







ATTACK RECEIVE SETHP



Skill Set:Ballhandling Objectives: Movement, quick thinking, setting, attacking, passing.



Step 1: 3 players 1 Ball Attack-Receive-Setup Player not attacked goes to the other side. 1 attacks 2. 3 goes to the other side. green line- attack white line- run.



Step 2: Pass from 2 to 1. Followed by a setup from 1 to 2.











Step 3: 2 attacks 3. 1 runs across court. Repeat...





IN LINE



Skill Set:Ballhandling Objectives: Movement, running, practicing different hits.



Step 1:

4 or more players 1 ball.

The object is to keep the ball in play as long as possible. The ball should stay at the same place.

Player 1 plays the ball high and runs toward the sideline. Reverses direction and runs to the other sideline and then rejoins the group.

Players 2, 3, and for do the same as player 1. After 4 plays the ball player 1 should back to the starting spot.

Variation Change the type of hit.









Skill Set:Ballhandling Objectives: Movement, quick thinking, communication, passing.



Step 1: 4 players 2 Balls This drill starts out simple and becomes more complex as your players pick up the skill.



Players 1 and 3 start the drill with a toss to the player that is facing them. Get a Rythm of passing back and forth, trying to keep the balls in sync.

Next directly after passing the ball, players 1 and 3 echange places. After passing the ball back players 2 and 4 do the same. (see reverse)







Skill Set:Ballhandling Objectives: Movement, quick thinking, communication, passing.







BACK AND FORWARD



Skill Set:Passing Objectives: Movement, communication, anticipation, awareness, passing.



Step 1: 8 players 4 Balls

Divide players in pairs. The players pass the ball t each other while one player moves backwards and one forward. They should try to keep the passing difference the same.



Step 2: When the first players reaches the side line, the pair reverses direction and goes to th eother side.

To make it more difficult let the pairs use 2 balls.









Skill Set:Passing Objectives: Movement, communication, anticipation, spacial awareness, passing.



Step 1: Odd number of players and a ball for each player. Players pass the ball to the space to skip to their right. Player 1 passes to 8, 2 to 9, 3 to 1, 4 to 2, 5 to 3, and so on. The players move one spot to the right after they pass.

Variations You may want to atart with less balls. Change passes or move in the opposite direction of passes.





2 SETTERS MOVEMENT



Skill Set: Setting Objectives: Movement, quick thinking, setting, displacement, precision, defense.



Step 1: 3 players 1 Ball

Player 1 attacks for one of the 2 setters placed side by side at the end of the court. Player 1 can set for 2 or 3.



Step 2:

If Payer 2 is attacked they must defend in front on their side. Player 3 moves to the ball and Player 2 moves into Player 3's position. If the attack is to Player 3 just reverse the rotation.











Step 3: Player 3 sets the ball for Player 1 an returns to the open position. Repeat!!!





SHORT-LONG-SHORT!



Skill Set: Passing Objectives: Movement, quick thinking, setting, displacement, precision.



Step 1:

8 players 3 balls Feeder 1 passes short medium ball to Player 1. Player 1 returns the pass and moves laterally to Feeder 2.

Feeder 2 passes long ball deep into the backcourt. Player 1 returns the pass and moves laterally to Feeder 3. Feeder 3 gives a short tip pass. Player 1 runs forward to return the pass.

Have Players 4 and 5 shag balls so feeders always have balls. Rotate with players shagging balls.





LATERAL PASSING



Skill Set: Passing Objectives: Movement, quick thinking, precision.



Step 1:

8 players 3 balls Player 2 passes to Player 1. Player 1 passes to Player 5 and moves laterally to Player 3. Player 5 changes position. Player 3 passes to Player 1. Player 1 passes to Player 5 and moves laterally to player 4. Player 5 changes position. Player 4 passes to Player 1. Player 1 passes to Player 5 and reverses direction. Player 5 changes position. Repeat for a time interval or a certain amount of passes.



