OFFENSE SYSTEM 4:2 SETTER Z3 AND Z2* RECEIVE FORMATIONS

*Setter z3 and z2

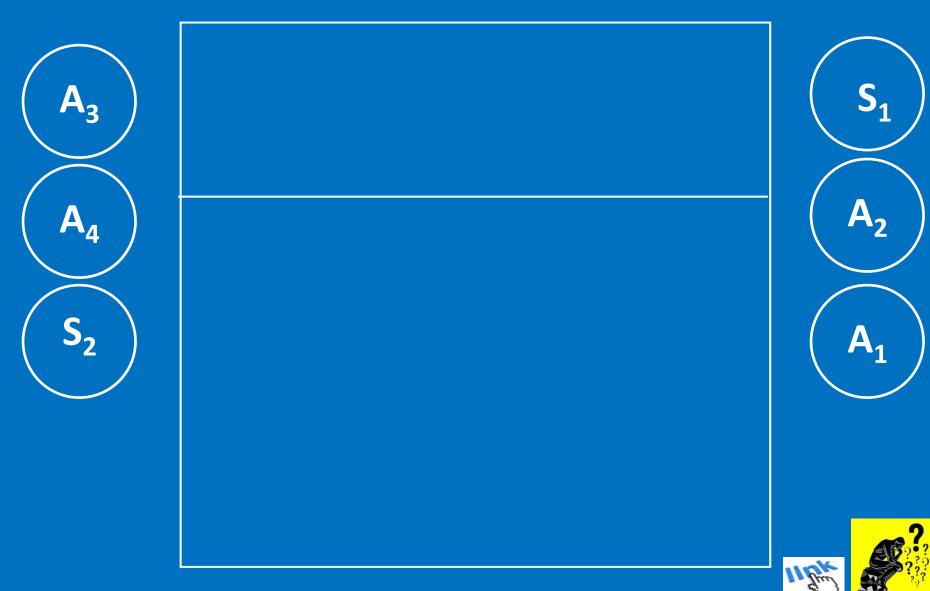
 Direction Zone of the 1st touch (reception/defence) zone 3 or zone 2

OFFENSE SYSTEM 4:2 SETTER Z3 RECEIVE FORMATIONS

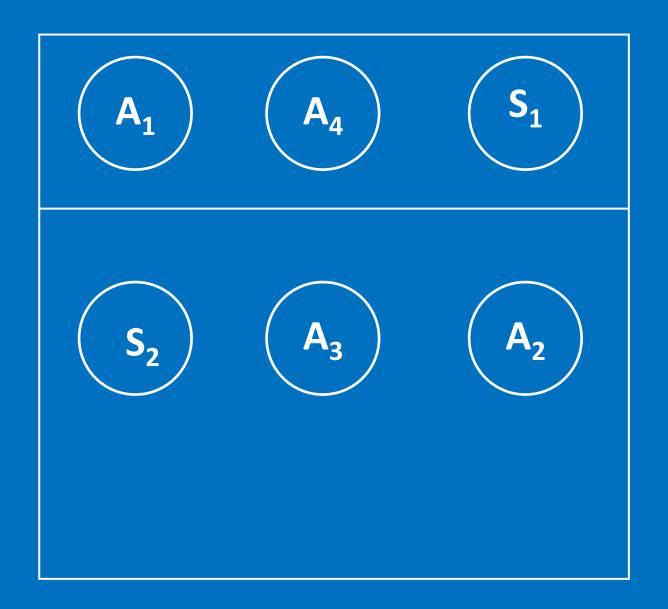
Offensive formations

- First number indicates how many players have front-row attack responsibilities and the second number indicate how many players have setting responsibility
- 4 attackers 2 setters
 - Frontcourt setter system
 - Promote ease of movement and is less difficult in transition.
 - Setters in the front row: passers have a larger target area, and the setter has an easier path to the target area. In transition, the setter is already in the front row, and here is an additional setter in the back row.
 - The passing base is balanced
- Evaluation of team roster
 - Setters (S1-S2)
 - Attackers (A1-A2-A3-A4)
- Homogeneity and group cohesion
 - Proper line up.

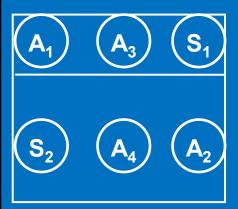
- Balance in each rotation. Setters arranged opposite, Attackers in pairs (e.g., A1-A4 & A2-A3)
 - Players' evaluation
 - Criteria: Physical abilities, skills' level (serve, pass, spike, dig etc), experience, mental abilities.
 - Height average almost stable across rotations. Functional body height
 - Avoid line up in α row players with equal speed and reaction time to escape hesitation or conflict.



Offence system 4:2 Line up (main option)



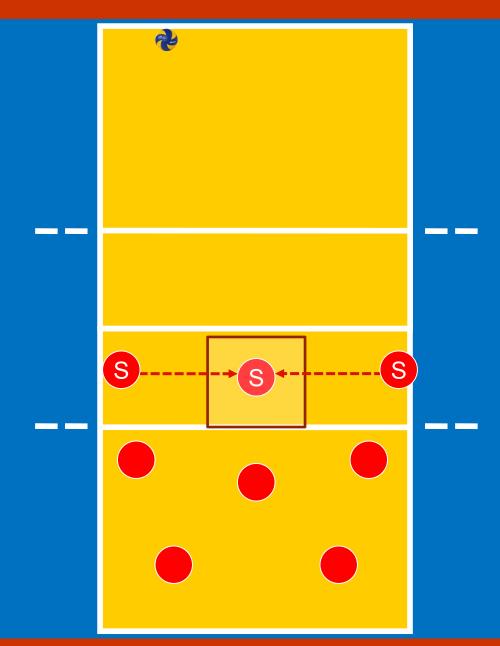
Offence system 4:2 Line up (alternative options)

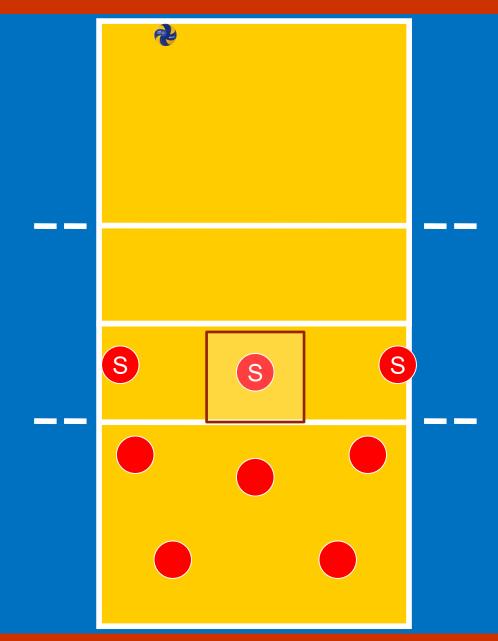


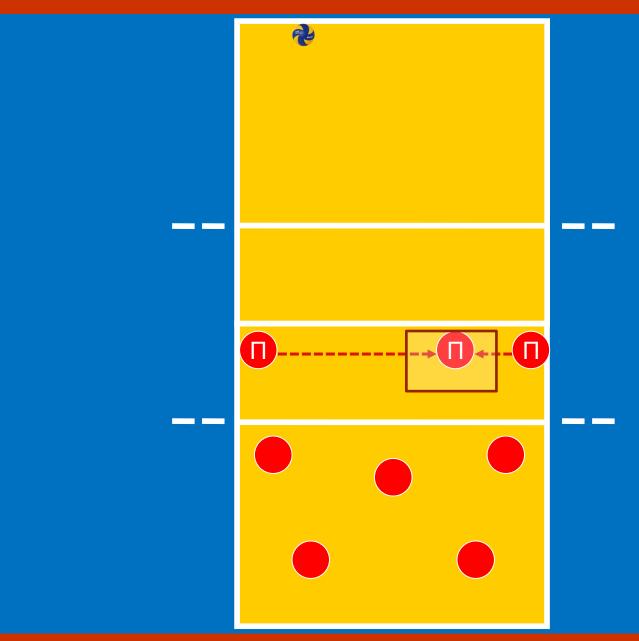










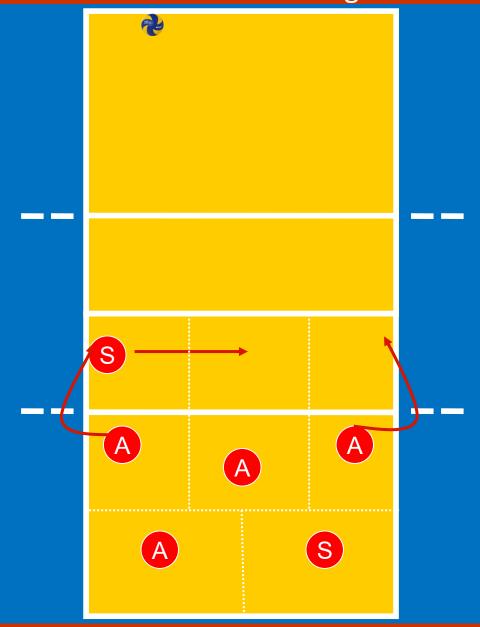


Setter z3 Setter z2 1 1

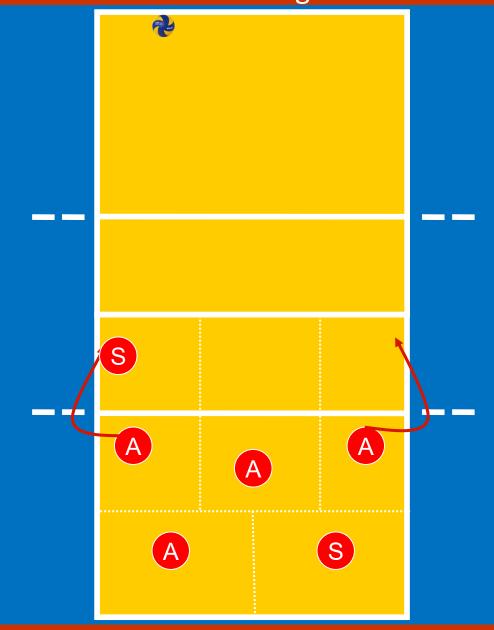
Offence system 4:2 (basic) Setter p3 comparing to Setter p2

- Target area for passers
 - Dimensions
 - Comparison
 - Passers' ability (more accurate passing)
 - Extended specialization of attackers
 - Outside hitters/ Middle hitters (blockers)
 - Increase of attack points
- Cover of attack after reception
 - Switch and cover
 - Cover and switch
- Cover of counterattack

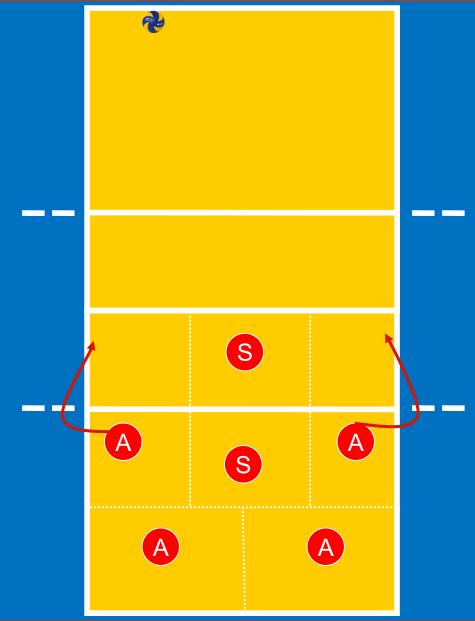
Offence system 4:2 (basic) Rotation with setter z4. Receiving formation



