

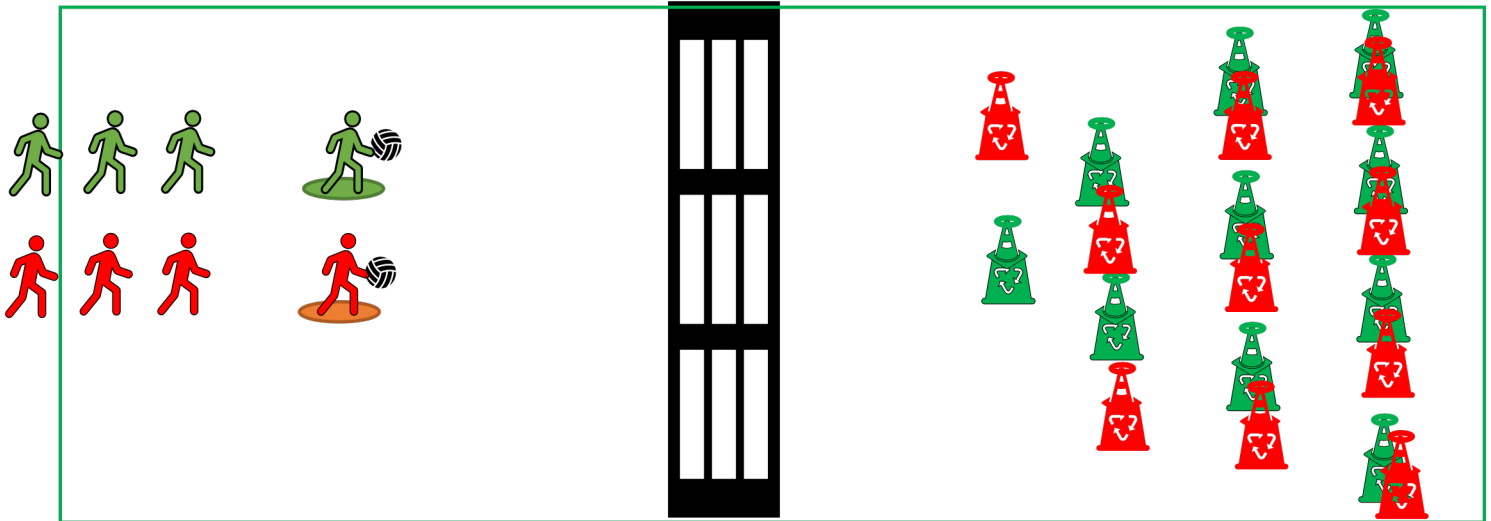
# VOLLEYBALL CLINIC TEAMWORK & TECHNIQUE ACTIVITY REFERENCE GUIDE

## Pirates of the Caribbean

Purpose: Hitting/Spiking

Equipment: Volleyballs, Volleyball Net, Buckets, Cones, Colored Disks

Set Up: As shown below: Set-up both team lines on the same side of the net. On the other side of the net, set-up 10 pirate ships for each team, mixed together.



Execution:

Narrate Storyline: There is a Pirate Battle going on at sea! The players are currently watching the Pirate Battle from their Pirate Fort and are going to help their Pirate Fleet by firing Cannon Balls (Volleyballs) at the enemy pirates. Each team is going to try to sink the other team's Pirate Fleet by Spiking the Ball into the Pirate ship and knocking down the sail (i.e. cone). Be careful not to sink your own ship (Accuracy & Precision).

Execution:

- Coach starts with the ball and sets it to the player who hits/spikes it over the net.
- Players only get 1-Spike then they go to the back of the line.
- Coach Sets the ball to the next player in line and the game continues.
- First team to destroy the other teams fleet wins that round.
- Switch which side of the court the teams are serving from and continue as time permits.

Variations:

- Hitting/Spiking Edition – Coach starts with the ball and sets it to the player who hits/spikes it over the net.
- Adding a setter- a player will rotate from setter to hitter. Coach will toss to setter and setter will set to hitter for a spike.

- Adding a Blocker- The Kraken – The player that just Spiked the ball rotates to the opposite site of the net and becomes the Kraken. The Kraken is a Blocker. The Blocker Stands on the other side of the net facing the other teams Spiking line. They can Block the other team ball in chances to safe a Pirate Ship!