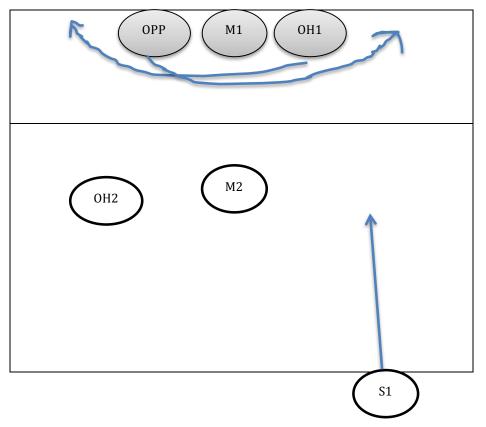
Liberty Patriots 5-1 Offensive and Defensive Rotations

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





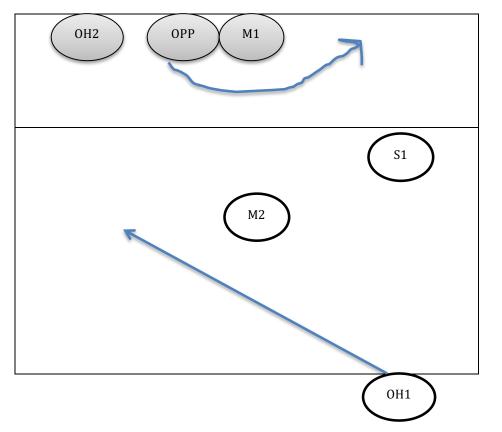
M1 OPP OPP OH2 M2

Serve/Receive 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

- 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

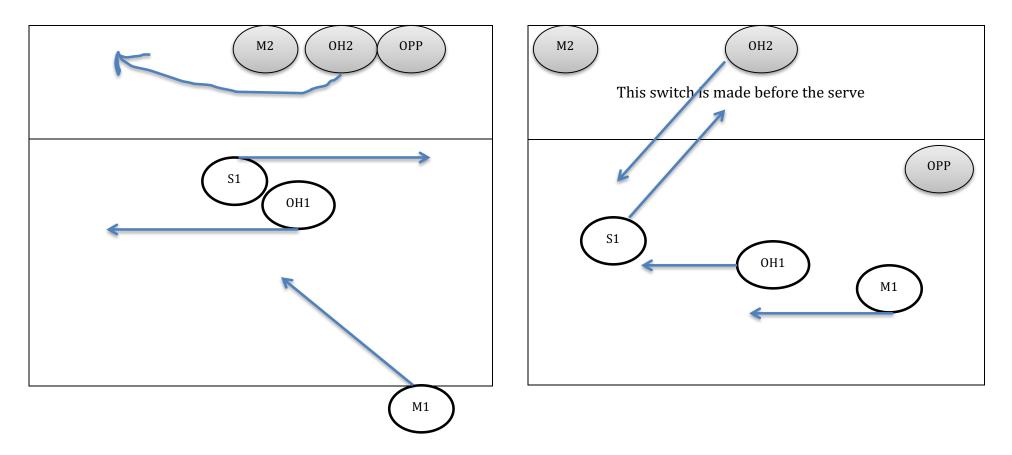
4. OPP and OH1 hit from their opposite positions and then switch when the ball is sent to the other side



Serve/Receive Rotation 2

S1 and M2 move into their defensive positions before the serve
M1 pushes front row players to the left to set up for defense
Switch to perimeter defense as ball is served