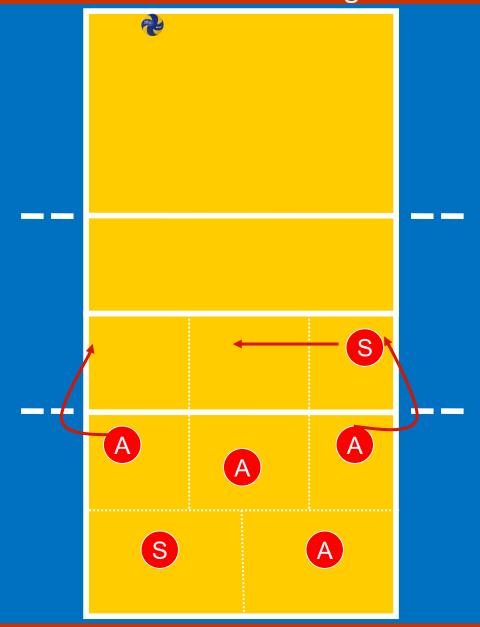
Offence system 4:2 (basic) Rotation with setter z4. Receiving formation W shape



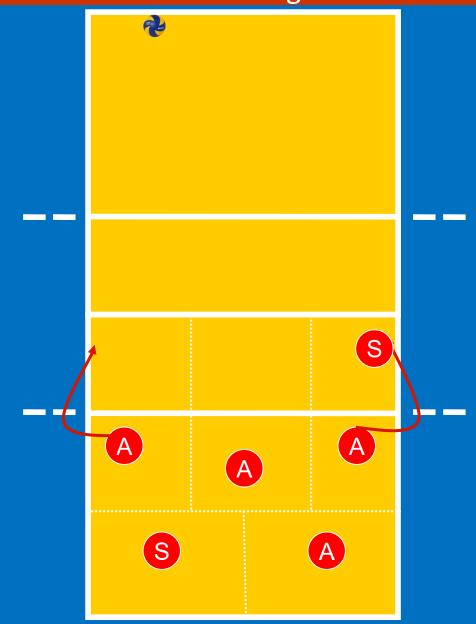
Rotation with setter z3. Receiving formation W shape



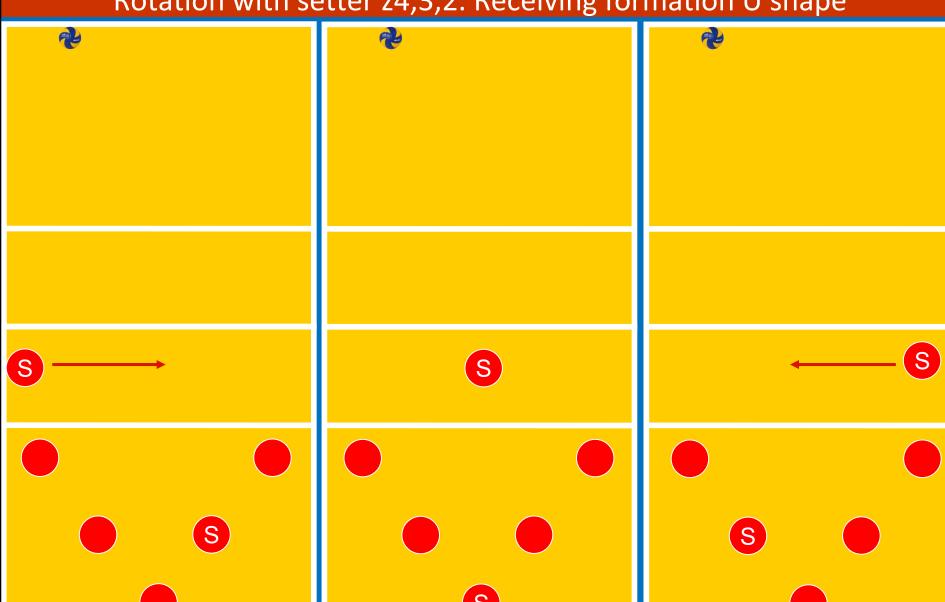
Offence system 4:2 (basic) Rotation with setter z2. Receiving formation



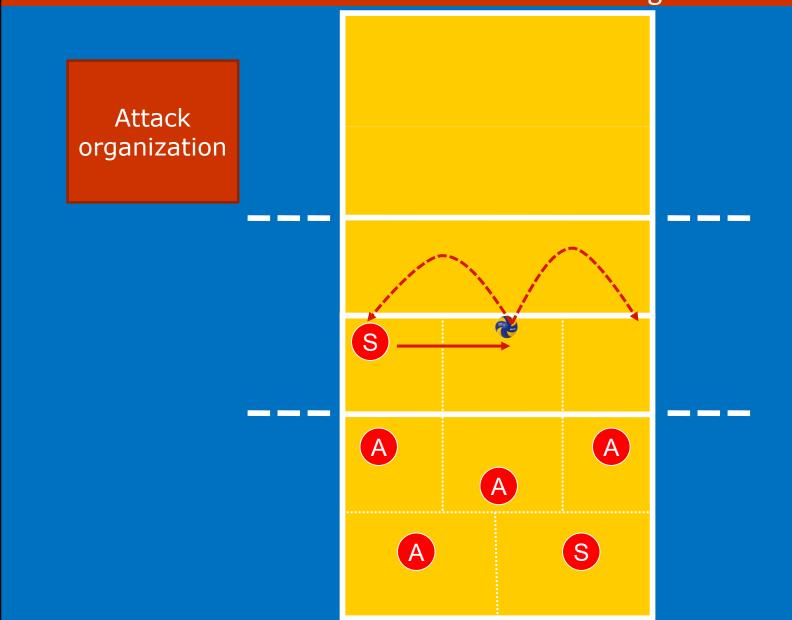
Rotation with setter z2. Receiving formation W shape



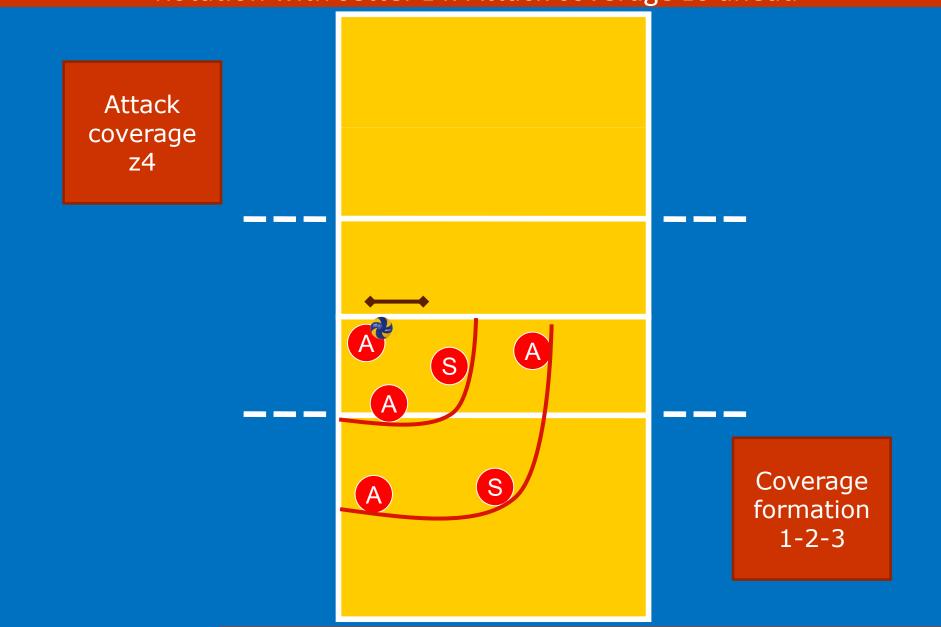
Rotation with setter z4,3,2. Receiving formation U shape



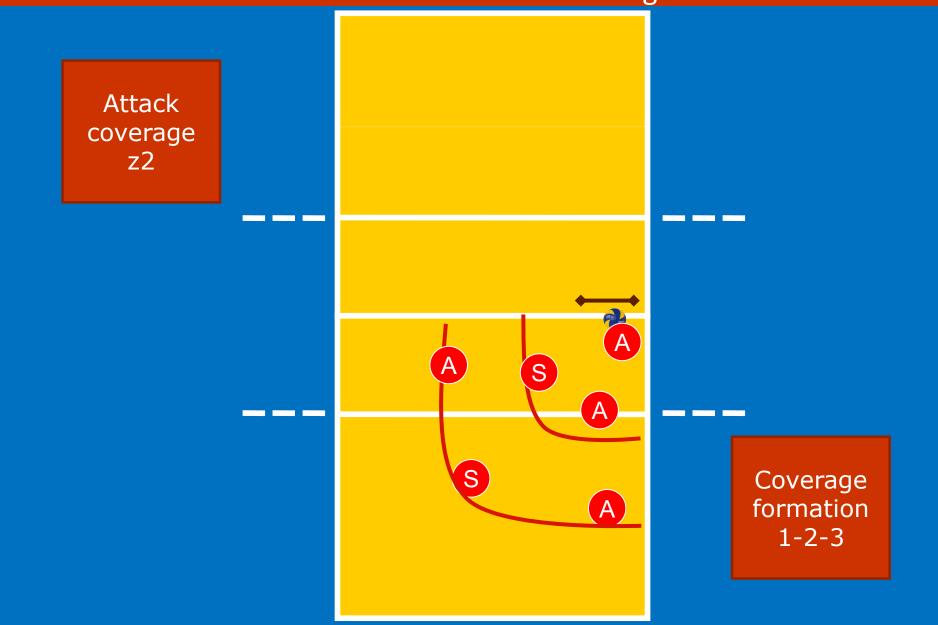
Offence system 4:2 (basic) Rotation with setter z4. Attack coverage z6 ahead



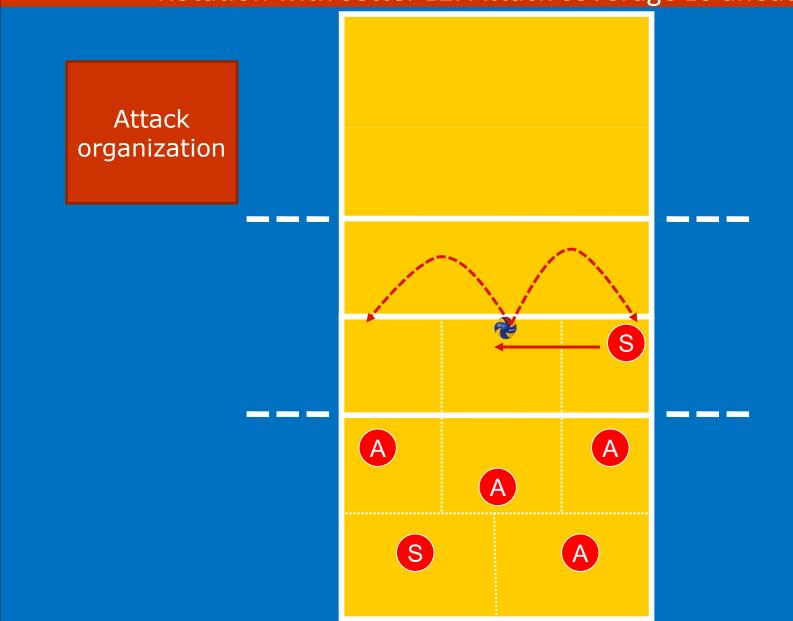
Offence system 4:2 (basic) Rotation with setter z4. Attack coverage z6 ahead



