USYVL Instructional Summary - Spring 2024 Huntington Beach

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 2024-04-10: Practice at Worthy Park from 6:00 pm to 7:00 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			
E minuteou Chill Morro un	-					

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 2024-04-13: Practice at Worthy Park from 9:00 am to 10:00 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 a	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 2024-04-17: Practice at Worthy Park from 6:00 pm to 7:00 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
40	later due a Francisco Descina			

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 2024-04-20: Practice at Worthy Park from 9:00 am to 10:00 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
4.5		Deseine Osmat

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

Day 5: Wed 2024-04-24: Practice at Worthy Park from 6:00 pt

5	minutes:	Skill Warm-up	Age
10	minutes:	Review Forearm Digging	
10	minutes:	Review Overhead Digging	g
5	minutes:	Introduce Serving For Percentage*	1
2	minutes:	Water Break	1:
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 2024-04-27: Games at Worthy Park from 9:00 am to 10:00 am

5 minutes:	Skill Warm-up	Age Group	Net Height	Pin Numbers			
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: Wed 2024-05-01: Practice at Worthy Park from 6:00 pm to 7:00 pm

~,		2 · · · · · · · · · · · · · · · · · · ·	te nee pin
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	
)iq/	Set/Spike	Combination: Set up one player in the passing,	setting and s

Dig/ 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. Long Beach Whaley Park & Fountain Valley & Long Beach - Marina Vista Park At Whalev Park from 9:00 am to 11:00 am

pm	om to 7:00 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

5ft 6in

6ft 0in

6ft 8in

7ft 0in

Pin Numbers

1B

1C

2B

2C

Day 9: Wed 2024-05-08: Practice at Worthy Park from 6:00 pm to 7:00 pm

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

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 Home Game vs. Anaheim & Tustin At Worthy Park from 9:00 am to 11:00 am

Day 11: Wed 2024-05-15: Practice at Worthy Park from 6:00 pm to 7:00 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 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 Home Game vs. Fountain Valley & Los Alamitos At Worthy Park from 9:00 am to 11:00 am

Day 13: Wed 2024-05-22: Practice at Worthy Park from 6:00 pm to 7:00 pm

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

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: Wed 2024-05-29: Practice at Worthy Park from 6:00 pm to 7:00 pm

,	· · · · · · · · · · · · · · · · · · ·				
5	minutes:	Skill Warm-up	Age Group	Net Height	Pin Numbers
25	minutes:	Station Day*	7-8	6ft 0in	1C
2	minutes:	Water Break	9-10	6ft 4in	2A
25	minutes:	Station Day*	11-12	7ft 0in	2C
3	minutes:	Cool-down and Announcements	13-15	7ft 4in	3A
04-4	Chatter Davy The eliminian will ensure each each a shill to the sheat station. The eliminian will be with a				

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 Worthy Park from 9:00 am to 11:00 am

5 minutes:	Skill Warm-up	Age Group	Net Height	Pin Numbers
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
Came*: Het Petete for 7.9 year olde Double Max for 0.15 year olde				

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