

Educational Tip of the Week



Servers vs. Passers - Baseball

Chris Hertel, Radford University Assistant

Here is a competitive “servers vs. passers” game (or games) that lasts 45-75 minutes used by Radford University.

- We made five teams of three people. Each team had a passing outside hitter, a defensive specialist and a middle or non-passing outside hitter.
- We used a scoring system based on the sport of baseball. Games were four innings long, and the point was to score as many points while serving (the batters) as you can.
- For the receiving side (the fielders) the point was to get three “outs” so they could go serve. Each inning had a predetermined pattern for the passers. For example: in the first inning the outside hitter passed in Zone 5 and the defensive specialist passed in Zone 6. The middle could choose anywhere she wanted to stand to help with short serves. The OH and DS always passed some combination of Zones 5 and 6 or Zones 6 and 1. In four innings all the combinations were covered.
- Serving order was like a batting order. The first server would serve until she made an “out” then the next player on her team would do the same. Serves that were in the proper zones and that were not “outs” were points.
- Each team accumulated their points through the entire game. The serving order picked up where it left off from one inning to the next.
- The servers could get them-selves “out” with a service error. The passers made “outs” by passing the ball into one of two targets. A “decent” pass was worth one “out” and a perfect pass was a double play and worth two “outs.” I used tape on the floor to clearly define a one-“out” pass and a double-play perfect pass. Any pass that wasn’t good enough to get an “out” was a point for the servers. When a team got to three “outs” the teams switched roles.

Setup for two games on one court

3m line

Net

3m line

1 out

2 outs

2 outs

1 out

Inning	z5	z6
1st		OH
2nd	OH	DS
3rd		DS
4th	DS	OH

- The game can be manipulated in any number of ways:
 - The number of teams and their composition can be made to fit any team.
 - The serve receive patterns can be manipulated to work for whatever your team does.
 - The number of innings can be changed.
 - If you have more than one setter you can require the pass and the set be good in order to get a “double play.”
 - If you are playing one game at a time on the volleyball court you could even add an attack to the game.
- To the left is a diagram of the court we used and a list of zones we used in each inning.

THANK YOU FOR
YOUR MEMBERSHIP
IN THE GREAT
PLAINS REGION

YOUR PARTNER IN VOLLEYBALL