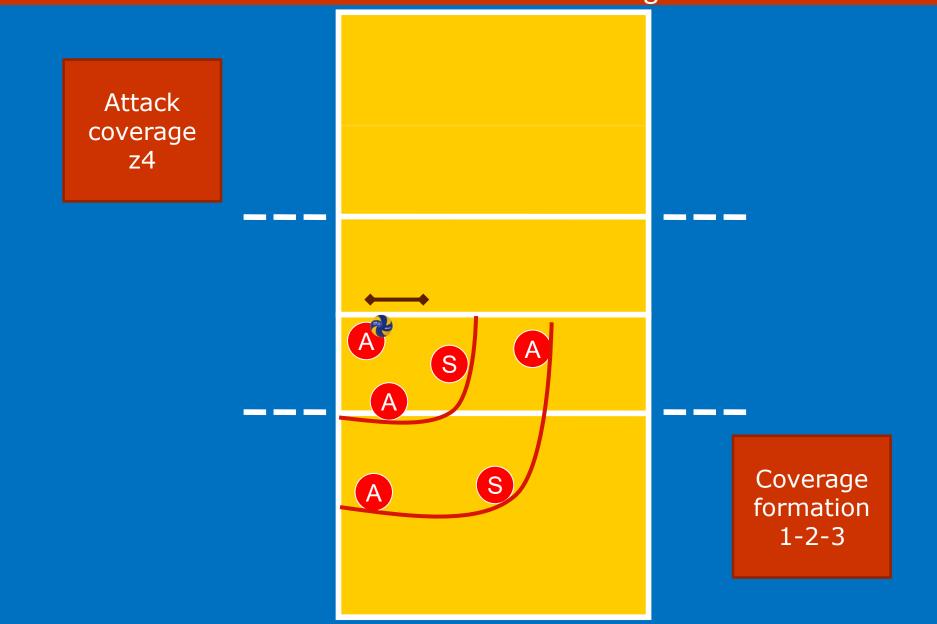
Offence system 4:2 (basic) Rotation with setter z4. Attack coverage z6 ahead



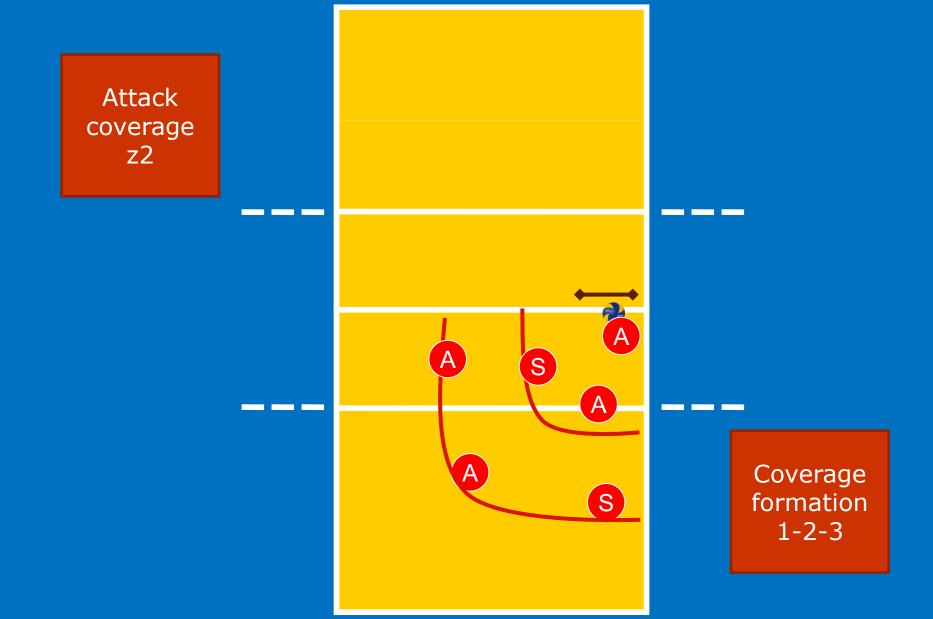
Offence system 4:2 (basic) Rotation with setter z2. Attack coverage z6 ahead



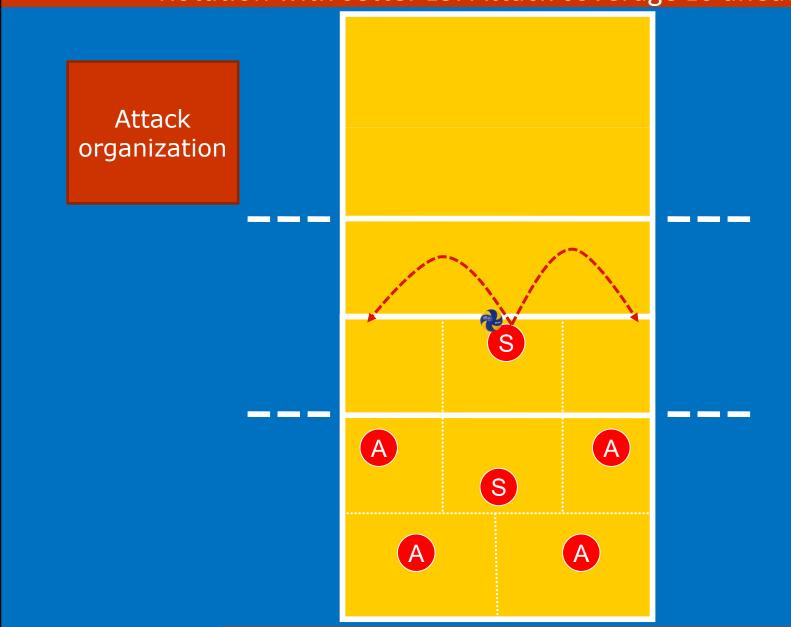
Rotation with setter z2. Attack coverage z6 ahead



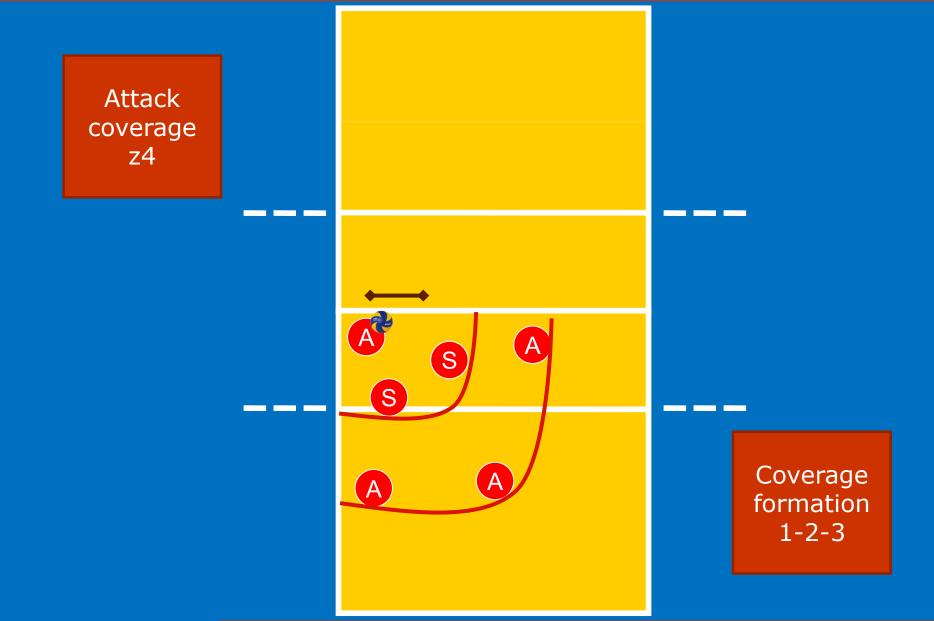
Rotation with setter z2. Attack coverage z6 ahead



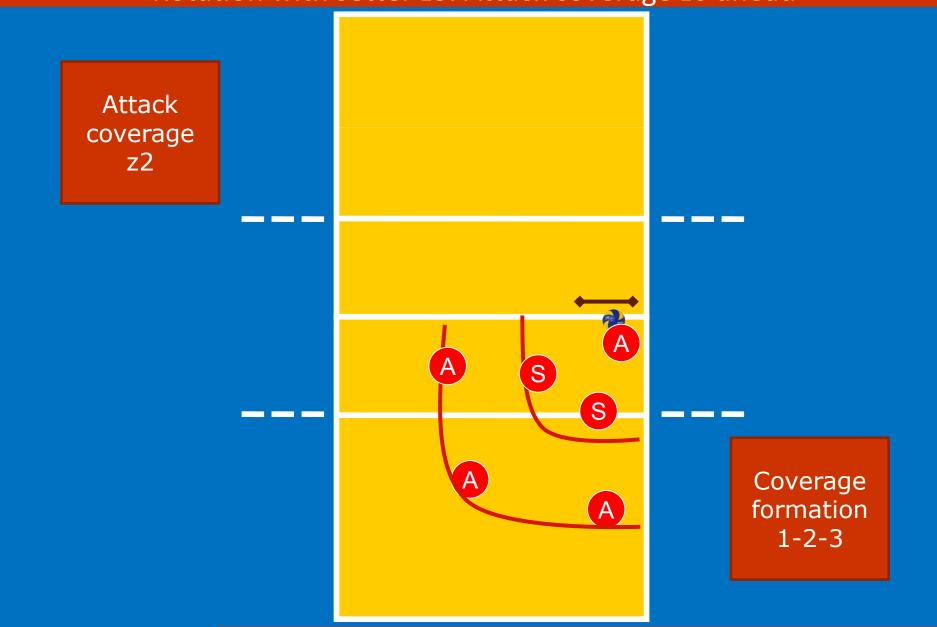
Offence system 4:2 (basic) Rotation with setter z3. Attack coverage z6 ahead



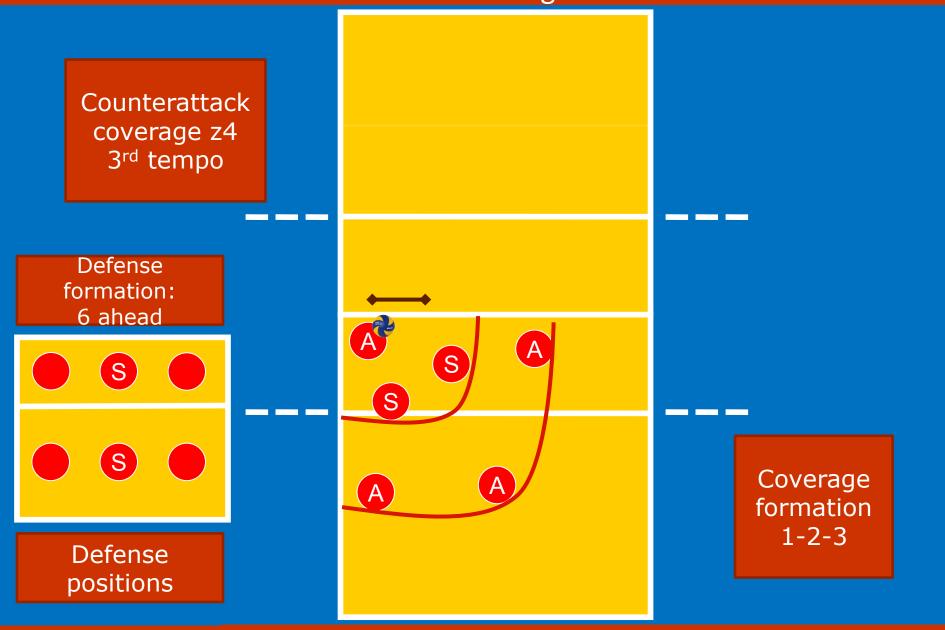
Rotation with setter z3. Attack coverage z6 ahead



