

Comparison of Offensive Systems

OFFENSE	ADVANTAGES	DISADVANTAGES
4-2	<ul style="list-style-type: none"> - Passing Not Critical - Setter Movement is Easy - Less Complexity of Sets & Plays - Setter Can Easily See The Hitters - Power Game 	<ul style="list-style-type: none"> - Limited Options - Limited Ability to Adjust - Transition Game is Limited - Hitters Must Get Used to 2 Setting Styles
6-2	<ul style="list-style-type: none"> - Greater Offensive Options - Attackers Can Specialize - Players More Enthusiastic - Increased Tactical Options - 2 Good Players Share Setter/hitter duties 	<ul style="list-style-type: none"> - Need Good Passing to Execute - Quick Attack is Critical - Greater Setter Movement Necessary - Takes Much Practice - Hitters' Patterns are Complex - Hitters Must Get Used to 2 Setting Styles
5-1	<ul style="list-style-type: none"> - One Setter for Continuity - Best Athlete Can be the Setter - Players' Roles More Specialized - Less Serve Receive Pressure - Tactical Matchups are Flexible 	<ul style="list-style-type: none"> - Pressure on Setter to Perform - Difficult to Sub a Setter - Players Can be Too Specialized - Setter Must be a Blocker

GENERAL OFFENSIVE CONSIDERATIONS

- There are 4 key methods to gaining a lead in Rally Scoring:
 - an Ace Serve
 - a Transition Attack (dig-set-kill)
 - a Stuff Block
 - an Opponent Error (out of your control)
- The lower the skill level, the more points will be scored by service aces and unforced errors (technical aspects).
- The higher the skill and experience level, the more points will be scored on blocking and transition (tactical aspects).

4-2 Offensive System - Serve Receive

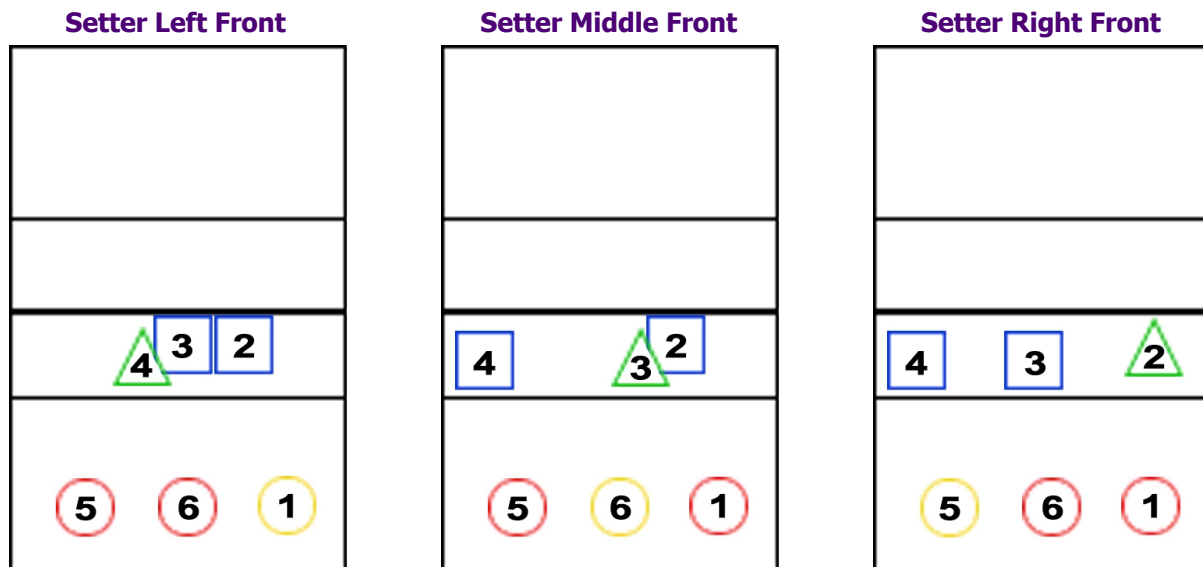
LEGEND

□ Front Row Player

△ Primary Setter

○ Back Row Player

○ Secondary Setter



The 4-2 is a very straight forward offense. The goal is to have the setters in the front row just feeding balls to the power hitter. The setters have much less responsibility since they do not play the back row. They do, however, have to block and may become fatigued quickly or if they are short may not block the opponents outside hitter adequately.

