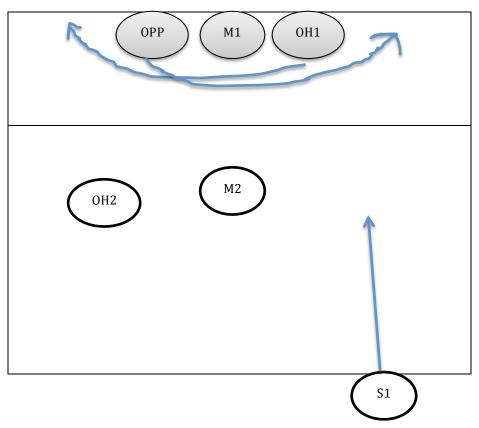
Liberty Patriot 6-2 Offensive and Defensive Rotations

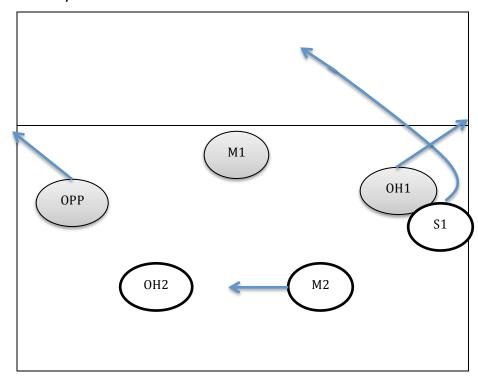
**SHADED CIRCLES ARE IN THE FRONT ROW...WHITE CIRCLES ARE IN THE BACK ROW

Serve Rotation 1



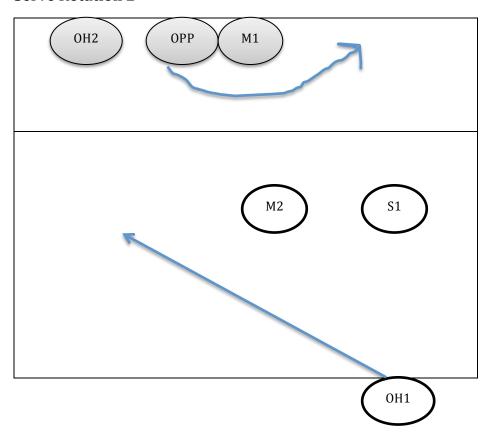
- 1. Back row players must start near attack line to lessen gap
- 2. Switch to perimeter defense as ball is served
- 3. Servers must ALWAYS sprint to position after serve

Serve/Receive Rotation 1



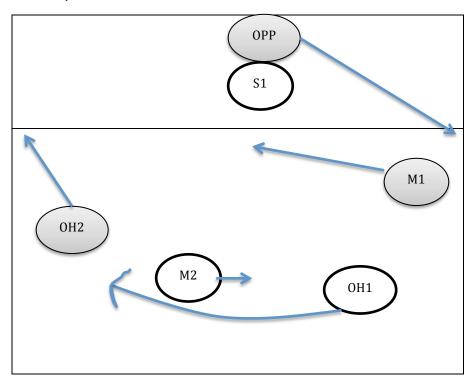
- 1. OH1 must protect the setter
- 2. S1 must sprint to position as ball is served
- 3. As ball is played, everyone else moves to attack positions
- 4. OPP and OH1 hit from their opposite positions and then switch when the ball is sent to the other side

Serve Rotation 2



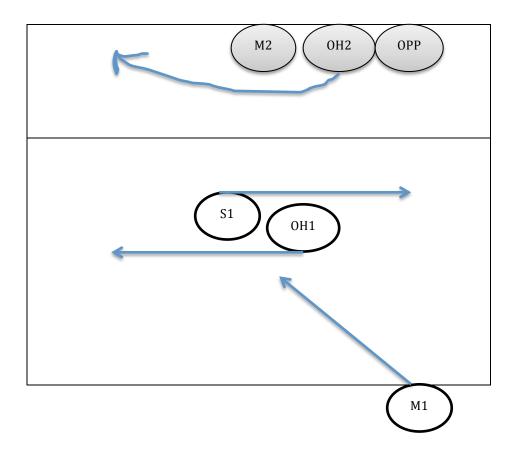
- $1.\,S1$ and M2 move into their defensive positions before the serve
- 2. M1 pushes front row players to the left to set up for defense
- 3. Switch to perimeter defense as ball is served