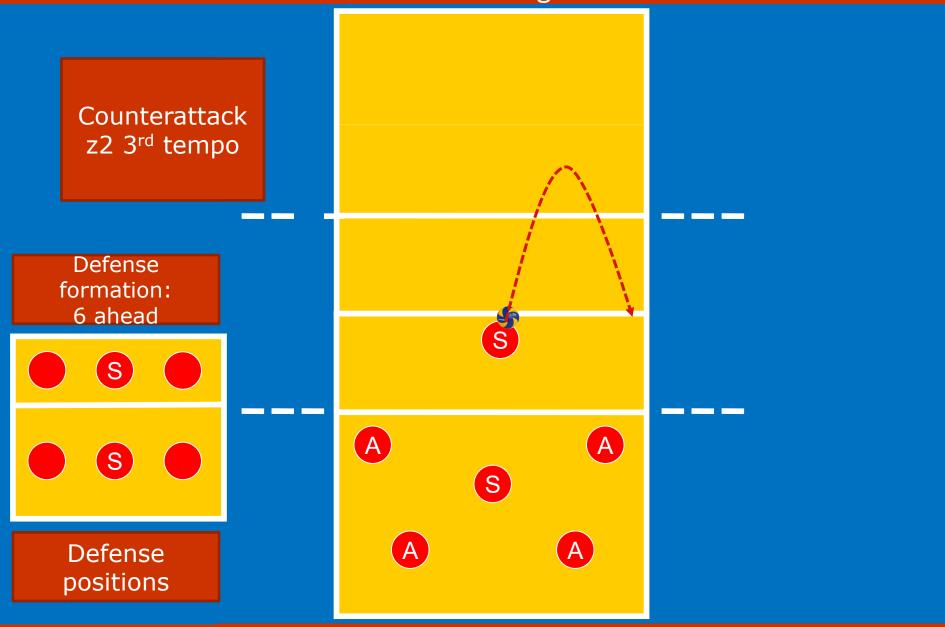
Offence system 4:2 (basic) Rotation with setter z3. Attack coverage z6 ahead



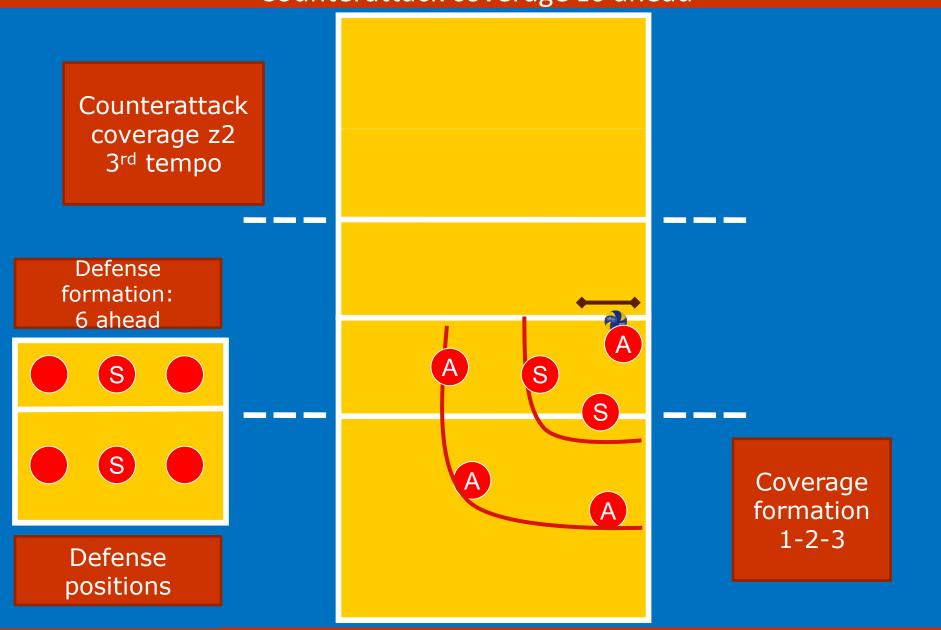
Offence system 4:2 (basic) Counterattack coverage z6 ahead



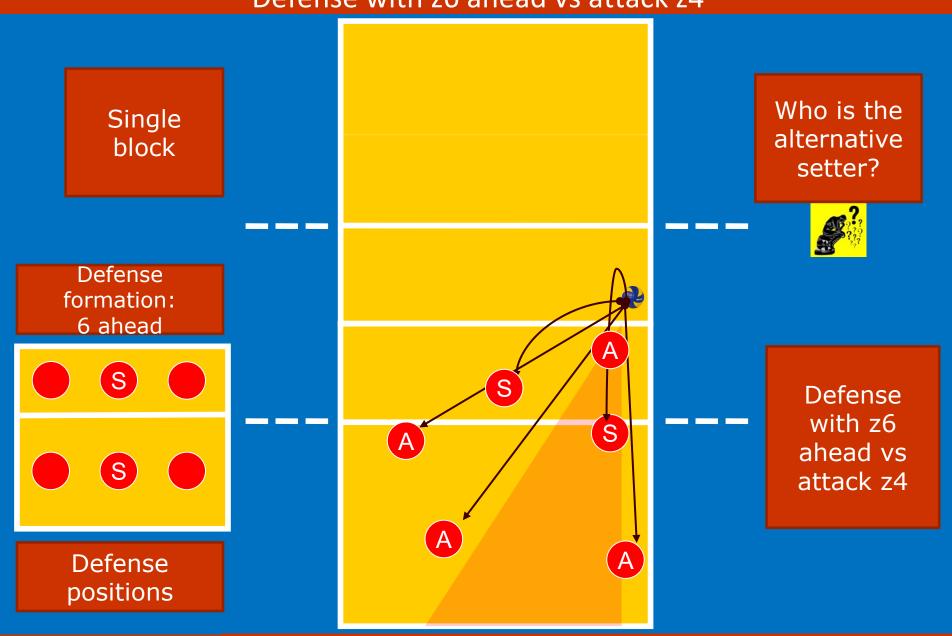
Offence system 4:2 (basic) Counterattack coverage z6 ahead



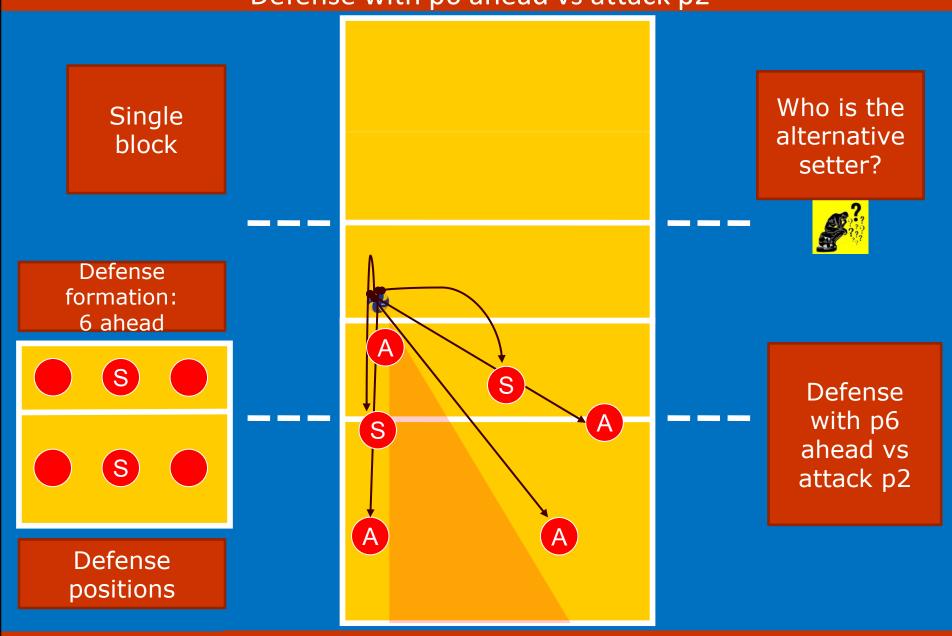
Offence system 4:2 (basic) Counterattack coverage z6 ahead



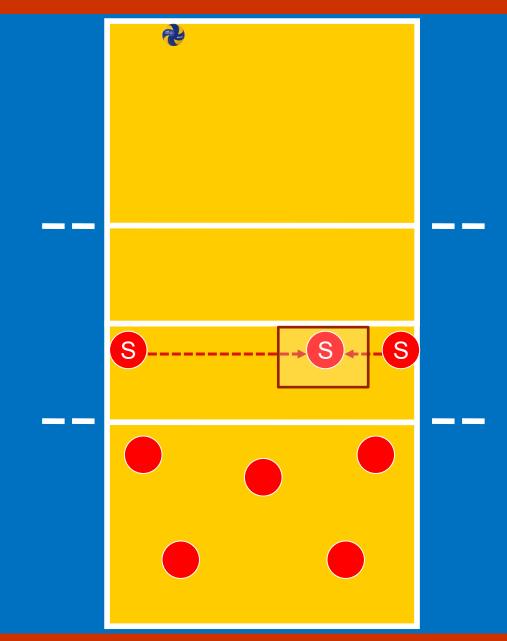
Offence system 4:2 (basic) Defense with z6 ahead vs attack z4