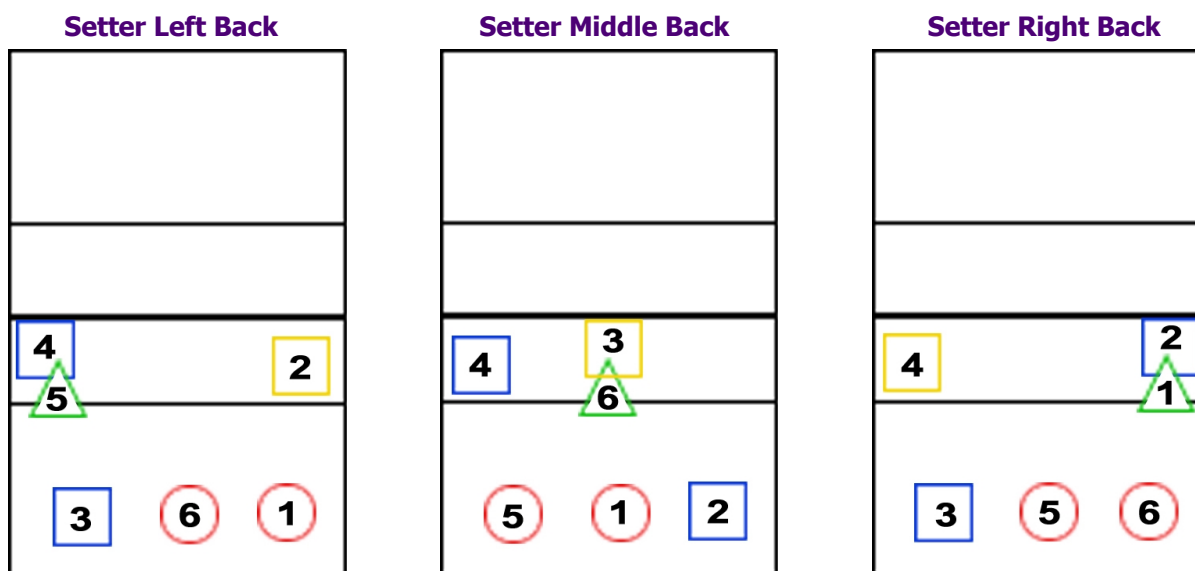
To eliminate some confusion when passing, use a 3 Person Serve Reception pattern, have the setter "stack" with the player in next to him close to the net. The setter may then also move closer to his target as long as he does not create an overlap with his other back row players. As above, you can relieve the front row players to concentrate on attack preparation, or if more proficient, you can shift front row passers into the passing lanes. You can also take into consideration what attack patterns you want the hitters to run from their passing positions, and place them as close to their assignment as possible, as long as no overlap is created. This can also be very deceptive for the opponent.

With a 3 person receive, the **middle receiver** is expected to pass EVERY SERVED BALL unless help is called (much like a setter). This alleviates any confusion about who is supposed to be passing.

