Terri Neujahr Waverly High School Head Volleyball Coach terri.neujahr@district145.org 402-890-8880 cell



# 2022 NCA Clinic "All Things Fundamental"

- ...to on-court success in Volleyball
- Important skill and drill considerations
- What leads to the most scoring/most scored points what correlates to winning?
  - SoloStats Analysis 20 million stat entries analyzed: D1 to Club 12's)
    - 13+ different categories
      - Positive Correlations
        - Whoever Scores the most points wins (Well, duh!)
        - Side Out% (PSH or DSH)
        - Kills
        - Aces
      - Negative Correlations
        - High Serve-Receive Errors
        - High Dig Errors
        - High Serve-Receive Attempts (means the opponent is serving longer again, duh)
        - Kill Errors

IF all this is TRUE, then it makes sense to spend more time on these things that Positively correlate to WINNING. The elements of these are:

- passing/S/R/digging
- OOS balls either by the setter OR another player
- Attacking to different spots/tempos
- Serving

# So, Volleyball is STILL a serve-pass-OOS game.

#### Other thoughts:

- Assume your players do NOT know what you want them to do. Script EVERYTHING and be clear about it.
- CHOOSE A SINGLE FOCUS for every drill that players and coaches KNOW they are working on. Make the focus SMALL and DETAILED.
- Drills do NOT have to be complicated or time-consumingly long. Find simple things that teach what YOU want to teach and then rep them out.

# Whatever you do, have a philosophy about it. Reasons that you do one thing and not another.

- Kids going from club to High School and back have different coaches with different teachings
- Kids are smarter than what we think THEY have opinions on what works and what doesn't. THEY have their own philosophies on techniques.
- Often it can be argued that one way may not be better than another, BUT having a philosophy reasons why you would like it done a certain way that is KEY.

#### 9:00-9:35 Passing/Platform/Angle

Foot Placement - Balance - Shoulders - Spacing

#### 1. Clock Passing

- Platform Angle
- Clearing the Hip
- One Shuffle Back

#### 2. Movement Pasing

- In-Out
- Up to Straight Back
- Up to Angle Back
- Back to Up and Shuffle Around

#### 3. Pairs Ball Handling

- Common way to begin practices
- Have a minimum of 3 variations that you can easily add in per week to keep it fresh.
- Pairs:
  - Pass Close Regular Side 90 OOS, Back
  - Set Close Regular Side OOS Jump Back
    - Can do these one contact or 1-2

#### • Other Pairs Assignments

- Dig on Knees
- Drop and Drive
- Dig High
- Skins Chase
- Kayla Dig
- Fire Hydrant/Clear the Hip
- Pancake
- Collapse Sprawl Roll
- Pepper All the variations
- Two's End Line
  - Self Pass to Net and.... Pass, Side, Back.... To Partner
  - Self Set to net and..... Set, OOS, Jump. Back.... To Partner
  - Tip, Roll, Jump and Power Tip, Hit Back
- China
  - Pass and Pass Over/Under
  - Set and Set Over/Under
  - Roll Shot and Dig
  - Jump and Roll and Dig
  - Dig the Net and Roll
  - Approach and Hit

#### 4. Box Serve and Pass for Serve Receive Platform Work

- Footwork is still KEY
- Shuffle and Angle Pass
- Clear your Hip
- CALL THE BALL EVERY TIME
- HOLD CHECK CORRECT
- Variations
  - Straight Cross Shoulder
  - Box Depth changes things
  - Erbe Pairs Timed
  - Non-Negotiables in Serve-Recieve
    - Everybody Talks, Moves, Goes to the Line

#### 9:35-9:50 Serving

Foot Placement - Weight Distribution/Balance - Serving Arm/Hand Placement, LIFT, shift, ball strike

#### 1. Practice the LIFT

- Straight up Straight down
- Ball should land in front of hitting shoulder and toe
- 2. One-Foot Serving
  - At 10' Line
  - Hand/Palm is FLAT
  - Errors in BALANCE and DIRECTION often indicate a poor LIFT

#### 3. Serving Warm-Up

- Partners Back up one step every time the ball goes over the net
- One-Foot or Two-Feet
- When you get to about 25', use all balls and no more partner serve

