## **USYVL Instructional Summary - Spring 2025 Dallas**

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

Age Group

7-8

9-10

11-12

13-15

Day 1: Wed 2025-04-02: Practice at Dan D. Rogers Elementary School 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 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: Sat 2025-04-05: Practice at Dan D. Rogers Elementary School from 9:00 am to 10:00 am

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

Verify players against Team Roster!

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

5ft 6in

6ft 0in

6ft 8in

7ft 0in

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: Wed 2025-04-09: Practice at Dan D. Rogers Elementary School from 6:00 pm to 7:00 pm

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: Sat 2025-04-12: Practice at Dan D. Rogers Elementary School from 9:00 am to 10:00 am

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 Oin

7ft 4in

Pin Numbers

1B

1C

2B

2C

Pin Numbers

1C

2A

2C

3A

1C

2A

2C

3A

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 2025-04-16: Practice at Dan D. Rogers Elementary School from 6:00 pm to 7:00 pm

5 minutes: Skill Warm-up 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 of handbook skipped/missed (possibly for holiday, or some scheduling issue)

Day 7: Wed 2025-04-23: Practice at Dan D. Rogers Elementary School from 6:00 pm to 7:00 pm

5 minutes: Skill Warm-up Net Height | Pin Numbers Age Group 10 minutes: Introduce Back Setting 7-8 6ft 0in 15 minutes: Back Set and Spike Combination 9-10 6ft 4in 2 minutes: Water Break 11-12 7ft 0in 5 minutes: Passing a ball out of the net 13-15 7ft 4in

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

Day 8: Sat 2025-04-26: Games at Dan D. Rogers Elementary School 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 13-15 7ft 4in 3A 3 minutes: Cool-down and Announcements

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

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

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

Day 9: Wed 2025-04-30: Practice at Dan D. Rogers Elementary School 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

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
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 2025-05-03: Games at Dan D. Rogers Elementary School from 9:00 am to 10:00 am

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

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

Day 11: Wed 2025-05-07: Practice at Dan D. Rogers Elementary School from 6:00 pm to 7:00 pm

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

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 2025-05-10: Games at Dan D. Rogers Elementary School from 9:00 am to 10:00 am

5 minute	s: Skill Warm-up	Age Group	Net Height	Pin Numbers
25 minute	es: Game*	7-8	6ft 0in	1C
2 minute	es: Water Break	9-10	6ft 4in	2A
25 minute	es: Game*	11-12	7ft 0in	2C
3 minute	es: 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 13: Wed 2025-05-14: Practice at Dan D. Rogers Elementary School from 6:00 pm to 7:00 pm

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

Day 14: Sat 2025-05-17: Games at Dan D. Rogers Elementary School 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 15: Wed 2025-05-21: Practice at Dan D. Rogers Elementary School 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

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.