## **USYVL Instructional Summary - Fall 2024** San Luis Obispo

**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.

Age Group

7-8

9-10

11-12

13-15

Day 1: Sat 2024-09-14: Practice #2 at Johnson Park from 10:00 am to 11:30 am

Check-in prior to start with Site Director and Clinician!

Set-up Net!

Verify players against Team Roster!

5 minutes: Name Game 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

Day 2: Wed 2024-09-18: Practice #3 at Johnson Park from 5:30 pm to 6:30 pm

Check-in prior to start with Site Director and Clinician!

Set-up Net!

Verify players against Team Roster!

ı	Age Group	Net Height	Pin Numbers
I	7-8	5ft 0in	1A
I	9-10	5ft 6in	1B
I	11-12	6ft 4in	2A
I	13-15	6ft 8in	2B

5ft 6in

6ft 0in

6ft 8in

7ft 0in

7-8

9-10

11-12

13-15

Net Height Pin Numbers

1B

1C

2B

2C

Net Height

5ft 0in

5ft 6in

6ft 4in

6ft 8in

Pin Numbers

1A

1B

2A

2B

5 minutes: Skill Warm-up 10 minutes: Demo Game

Review Fountain Spiking 5 minutes: 10 minutes: Review Arch Spiking

Water Break 2 minutes:

Review Serving (Underhand, Overhand, Sky Ball and Jump Serve) 10 minutes:

10 minutes: Introduce Superman Setting Set and Spike Combination 5 minutes: Cool-down and Announcements 3 minutes:

Day 3: Sat 2024-09-21: Practice #4 at Johnson Park from 10:00 am to 11:30 am Age Group

5 minutes: Skill Warm-up

10 minutes: Review Superman Setting 15 minutes: Set and Spike Combination

2 minutes: Water Break 5 minutes: Court Movement

10 minutes: Introduce Forearm Passing 10 minutes: Introduce Overhead Passing 3 minutes: Cool-down and Announcements Day 4: Wed 2024-09-25: Practice #5 at Johnson Park from 5:30 pm to 6:30 pm

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.

Age Group

7-8

9-10

11-12

13-15

Age Group

7-8

9-10

11-12

13-15

Age Group

7-8

9-10

11-12

13-15

Net Height

5ft 6in

6ft 0in

6ft 8in

7ft 0in

Net Height

6ft 0in

6ft 4in

7ft 0in

7ft 4in

Net Height

6ft 0in

6ft 4in

7ft 0in

7ft 4in

Pin Numbers

1B

1C

2B

2C

Pin Numbers

2A

2C

3A

Pin Numbers

2A

2C

3A

Day 5: Wed 2024-10-02: Practice #6 at Johnson Park from 5:30 pm to 6:30 pm

5 minutes: Skill Warm-up

10 minutes: Review Forearm Digging 10 minutes: Review Overhead Digging

Introduce Serving For Percentage\* 5 minutes:

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 Away Game vs. Arroyo Grande & Santa Maria At Elm St. Park from 10:00 am to 12:00 pm

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

5 minutes: Skill Warm-up

10 minutes: Introduce Back Setting

15 minutes: Back Set and Spike Combination

2 minutes: Water Break

5 minutes: Passing a ball out of the net

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 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. Santa Maria & Arroyo Grande At Maramonte Park from 10:00 am to 12:00 pm

<sup>\*\*\*</sup> All players should help gather balls during and after every practice/game.

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Day 9: Wed 2024-10-16: Practice #8 at Johnson 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

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

15 minutes: Team Defense\*
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 Johnson Park from 5:30 pm to 6:30 pm

5 minutes: Skill Warm-up
15 minutes: Pass, Set, Spike Drill\*
10 minutes: Spiking for Percentage\*
2 minutes: Water Break
5 minutes: Review Blocking
20 minutes: Side Out Drill\*

 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

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. Arroyo Grande & Santa Maria At Soto Sports Complex from 10:00 am to 12:00 pm

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

5 minutes: Skill Warm-up
5 minutes: Setting
5 minutes: Passing
15 minutes: Spiking in Three Directions\*

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

2 minutes: Water Break

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.