Serve/Receive Rotation 2

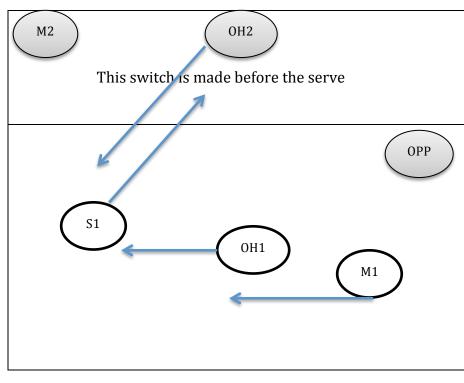


- 1. S1 moves above OPP to be ready for the set
- 2. M2 cannot overlap S1 and S1 cannot overlap OH1
- 3. As ball is played, everyone else moves to attack positions

Serve Rotation 3



Serve/Receive Rotation 3



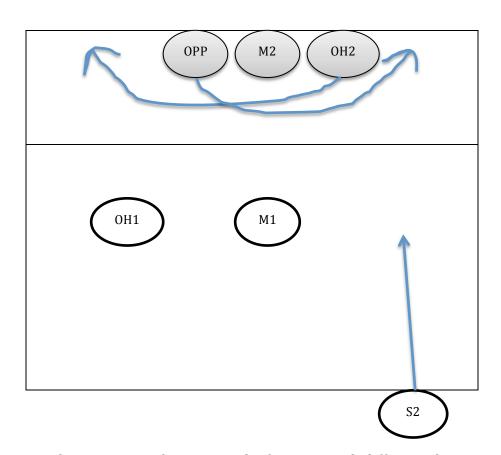
- 1. M2 pushes front row players to the right to set up for defense
- 2. S1 gets as close to OH1 as possible to be closer to defensive position before the serve
- 3. Switch to perimeter defense as ball is served

1. OH2 and S1 switch before serve (start at base=less confusion)

Very Important

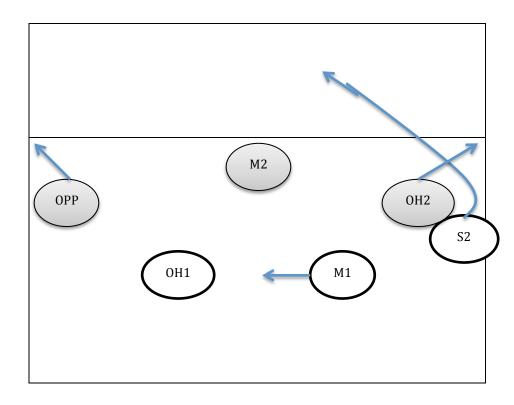
- M2 must be as close to the net and sideline
- S1 cannot be closer to net than M2; S1 cannot overlap OH1
- OH2 cannot overlap OH1; OH2 cannot overlap M2
- 2. As ball is played, everyone else moves to attack positions

Serve Rotation 4



- 1. This rotation is the same as the first, just with different players
- 2. The previous OPP is now S2; the previous S1 is now OPP
- 3. Switch to perimeter defense as ball is served

Serve/Receive Rotation 4



- 1. OH1 must protect the setter
- 2. S1 must sprint to position as ball is served
- 3. As ball is played, everyone else moves to attack positions
- 4. OPP and OH1 hit from their opposite positions and then switch when the ball is sent to the other side

**Rotations 5 & 6 are the same as 2 &3, just with front row and back row players changed