Defense: Clinician will demonstrate the proper positioning of players on the court, during game play.

Day 10 of handbook skipped/missed (possibly for holiday, or some scheduling issue)

Day 11: Wed 2024-10-23: Practice #9 at Hansen Village Park from 5:30 pm to 6:30 pm

5 minutes:	Skill Warm-up	Age Group	Net Height	Pin Numbers
15 minutes:	Pass, Set, Spike Drill*	7-8	6ft 0in	1C
10 minutes:	Spiking for Percentage*	9-10	6ft 4in	2A
2 minutes:	Water Break	11-12	7ft 0in	2C
5 minutes:	Review Blocking	13-15	7ft 4in	3A
20 minuteeu				

20 minutes: Side Out Drill

3 minutes: Cool-down and Announcements

Pass, Set, Spike Drill: Have one player in the setter's location and other players in three locations in the back court. The coach or assistant coach, will toss balls to the players in the back court who will pass to the setter who will, in turn, set the player who passed the ball. Rotate player's positions periodically. Spiking for Percentage: Each player will hit 10 balls in a row. Track how many out of 10 they are able to complete successfully.

Side Out Drill: The coach or assistant coach, tosses the ball from various locations in the opposing team's court. Both teams play the ball out as if in a game situation and the team that sides out wins the point.

Day 12: Sat 2024-10-26: Intersite Game Day Away Game vs. Livermore & Fremont At Hagemann Park from 10:00 am to 12:00 pm

Day 13: Wed 2024-10-30: Practice #10 at Hansen Village Park from 5:30 pm to 6:30 pm

5 minutes:	Skill Warm-up	Age Group	Net Height	Pin Numbers
5 minutes:	Setting	7-8	6ft 0in	1C
5 minutes:	Passing	9-10	6ft 4in	2A
15 minutes:	Spiking in Three Directions*	11-12	7ft 0in	2C
2 minutes:	Water Break	13-15	7ft 4in	3A
5 minutes:	Serving			

20 minutes: Mobility Challenge*

3 minutes: Cool-down and Announcements

Spiking in Three Directions: Have players spike down the line, to the center of the court, and cross court. Mark your three locations with towels, sweats, cones, etc. Players will hit three sets in a row for this drill. Mobility Challenge: The coach or assistant coach, tosses the ball from various locations on the opposing team's court. Both teams play the ball out as if in a game situation and the team that sides out wins the point.