Offence system 4:2 (basic) Defense with p6 ahead vs attack p2

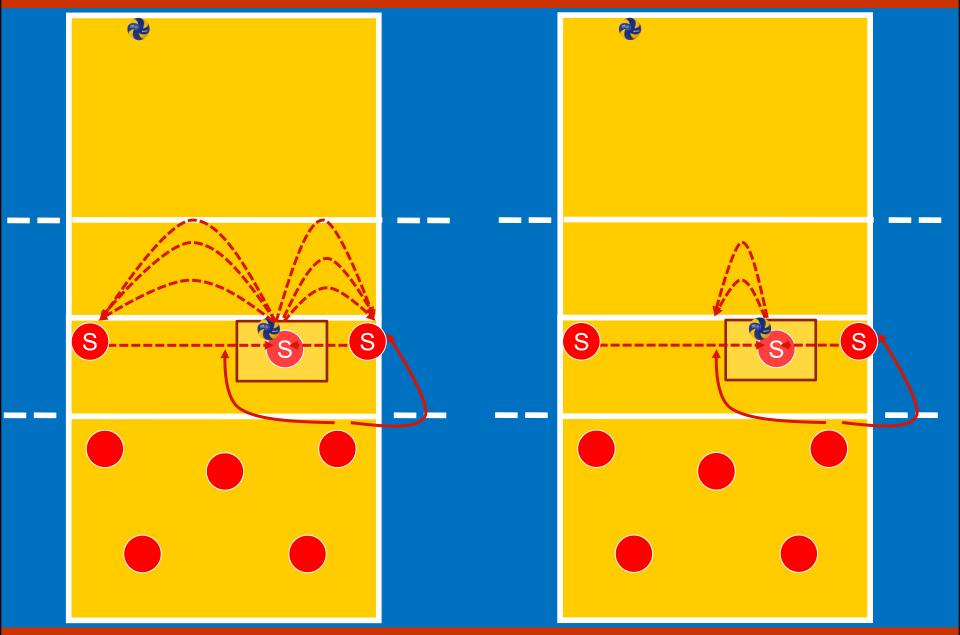


OFFENSE SYSTEM 4:2 SETTER Z2 RECEIVE FORMATIONS

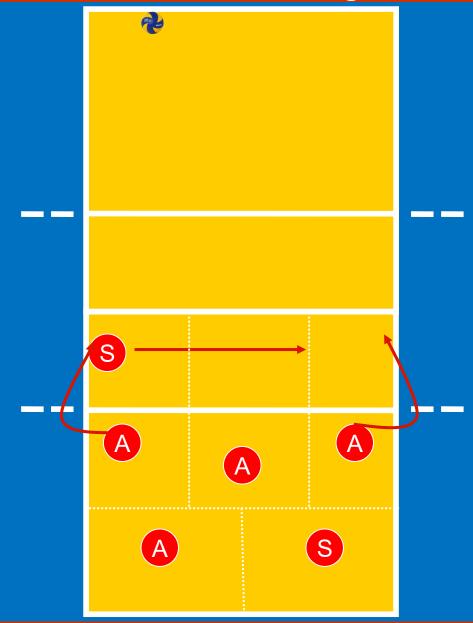


Setter z3 Setter z2 1 1 S S

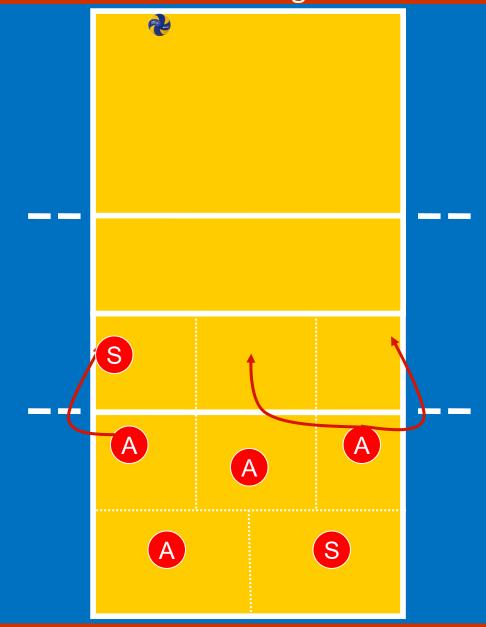
Offence system 4:2 (basic) Setter z2



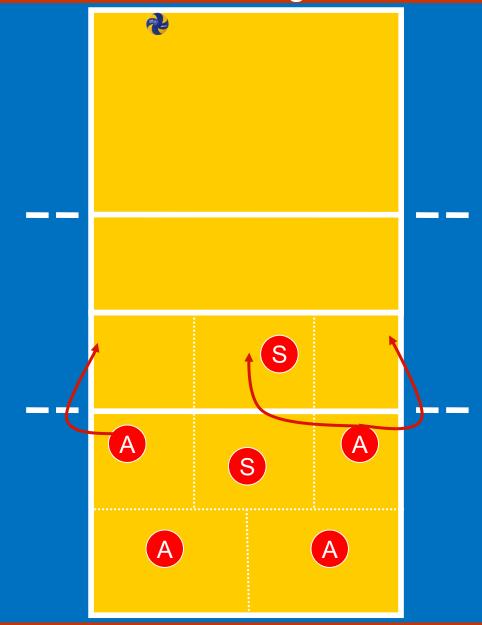
Offence system 4:2 (basic) setter z2 Rotation with setter z4. Receiving formation



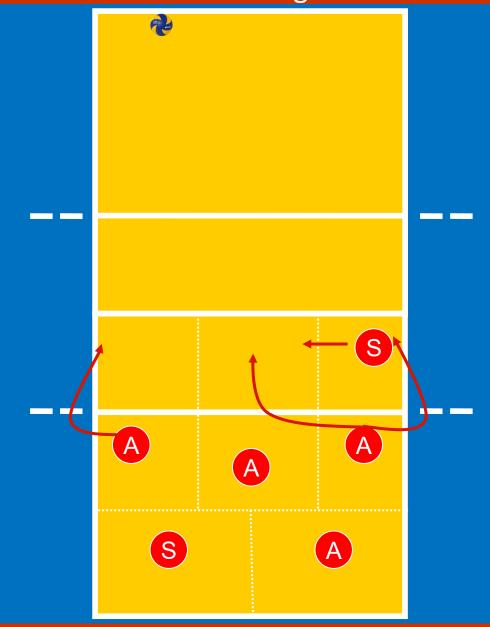
Offence system 4:2 (basic) setter z2 Rotation with setter z4. Receiving formation W shape



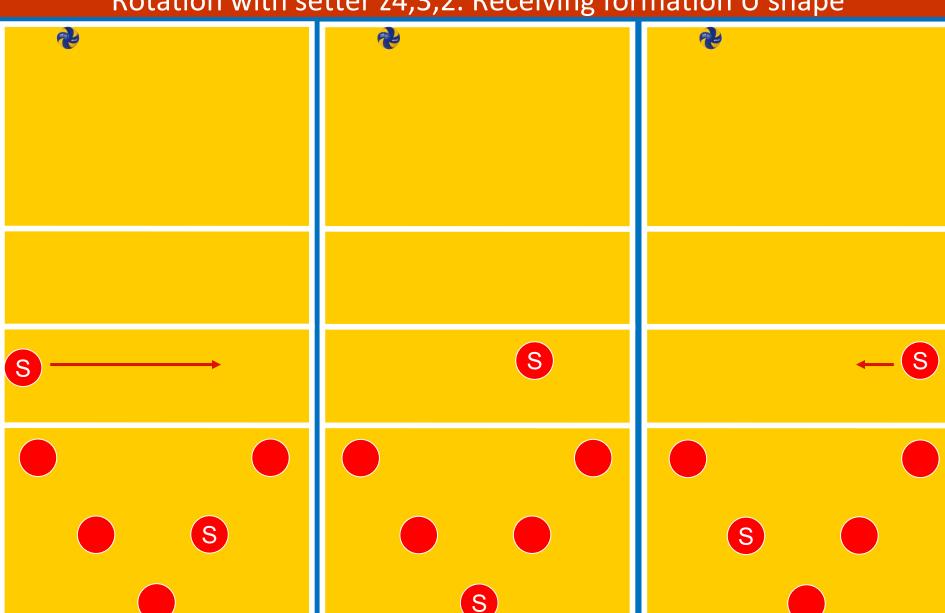
Offence system 4:2 (basic) setter z2 Rotation with setter z3. Receiving formation W shape

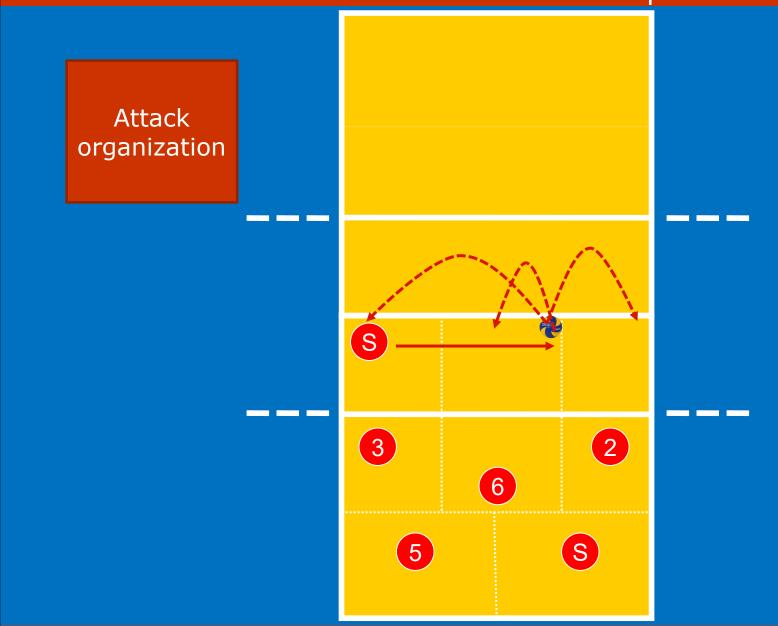


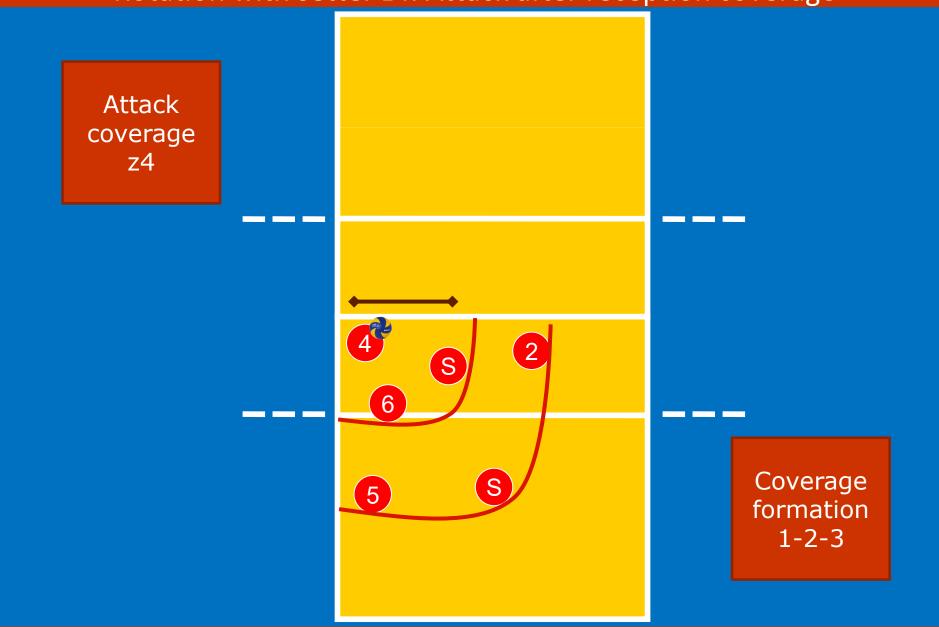
Offence system 4:2 (basic) setter z2 Rotation with setter z2. Receiving formation W shape

