USYVL Instructional Summary - Spring 2024 Carmel Valley

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: Tue 2024-04-09: Practice at Carmel Knolls Park from 6:00 pm to 7:00 pm

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

Set-up Net!

Verify players against Team Roster!

5 minutes: Name Game5 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: Tue 2024-04-16: Practice at Carmel Knolls Park from 6:00 pm to 7:15 pm

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

Set-up Net

Verify players against Team Roster!

 1.3		
7-8	5ft 0in	1A
9-10	5ft 6in	1B
11-12	6ft 4in	2A
13-15	6ft 8in	2B

Age Group

7-8

9-10

11-12

13-15

Age Group

7-8

9-10

11-12

13-15

Net Height Pin Numbers

1A

1B

2A

2B

5ft 0in

5ft 6in

6ft 4in

6ft 8in

Age Group Net Height Pin Numbers

Net Height Pin Numbers

1B

1C

2B

2C

5ft 6in

6ft 0in

6ft 8in

7ft 0in

5 minutes: Skill Warm-up 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: Sat 2024-04-20: Practice at Carmel Knolls Park from 9:00 am to 10:15 am

5 minutes: Skill Warm-up

10 minutes: Review Superman Setting15 minutes: Set and Spike Combination

2 minutes: Water Break5 minutes: Court Movement

10 minutes: Introduce Forearm Passing
10 minutes: Introduce Overhead Passing
3 minutes: Cool-down and Announcements

Day 4: Tue 2024-04-23: Practice at Carmel Knolls Park from 6:00 pm to 7:15 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

Pin Numbers

1B

1C

2B

2C

Net Height | Pin Numbers

1C

2A

2C

3A

Pin Numbers

1C

2A

2C

6ft 0in

6ft 4in

7ft 0in

7ft 4in

Net Height

6ft 0in

6ft 4in

7ft 0in

7ft 4in

Day 5 of handbook skipped/missed (possibly for holiday, or some scheduling issue)

Day 6: Sat 2024-04-27: Games at Carmel Knolls Park from 9:00 am to 10:15 am

5 minutes: Skill Warm-up Net Height Pin Numbers Age Group 25 minutes: Game* 7-8 6ft 0in 1C 2 minutes: Water Break 9-10 6ft 4in 2A 25 minutes: Game* 11-12 7ft 0in 2C 3 minutes: Cool-down and Announcements 13-15 7ft 4in 3A

Game*: Hot Potato for 7-8 year olds. Double Max for 9-15 year olds.

Day 7: Tue 2024-04-30: Practice at Carmel Knolls Park from 6:00 pm to 7:00 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 2024-05-04: Intersite Game Day Away Game vs. Carlsbad & San Diego At Holiday Park from 9:00 am to 11:00 am

Day 9: Tue 2024-05-07: Practice at Carmel Knolls Park from 6:00 pm to 7:00 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*

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: Sat 2024-05-11: Intersite Game Day Away Game vs. San Diego & Carlsbad

At Olive Grove Community Park from 9:00 am to 11:00 am

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

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Day 11: Tue 2024-05-14: Practice at Carmel Knolls Park from 6:00 pm to 7:00 pm

5 minutes: Skill Warm-up

15 minutes: Pass, Set, Spike Drill*
10 minutes: Spiking for Percentage*
2 minutes: Water Break

2 minutes: Water Break
5 minutes: Review Blocking
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 2024-05-18: Intersite Game Day Away Game vs. Carlsbad & San Diego At Holiday Park from 9:00 am to 11:00 am

Day 13: Tue 2024-05-21: Practice at Carmel Knolls Park from 6:00 pm to 7:00 pm

5 minutes: Skill Warm-up5 minutes: Setting

5 minutes: Setting
5 minutes: Passing
15 minutes: Sniking i

15 minutes: Spiking in Three Directions*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.

Day 14 of handbook skipped/missed (possibly for holiday, or some scheduling issue)

Day 15: Tue 2024-05-28: Practice at Carmel Knolls Park from 6:00 pm to 7:00 pm

5 minutes: Skill Warm-up
25 minutes: Station Day*
2 minutes: Water Break
25 minutes: Station Day*
3 minutes: Cool-down and Announcements

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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	
and the constant of The collection will be accorded			

Net Height Pin Numbers

Net Height Pin Numbers

1C

2A

2C 3A

6ft 0in

6ft 4in

7ft 0in

7ft 4in

1C

2A

2C

ЗА

6ft 0in

6ft 4in

7ft 0in

7ft 4in

Age Group

7-8

9-10

11-12

13-15

Age Group

7-8

9-10

11-12

13-15

Station Day: The clinician will assign each coach a skill to teach at their station. The clinician will blow the whistle every 10 minutes to encourage players to move from station to station. Players are free to go to whatever stations that they feel will improve their game, but encourage them to visit as many stations as possible.

Stations: Spiking, Serving, Setting, Passing, Digging, Blocking.

Day 16: Sat 2024-06-01: Games at Carmel Knolls Park from 9:00 am to 11:00 am

5 minutes: Skill Warm-up
25 minutes: Game*
2 minutes: Water Break
25 minutes: Game*

3 minutes: Cool-down and Announcements

 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

Game*: Hot Potato for 7-8 year olds. Double Max for 9-15 year olds.