6-2 Offensive System - Serve Receive

LEGEND

- Front Row Player
- △ Primary Setter
- Back Row Player
- Secondary Setter

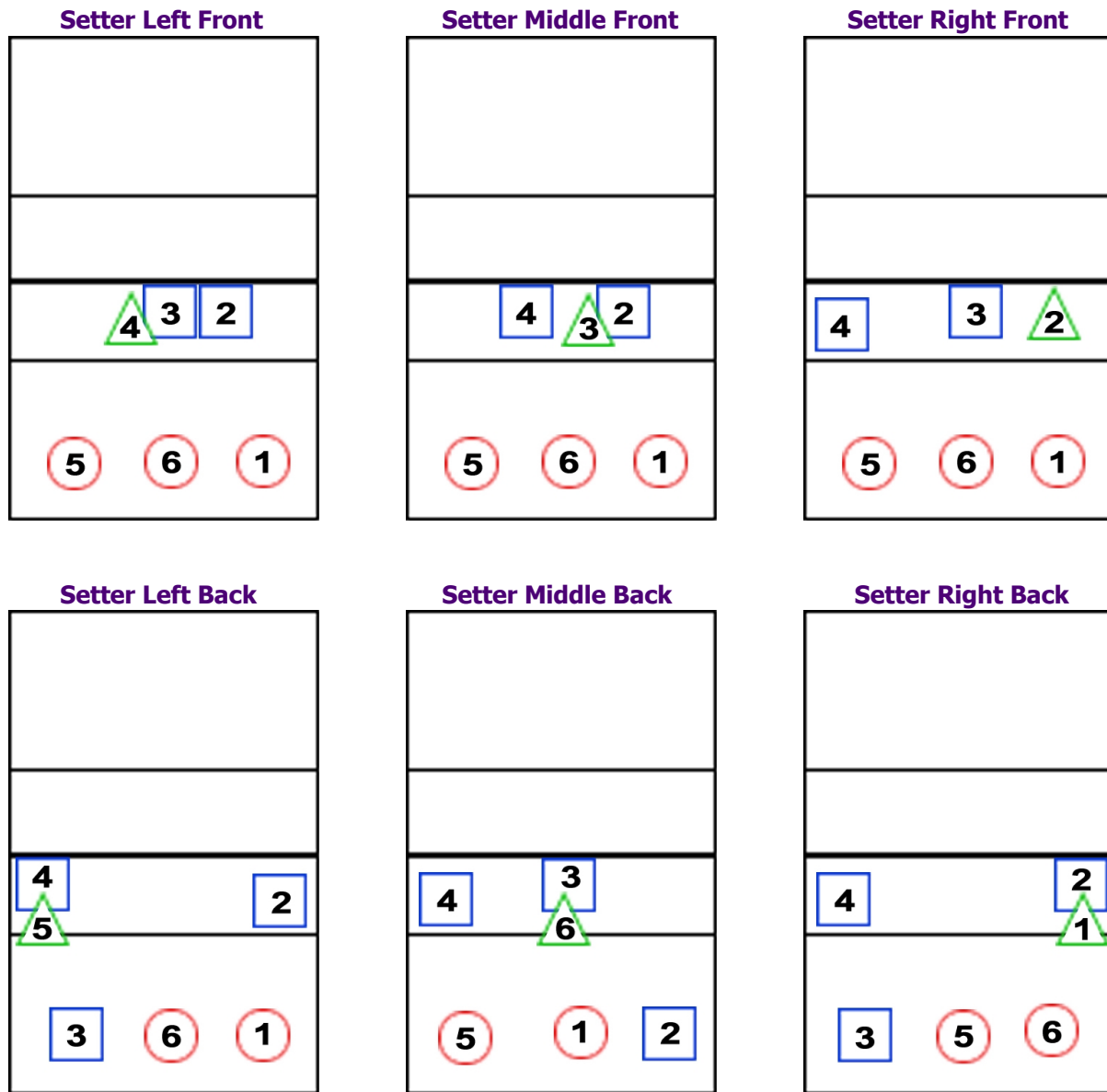


The 6-2 Offense utilizes 2 setters. The primary setter will always come from the back row which lets 3 hitters to play the front row at all times allowing more attack options.

To eliminate some confusion when passing, use a 3 Person Serve Reception pattern, have the setter "push" and "stack" with the player in front of him close to the net. The setter may then also move closer to his target as long as he does not create an overlap with his other back row players. As above, you can relieve the front row players to concentrate on attack preparation, or if more proficient, you can shift front row passers into the passing lanes. You can also take into consideration what attack patterns you want the hitters to run from their passing positions, and place them as close to their assignment as possible, as long as no overlap is created. This can also be very deceptive for the opponent.

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5-1 Offensive System - Serve Receive



To eliminate some confusion when passing use a 3 Person Serve Reception pattern, have the setter "push" and "stack" with the player in front of him close to the net. The setter may then also move closer to his target as long as he does not create an overlap with his other back row players. As above, you can relieve the front row players to concentrate on attack preparation, or if more proficient, you can shift front row passers into the passing lanes. You can also take into consideration what attack patterns you want the hitters to run from their passing positions, and place them as close to their assignment as possible, as long as no overlap is created. This can also be very deceptive for the opponent.

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