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Read instructions in their entirety. In the event of missing parts, call **1-800-533-0446**.

ACTION™ Team Launch Volleyball™ Activity Instructions

Equipment List

- 6 ea 6' dia parachutes
- 1 ea 36" dia cage ball (cover not included)

Setup

Objective. Be the first team to score 15 points.

Setup.

- Use a full volleyball court, or a court that is half the width of your gym, and divide with a volleyball net (or other net system).
- Divide the class into 2 teams, one on each side of the net.
- Give each team 3 parachutes and assign at least 3 students per chute. Adjust number of parachute groups per team according to class size and ability.

Game Play.

- Teams must use their parachutes to catch and move the ball; hands are not allowed to touch the ball.
- Only the serving team can score.
- One group from Team #1 serves (launches) the ball from the serving line, located halfway between the boundary line and the net. The serve must go over the net and land within the court boundaries.
- Groups on Team #2 move and attempt to catch the ball.
- If a group from Team #2 catches the ball, it launches it back over the net from the spot it was caught. They may not move with the ball up to the net and launch.
- If they miss the ball and it hits the floor, Team #1 scores a point and serves again.
- If Team #1 misses the return, Team #2 gets the serve.
- A team commits a fault if it fails to launch the ball over the net, if it launches the ball out of bounds, if it moves from its catching spot to launch the ball, or if hands are used to control the ball.
- A fault results in a point for the other team, or the loss of the serve.

Scoring.

- Side-out scoring is used (only the serving team can score).
- Games are played to 15 points; teams must win by a two-point margin.

Options.

- The serving team first launches to another group on its own side, closer to the net. This second group completes the serve by launching the ball over the net.
- Allow the launching team to move as close as it wants to the net to serve the ball.
- Have both teams work together as 1 team to see how many successful launches and catches they can make over a predetermined amount of time, or by tracking the number of successful catches in a row.