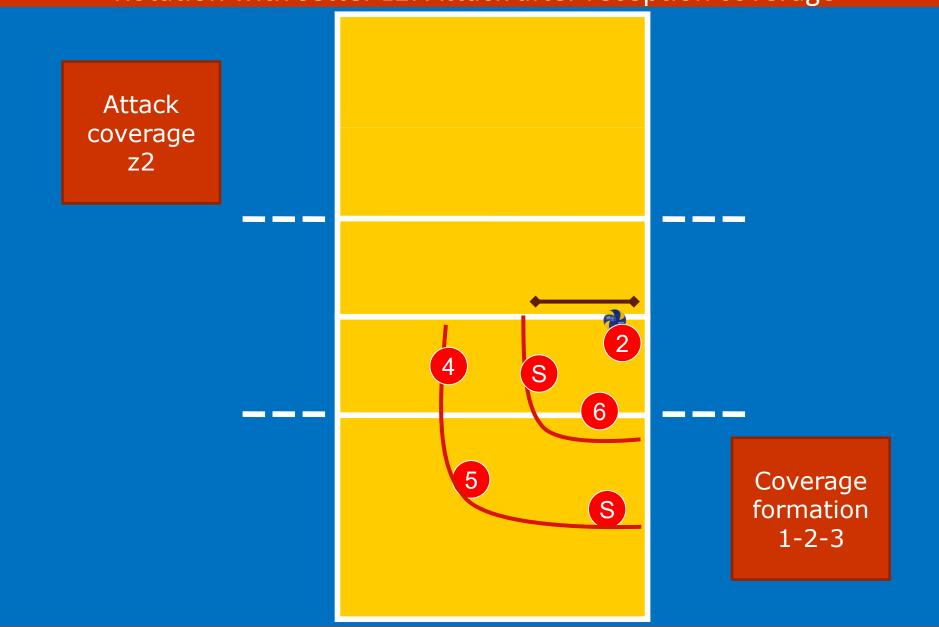


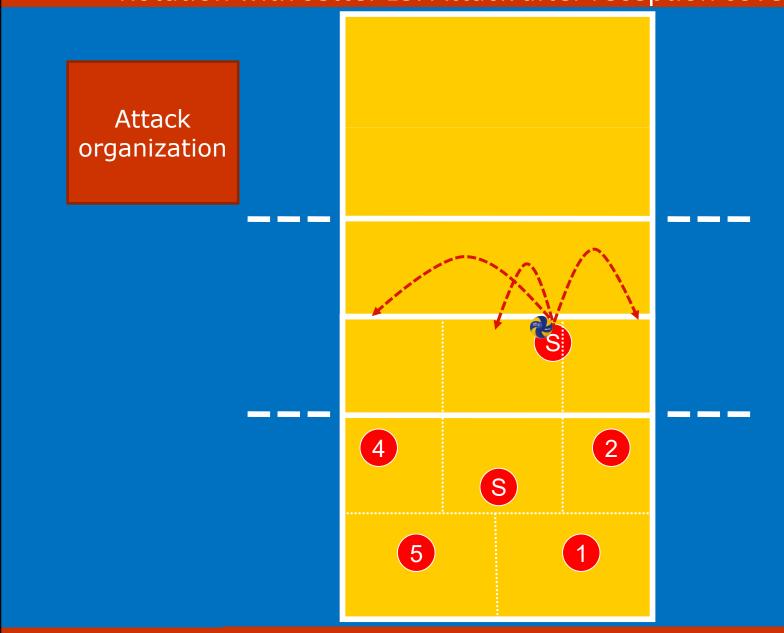
Offence system 4:2 (basic) setter z2 Rotation with setter z4,3,2. Receiving formation U shape

