

When minivolley becomes VolleyWall

What is VolleyWall?

VolleyWall is a game derived from minivolley. Although VolleyWall can be played indoors, it is particularly well suited to be practiced in schoolyards.

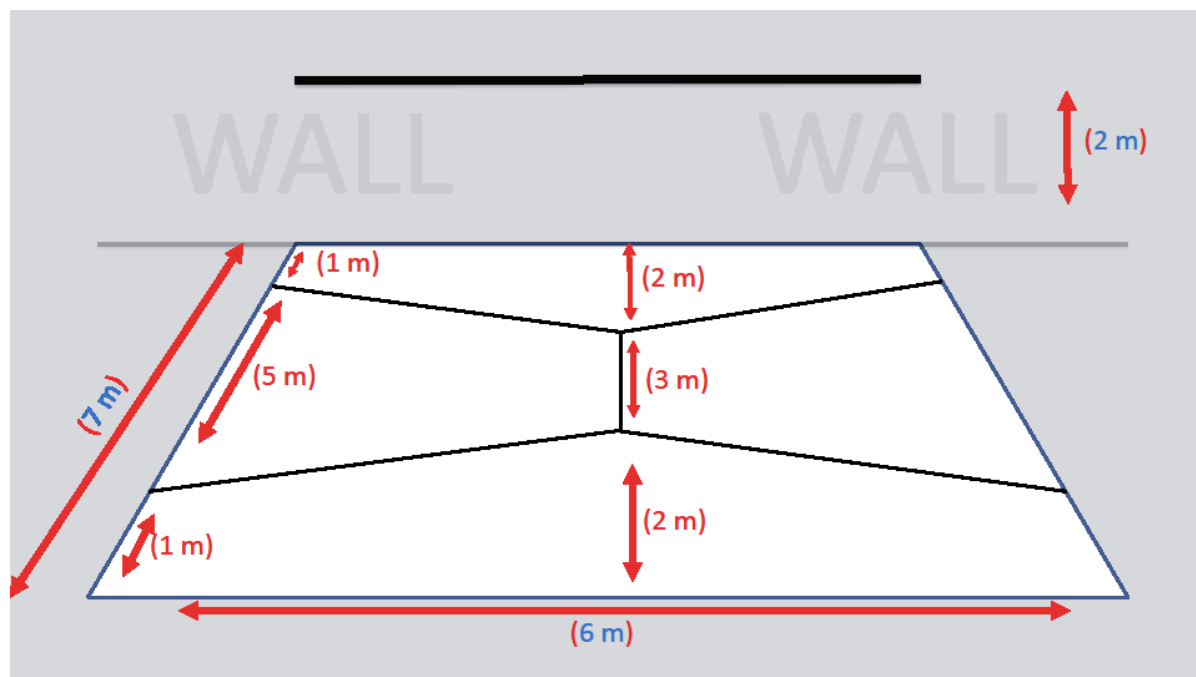
To view a demo video, [click here](#).

How to play?

The playing area

VolleyWall is played on a 6,7 x 6,1 m area which represents half of a minivolley/badminton court. This playing area must be adjacent to a flat wall with a horizontal line drawn 2 m above the ground.

Court dimensions may be adapted to better suit different age groups or rounded up to 7 x 6 m for simplicity. Painted lines or even chalk marks allow safe play.

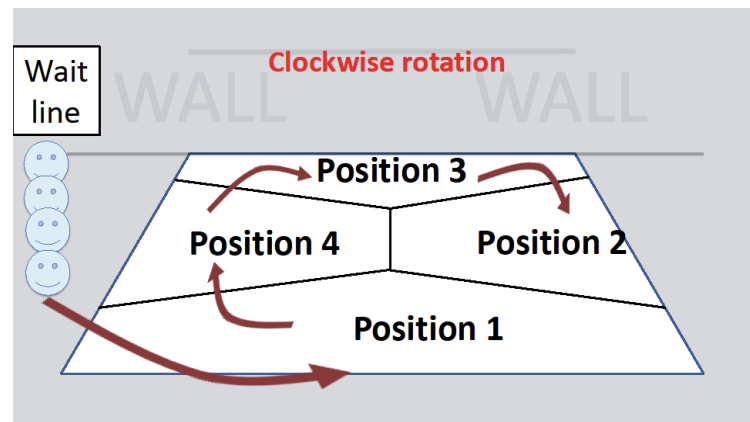


Specific rules

- When a player commits a fault, he/she is eliminated and must exit and go to the back of the wait line. A fault occurs when:
 - The ball touches the ground within a player's zone.
 - The ball is projected outside the boundaries without anyone else touching it;
 - The ball is projected below the line on the wall;
 - The mandatory three ball contacts sequence is altered;
 - The service is missed;
 - A “catch and throw” set is not made with the required bell shaped trajectory or does not exceed a height at least equivalent to that of the line on the wall.
- When a player is eliminated due to a fault, players that are behind in the rotation move clockwise. The players that are ahead in the rotation stay in their positions.

Example:

- A fault is committed by the player in position 3;
- The player in position 2 stays at that position;
- The player in position 4 moves to position 3;
- The player in position 1 goes to position 4;
- The first player in the wait line enters in position 1.



- When a player misses the service, he/she is replaced by the next player in the wait line. Other players remain in the same position.

Rules that are similar to minivolley rules

Most VolleyWall rules are the same as common minivolley rules, namely:

- There are four players at play with extra players in a wait line.
- There are four court positions (position 1 to position 4). The server is the player in position 1. Each play starts with a service from the player in position 1.
- The ball must always be projected above a horizontal line representing the top of the net. This line is drawn at 2 m from the ground.
- Three ball contacts are mandatory to project the ball on the wall (the same player is not allowed to do two consecutive ball contacts).
- Types of contacts:
 - The first contact = pass or overhead set
 - The second contact = “catch and throw” movement
 - The third contact = spike, overhead set or pass
- Players rotate clockwise.
- Whenever a fault is challenged, consider replaying and starting over with a new service.



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Variations

Height of the line on the wall representing the top of the net

Considering that the average number of shots in a rally can be correlated to the height of the line on the wall, it is a good idea to adjust it according to the children at play. Lines with different colors and heights can be painted on the wall to ease that adjustment. Adequate height for the group at play will result in longer rallies and increased fun.

Tip: The line on the wall which represents the top of the net should be set around the height of the wrist of a player standing with the arm extended straight up.

Types of contact

Alternatives for the type of contact allowed:

- Allowing a “catch and throw” movement on the first two contacts;
- Allowing a self “catch and throw” movement to set up an overhead set.

Service

- Allowing to throw the ball as a service to increase chances of a good start.
- Allowing to step into the service zone (position 1) to increase chances of a good start.

This document was produced in collaboration with Mr. Dominique Lorrain, the creator of VolleyWall. Mr. Lorrain is a teacher at Commission scolaire Marguerite-Bourgeoys.