Sitting Volleyball Session Plan Three


10 mins | Move to play |
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| in a group of |



|  |  | 1. Two players sit opposite each other at the net; <br> 2. One player feeds a volleyball vertically from below net height and the other player blocks it as it arrives at net height; <br> 3. 10 goes then switch; <br> 4. Develop - so that ball is fed horizontally i.e., ball held just above feeder's head and thrown at speed to blocker, who blocks. <br> 5. 10 goes then switch. <br> 1. Two players of equal height sit opposite each other at the net; <br> 2. Both players put both hands on the ball and joust, i.e., use body weight and upper strength to push the ball against their opponent trying to get the ball to land on the opponent's side of the court; <br> 3. Have 2 or 3 goes, then Develop both players use left hand only, then Develop - so both players use right hand only. <br> CP - A joust occurs above the net between two or more players that forces the ball to become stationery. The sitting volleyball rules say this: "If simultaneous hits by two opponents over the net lead to a "CATCH", it is a "DOUBLE FAULT" and the rally is replayed. However, a short catch is permitted when the extended contact does not stop the continuity of the play". More often than not, a referee will call a let and replay the point if the contact is longer than a second. |  |
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1. Two players (P1 and P2) start at the net, shoulder to shoulder; 2. The Coach (C) hits and the Players block;
2. P1 and P2 move dynamically to the middle of the court, keeping as close to each other as possible, then set their bases;
3. C moves to the middle and hits and P1 and P2 block;
4. P1 and P2 move dynamically to the right-hand side of the court, again keeping as close together as possible, then set their bases
5. C moves to the left-hand side and hit and P1 and P2 block
6. P1 and P2 exit and re-join the line and two more players come into court and repeat steps 1-6. C resets to the right-hand side.

## Champion of the court:



1. Teams of 2 compete for the right to become champions of the court; 2. The first two teams come into court (indicated by yellow section); 3. To establish who wins the right to become champions of the court, the Coach feeds a high ball to the team on Side $\mathbf{B}$ and the rally is played out 4. Whichever team wins that rally has earned the right to stay on court and goes to (or stays on) Side B;
2. The losing team exits and another team comes into court;
3. Coach feeds another ball to the champions of the court and the rally is played out. If the team that won the first rally wins, they score a point and stay on court. If they lose, they exit and the winning team moves to Side B;
4. Coach fed rallies continue until one team has reached 7 points and are decreed "Champions of the Court".

CP - You may want to impose rules, such as 'each team must contact the ball at least twice each time it comes to them'. Blocking should be included.