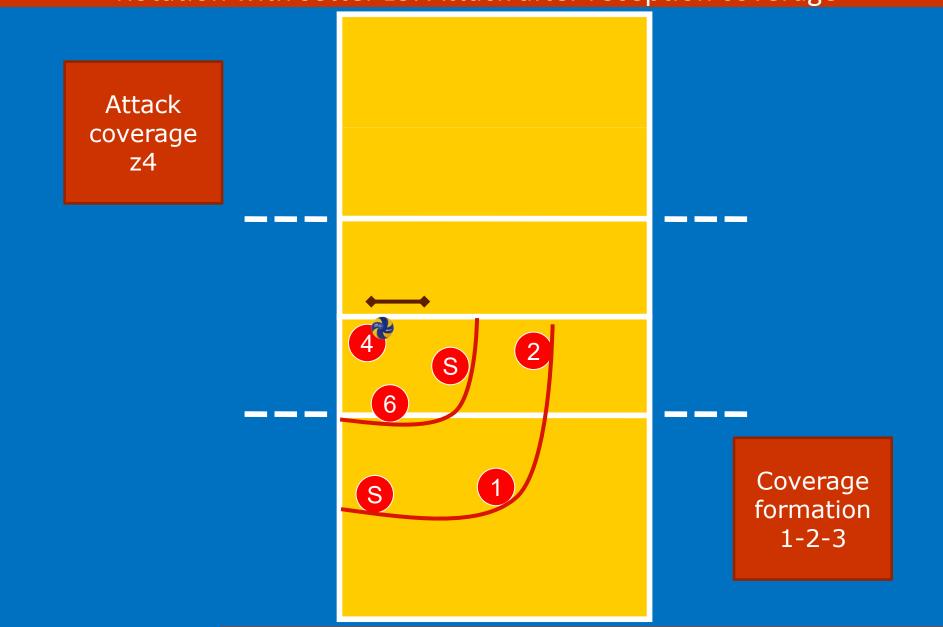


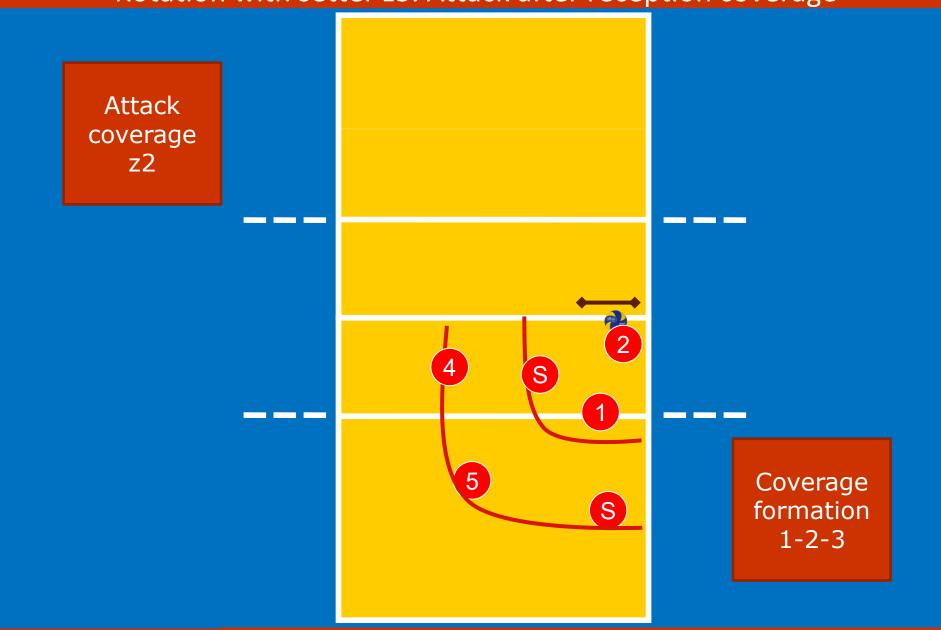


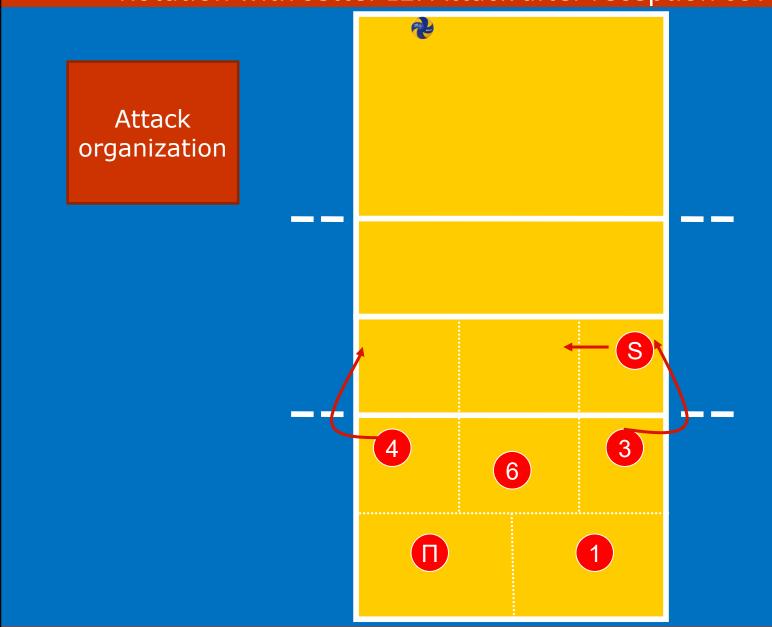


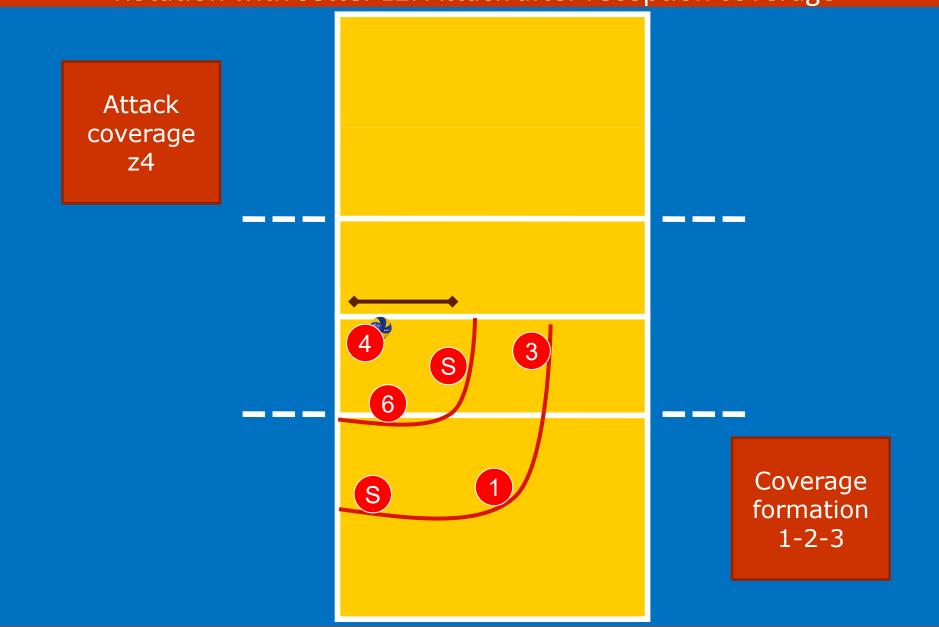


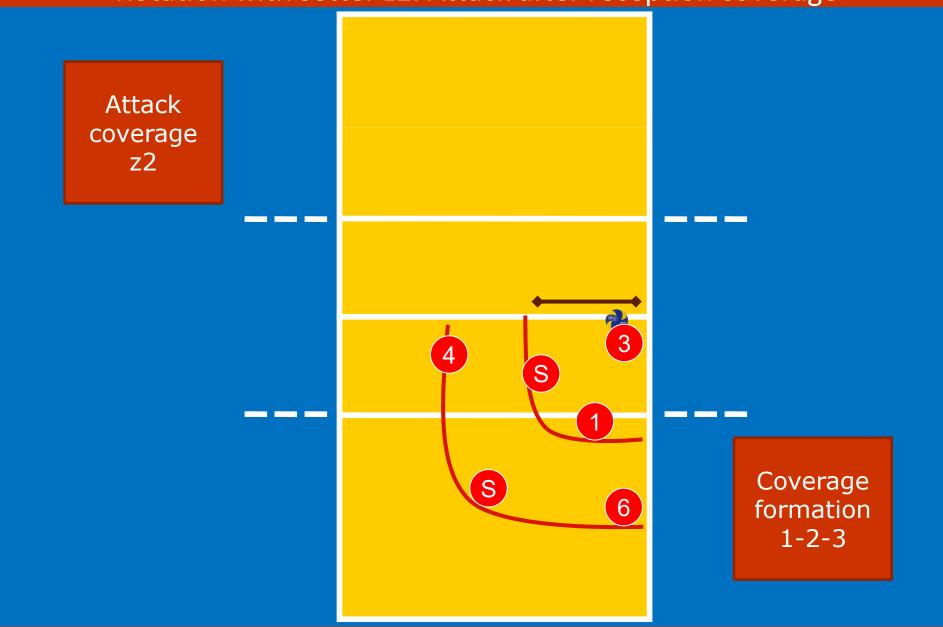


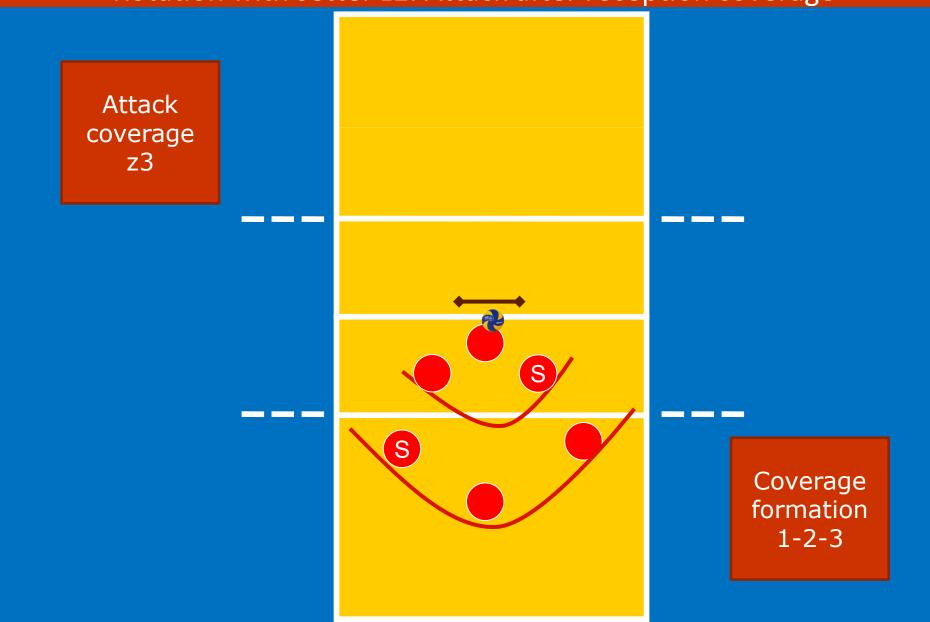


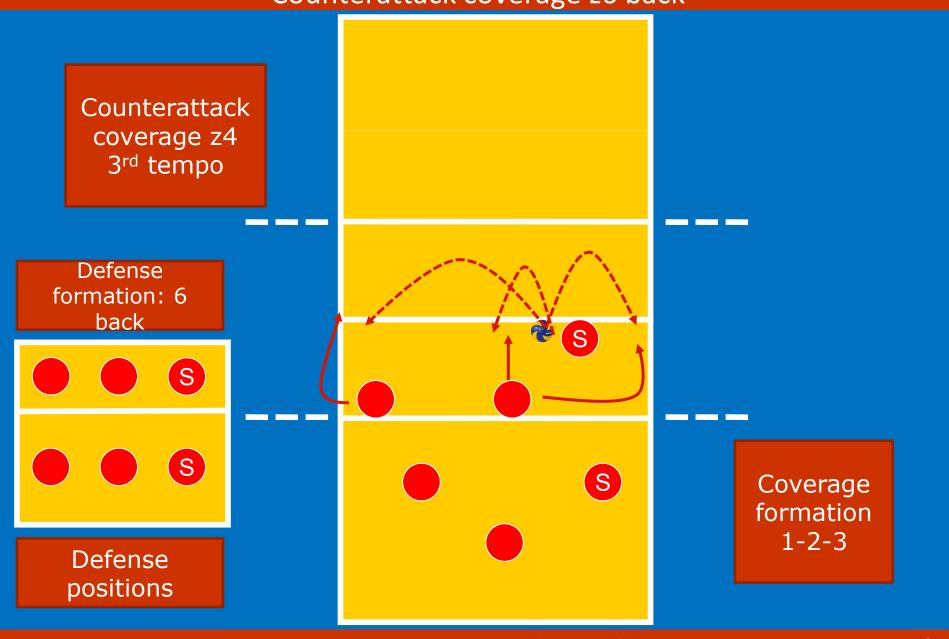


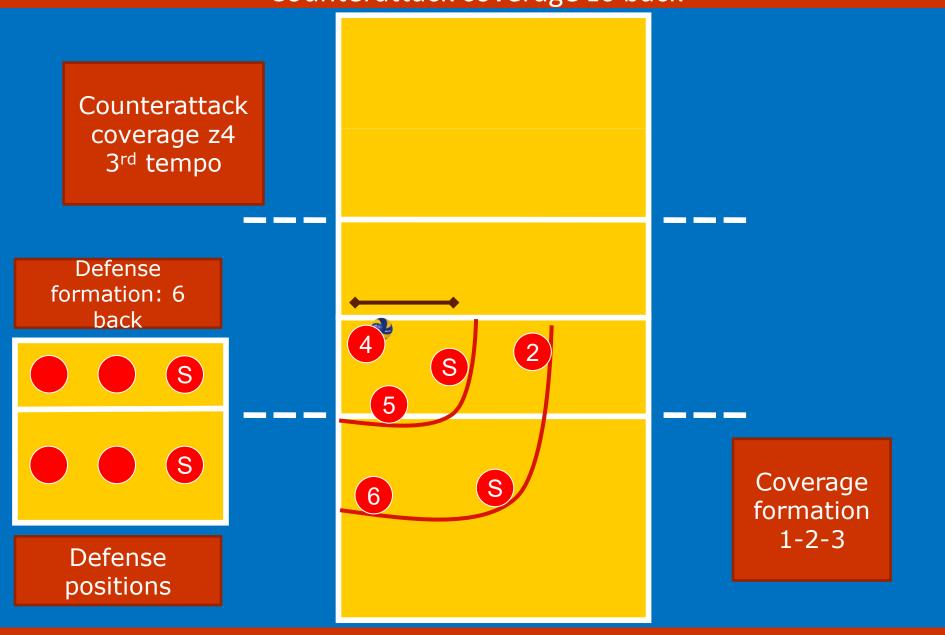


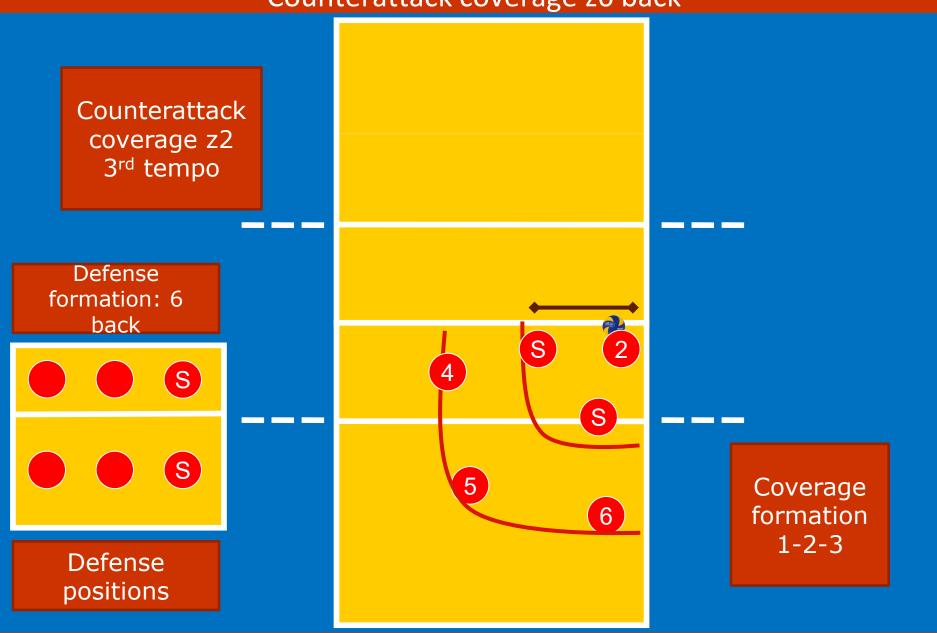


