

Smashball! Net & Wall Games

Equipment

-  **Ball**
-  **Net**

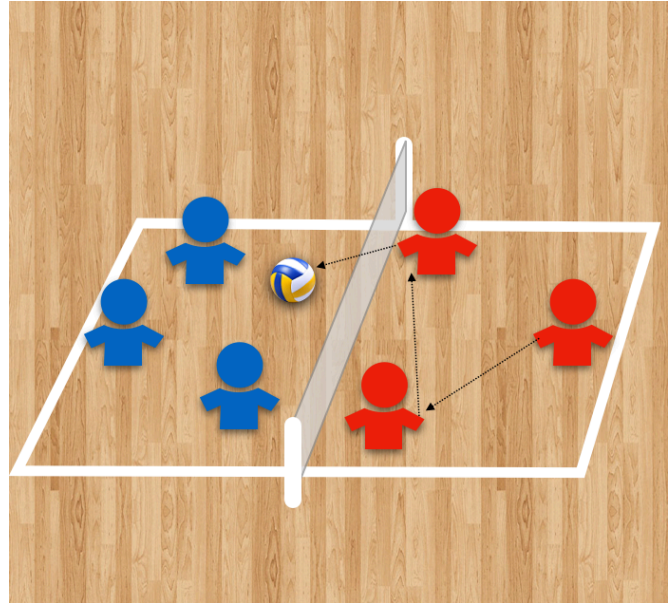


Tactical Focus




- Maintaining a Rally
- Winning a Point
- Setting Up for Attack
- Defend Space
- Defending Against Attack
- Restarting Play

Description

- Modified version of Volleyball
- Minimum 2 to Maximum 3 players Per Team
- 3 Touches Per Team
- 1 Bounce Allowed
- Serve by throwing from behind end line (If 1st serve misses get a 2nd chance)
- Receiving team can Catch and Toss to a team member at the Net, then Across the Net.
- Final touch is a Strike Over the Net.
- First to 15 points - Must win by 2
- If you Win the Point then you get the next Serve.

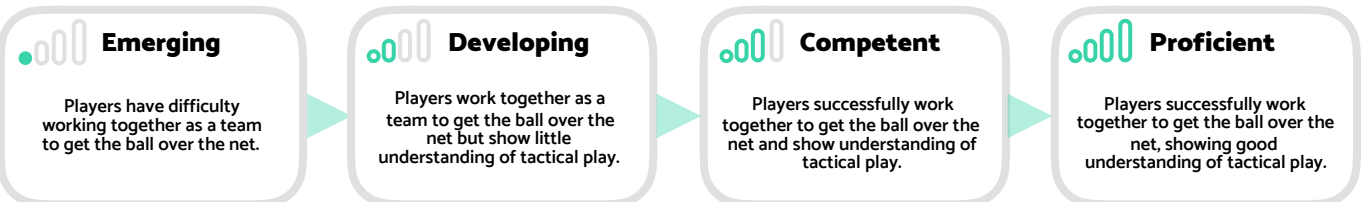


Modifications (Change It!)

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Change it Up
 - Players can only volley the ball.
 - First Touch is a Bump, Second a Catch and Third a Strike.
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Change It!
 - Use a racquet/paddle to strike the ball.
 - Increase/Decrease the number of players.
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Change it Down
 - Allow players to catch and throw the ball on all touches.
 - Increase the size of the ball.



Assessment



Questions

- How is this game similar to other Volleyball?
- What strategies/skills/tactics could be transferred to other Net/Wall Games?
- How did your team defend space when the other team had the ball?