

USYVL Instructional Summary - Spring 2026

Santa Monica

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: Sat 2026-04-18: Practice at Grant Elementary School from 9:00 am to 11:00 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

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

Day 2: Sat 2026-04-25: Practice at Grant Elementary School from 9:00 am to 11:00 am

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

Set-up Net!

Verify players against Team Roster!

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 2026-05-02: Practice at Grant Elementary School from 9:00 am to 11:00 am

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

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

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

Day 4: Sat 2026-05-09: Practice at Grant Elementary School from 9:00 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

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

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: Sat 2026-05-16: Practice at Grant Elementary School from 9:00 am to 11:00 am

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

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

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: Sat 2026-05-30: Practice at Grant Elementary School from 9:00 am to 11:00 am

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

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

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

Day 9: Sat 2026-06-06: Practice at Grant Elementary School from 9:00 am to 11:00 am

- 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

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

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.