- 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

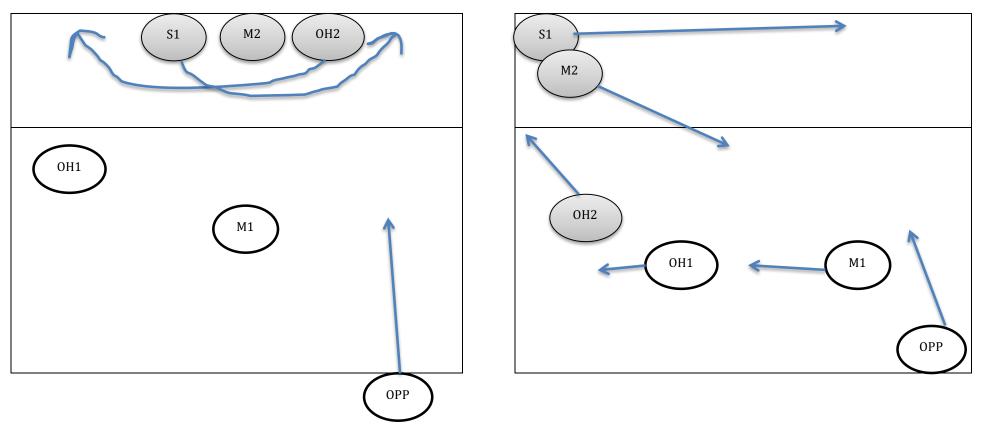


- 1. M2 pushes front row players to the right to set up for defense
- 2. S1 gets as close to OH1 as possible to be closer to defensive position before the serve
- 3. Switch to perimeter defense as ball is served

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

****Very Important****

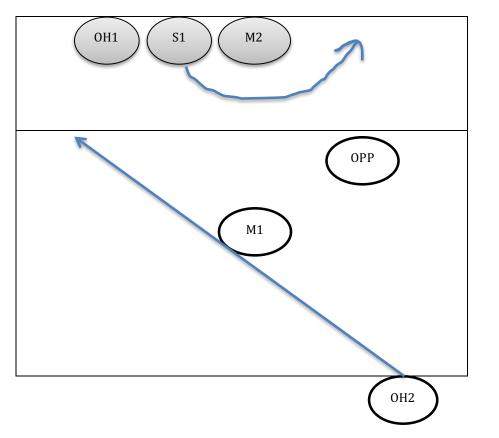
- M2 must be as close to the net and sideline
- S1 cannot be closer to net than M2; S1 cannot overlap OH1
- OH2 cannot overlap OH1; OH2 cannot overlap M2
- 2. As ball is played, everyone else moves to attack positions



- 1. This rotation is the same as the first, just with different players
- 2. Switch to perimeter defense as ball is served

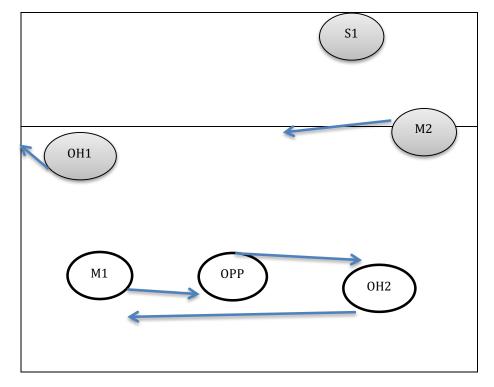
- 1. S1 must stand as far over on the sideline
- 2. S1 must sprint to position as ball is served
- 3. OH2 must not overlap M2 before serve
- 4. OH1 must stay behind OH2

Serve/Receive Rotation 4



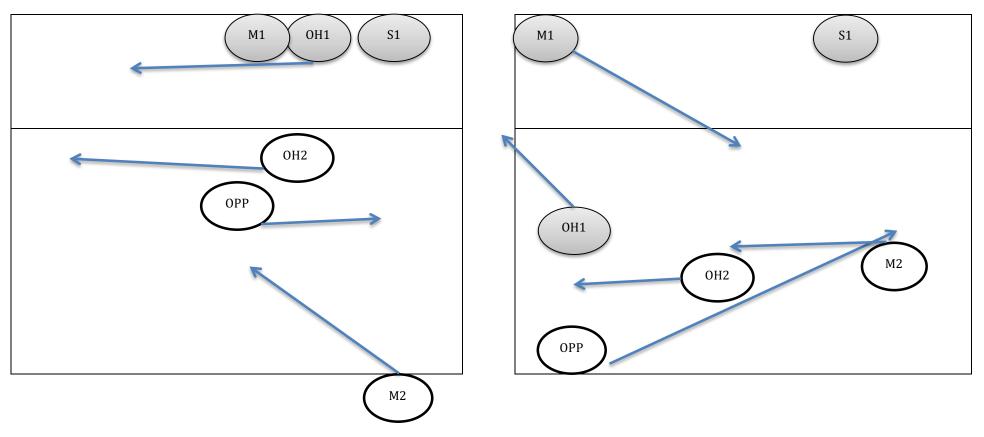
1. See rotation 2

Serve/Receive Rotation 5



1. Back row moves after first contact

Serve/Receive Rotation 6



1. See rotation 2

1. Everyone moves after first contact