#### 4. Jump-Float

- Jump Float: Left-Lift.. R-L JUMP Hit.Tempo like dance steps. Have the kids SAY this. Have them CLAP this.
- When first learning it, start closer

#### 5. Types of serves we practice: Key is to MAKE THEM MOVE

- Maroon Line
- Sideline
- 5 to 5, 1 to 1
- 5 to 4, 1 to 2
- Seams
- Push Serve and In-Front Serve

#### 6. Circle Serve

- Timed Drill that is also conditioning. Varsity has 8 minutes to get "X" number in each spot. JV/Reserves have a different number generally
- Side Courts: Dots at a certain spot 1 5 seams sideline etc...
- Middle Court: Dots are short serves

#### 10:00-10:30 Attacking/OOS

Beth Launiere: University of Utah Head Coach: a GOOD team plays "in system" about 60% of the time *OUT OF S/R*. "Average" teams, then, are less than that, and perhaps its 40-50% in system, which means **60% OUT** *of System! And, off of a DIG its even MORE.* 

THUS, we spend a LOT of time on OOS and the different parts of it.

- DIG to HIGH 10-Foot
- Everyone trains to platform and hand-set to 4x4 OOS to a pin
- 1. Dig-Set
- 2. Footwork
  - 3-Step, 4-Step, JOG and approach
  - Slow or WAIT or HOLD to fast/ACCELERATE!!
  - Big Smaller Smallest
  - ARMS to jump

### 3. Armswing

- Throw a squishy ball
- Throw a football
- Foot Placement Weight Shift Drag the Toe
- Arms: Elbow/Hand High, LEAD with Elbow
- Finish with ABS FEEL the tightness in your abs
  - $\circ \quad \text{Rounded shoulders} \quad$
  - Finish over the top
- On a BOX or on the FLOOR
  - Placing the Ball
    - Deep Shot
    - Cut
    - Tool High Hands
    - Tool Out
    - **7**0
- Use DOTS for areas or BLUE TAPE

# 4. OOS Attacking off Coaches toss:

- Find your 90
- Slow or WAIT to fast
- Swing CROSS
- Swing LINE

#### 5. OOS with a passer

- Passer is middle of the court C toss
- Passer is LB or RB C Toss
- Go off a bounce ball

# 6. Tooling the Block/Attacking areas of the court

- The Block is your FRIEND USE IT !!!
- Pool Noodles to simulate BIG Block vs. SMALL Block

### 10:30-10:50 Drills

#### 1. Tips and Rolls

- TRAIN what you want them to be able to do Donut, Over the Block, Off Blocker, Power Throw, Dumps of all kinds
- 6x6 4 or 6 FB Drill.
- Any kind of Tip or Roll shot OR define what you want to work on...
  - $\circ$   $\,$  Pins can only tip over block, wipe the block, throw the line, 70 roll,  $\ldots$
  - Middles can only tip to donut, 2 or 4 sideline, power throw 1 and 5....
  - $\circ$   $\:$  Setters can only dump to donut, 2, 4, shoot 1 or 5  $\:$
  - Backrow can only roll donut to 10'line
  - $\circ$   $\,$  Or any other variation you are working on
- Can also be a DEFENSIVE focus to this drill
  - Even though you KNOW its Tips and Rolls you CANNOT be out of BASE
  - T and R helps to define who has what ball
  - Watching FW to defense and body positioning

### 2. Columbus

- Define which balls and WHERE you want them to attack
  - EX: You can put the number of times you want certain players to GET these as well
    - OH hitting line or deep cross
    - RS cutting to 2, tool the block
    - M's hitting A's to area 5, B's to area 1
    - S's jump set dumping to donut
- Can do this as a mini-game OR 4-6 FB's and wash out

#### 3. Xontro/Cilantro

- SECRET 6x6 game that you can do out of S/R OR FB's
- Each side has certain things they need to accomplish, and both sides are different
- Great drill for unevenly matched sides
  - Example for Varsity Side:
  - OH's: 2 kills line/tool, 2 kills deep cross
  - RS: 2 kills line/tool, 1 tip/offspeed kill
  - M: 2B's: 1 Kill to 1-6, 1 tip kill to 2/donut.
  - S: 1 dump to 4 or 5
  - 12 Digs, 2 OOS kills anywhere