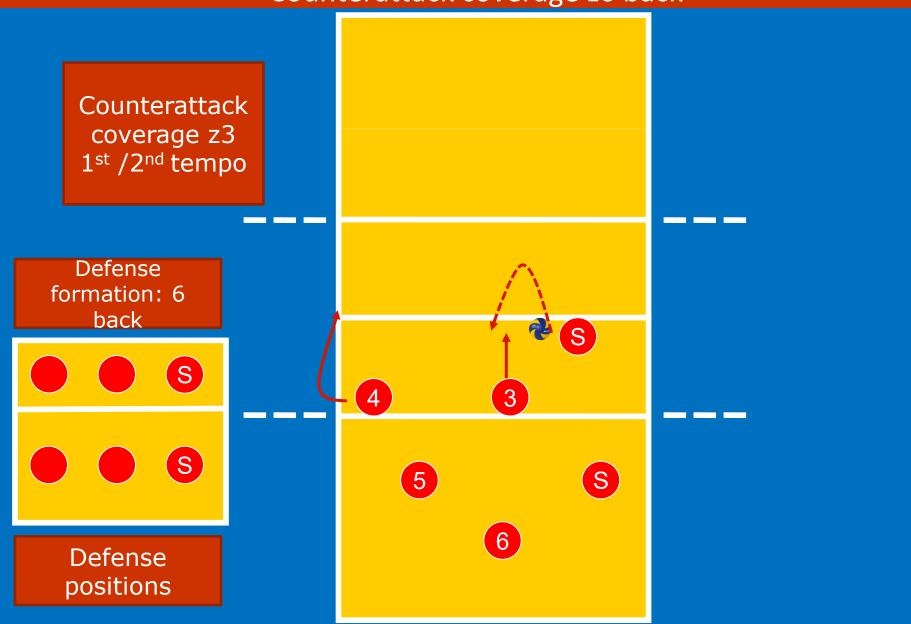


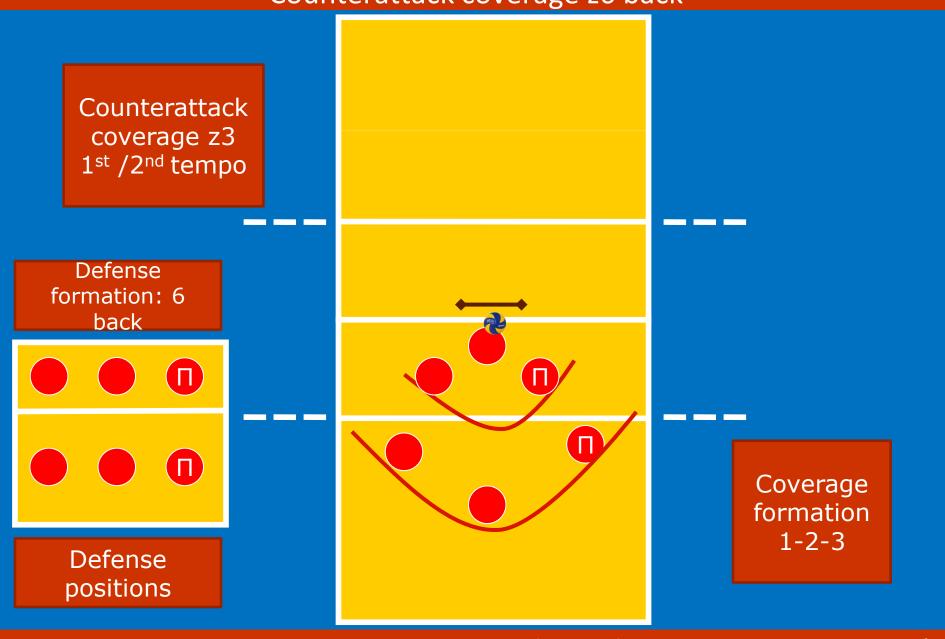


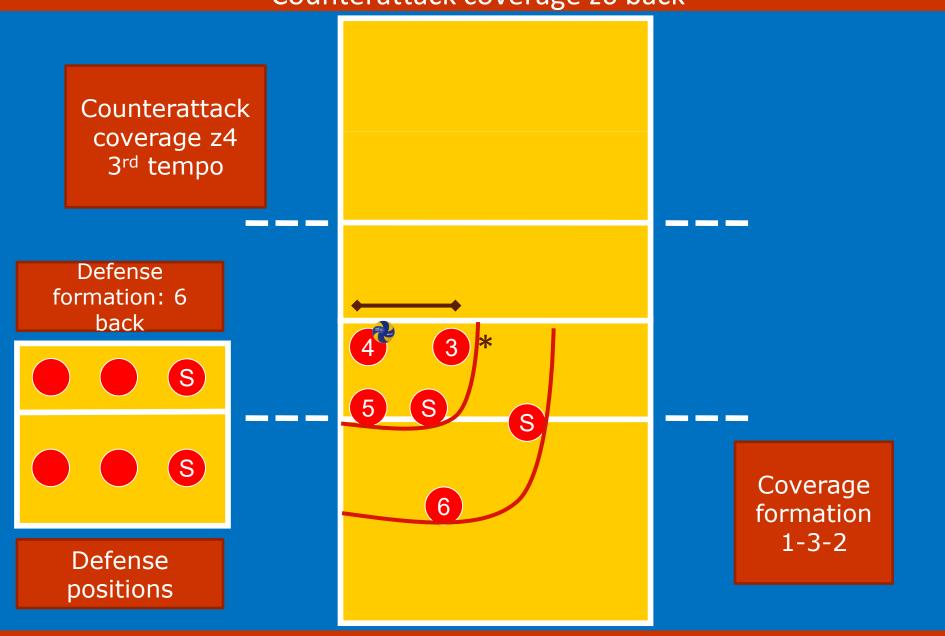


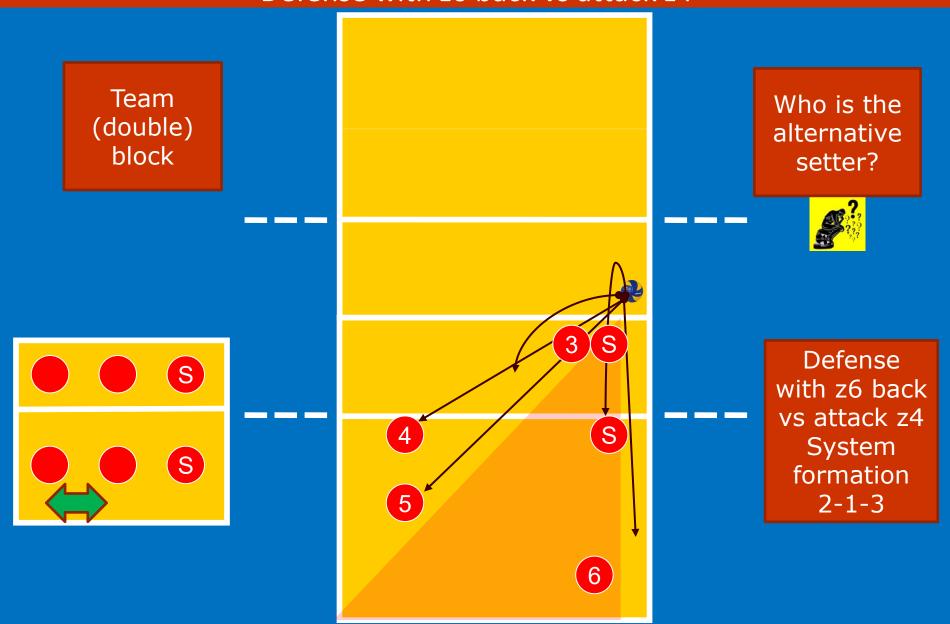


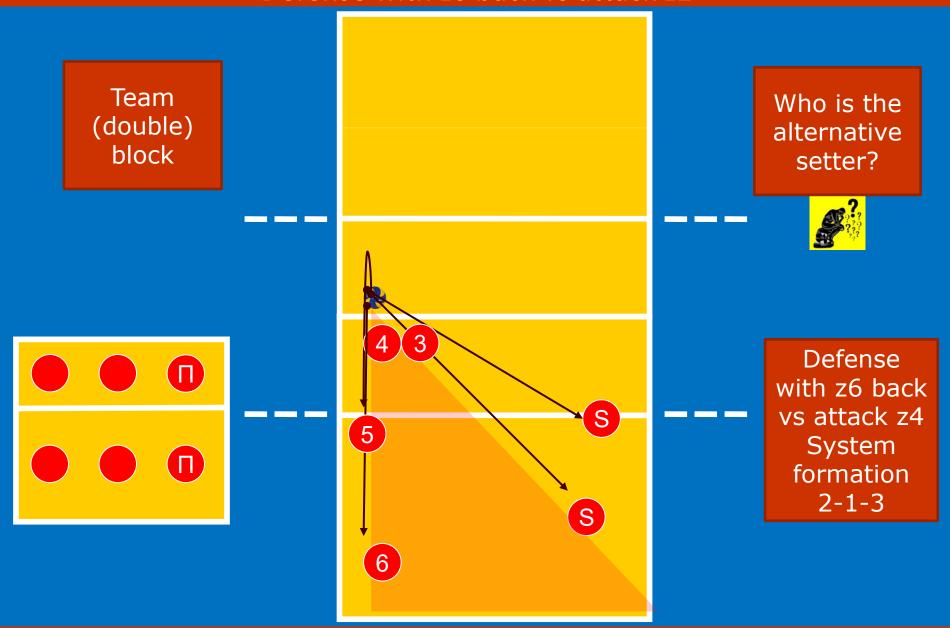


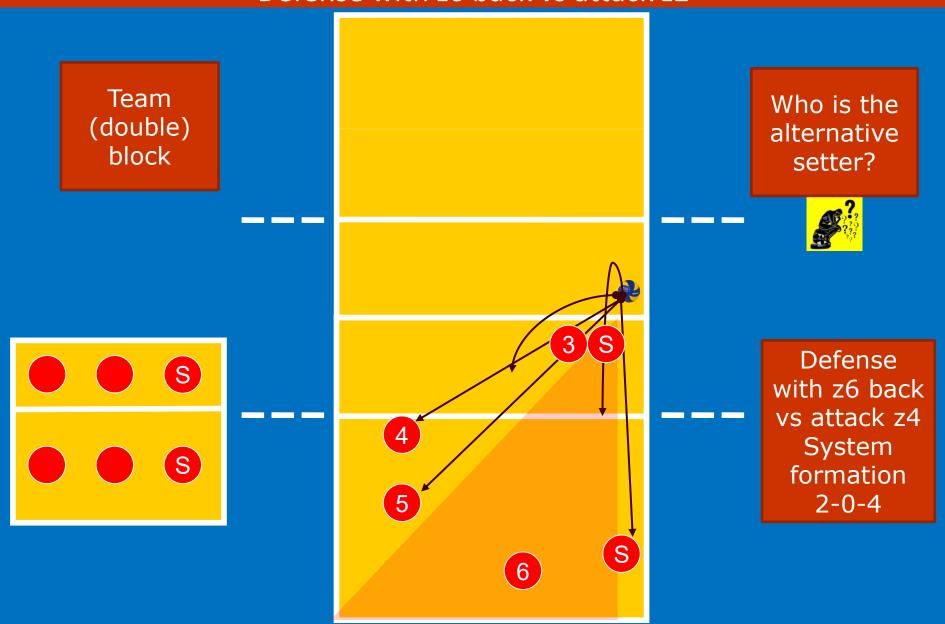


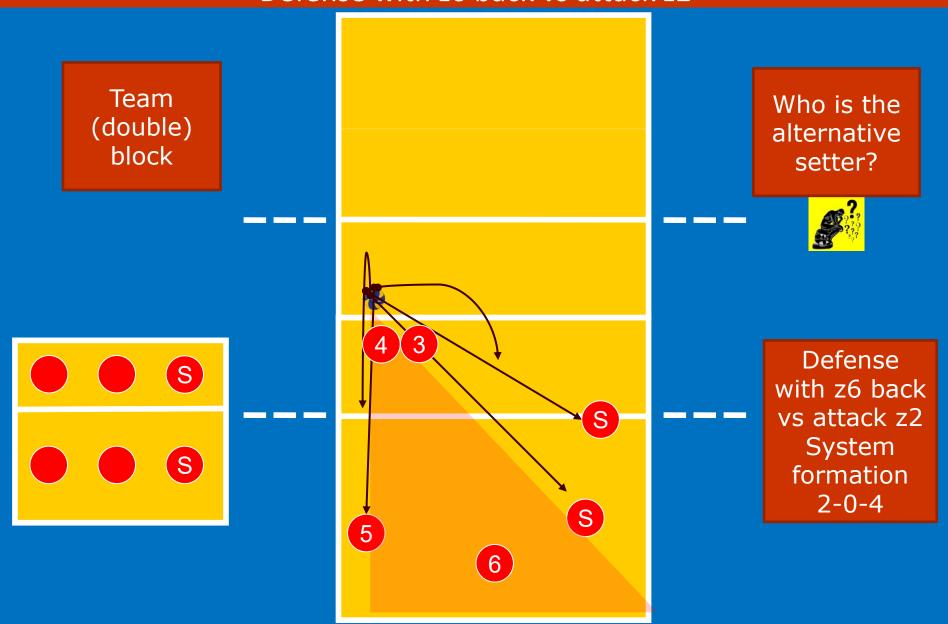


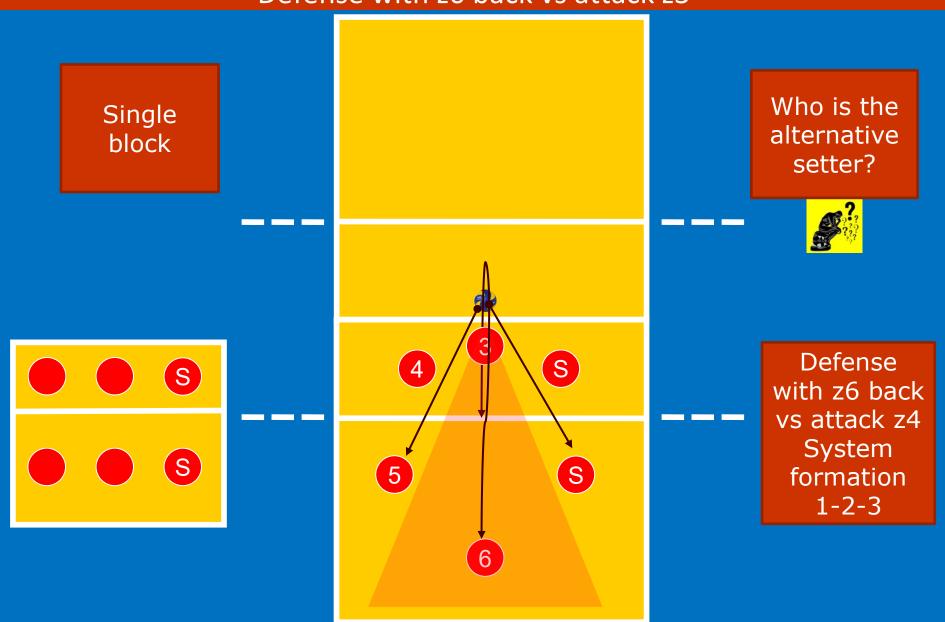












OFFENSE SYSTEM 4:2 SETTER Z3 AND Z2* RECEIVE FORMATIONS