# INCLUSIVE SITTING VOLLEYBALL



#### **Quick introduction**

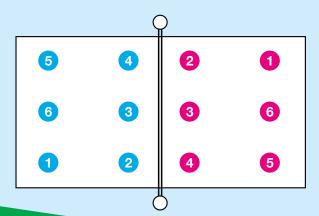
Inclusive sitting volleyball is a dynamic and exciting game that enables SEN/disabled (SEND) and non-SEND players to play and compete against each other.

## Who the competition is aimed at?

- Teams are made up of three, four or six players.
- Each team should include a minimum of two SEND players throughout the game.
- SEND players are defined as SEND pupils who cannot easily access mainstream volleyball.

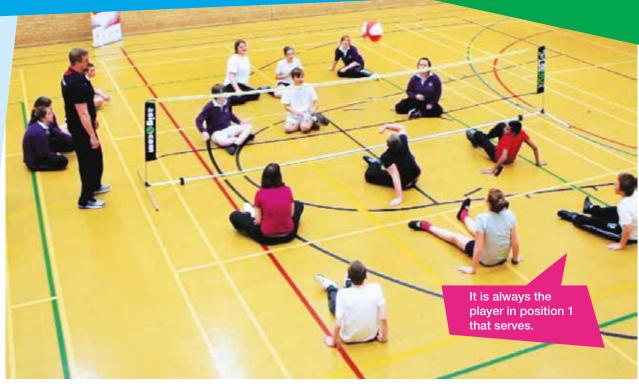
### **Setting up the competition**

- Mark out the sitting volleyball court (size 9m x 5.18m) on a badminton court.
- Set the net height at 1m using badminton posts (for example).
- Play using a beach ball.





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## Think inclusively STEP

Space:

Make the court shorter or wider to make it easier to play.

Task:

- Allow teams to touch the ball more than three times.
- Allow players to catch/self-feed the ball.
- Play shorter matches.
- Feed the ball in from the side to remove the serve.

**Equipment:** 

- Make the net higher to slow the game down.
- Use a different ball such as a junior volleyball, balloon ball or sponge ball.

People:

- Wheelchair users can play in their chairs or play sitting on the floor.
- Wheelchair users, who cannot sit on the floor safely and comfortably play in designated zones in the back court to avoid collisions.
- Allow substitutions but ensure that two SEND players remain on the court at any one time.



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# **Rules of the competition**

- Players must keep a part of the body between the buttocks and shoulders in contact with the floor when playing the ball.
- Players can play the ball with any part of their body.
- The first contact and/or second contact could be a catch and self-feed volley.
- A maximum of three contacts to return the ball over the net (apart from the serve).
- Players can serve underarm, overarm or throw the ball into play from the back of the court.
- A team rotates their position clockwise when they regain the serve.
- A team winning three consecutive serves keeps serving but rotates one place to the next server.
- Players cannot make two consecutive touches.
- Matches are one set to 15 points (two points clear) or 6–8 minute timed game. This is dependent on entries and time permitted at the venue.

### **Officiating**

Encourage Young Leaders to officiate and keep the score.

# **Health and safety**

It is important that players do not pull on the net during play.

#### **Think tactics**

- Play the ball high with a loopy trajectory on your side to give your team mates time to react and move.
- Play the ball low and flat into space into your opponents court to win points.

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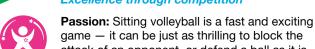












attack of an opponent, or defend a ball as it is to score a point! This means that the game is noisy, energetic and exciting for all players!

