



Serve-Receive Formation Planner

Compare coverage shapes, define responsibilities and choose one shared call

TEAM

OPPONENT / SESSION

DATE

OFFENSE / SYSTEM

COACH / STAFF

PLANNING GOAL

Concept diagrams compare the number of primary passers. They are not legal rotation templates or universal recommendations.

Start with the players, opponent and rule set in front of you.

FIVE PASSERS

Broad starting coverage



POTENTIAL FIT

Useful while newer players learn space and communication.

WATCH FOR

More seams require explicit ownership calls.

Conceptual coverage only - verify legal order for each rotation.

FOUR PASSERS

Shared lanes with one release



POTENTIAL FIT

A flexible bridge between broad coverage and specialization.

WATCH FOR

Name the short-ball and deep-seam responsibilities.

Conceptual coverage only - verify legal order for each rotation.

THREE PASSERS

Clear primary lanes



POTENTIAL FIT

Frees selected attackers and the setter from first contact.

WATCH FOR

Each passer owns more court and must move early.

Conceptual coverage only - verify legal order for each rotation.

TWO PASSERS

Highly specialized coverage



POTENTIAL FIT

Can simplify decisions for two trusted passers.

WATCH FOR

Large lanes and serve variation increase the demand.

Conceptual coverage only - verify legal order for each rotation.

FORMATION DECISION

Choose the smallest amount of detail your staff can teach, observe and review consistently.

☐ 5 passers☐ 4 passers☐ 3 passers☐ 2 passers☐ Changes by rotation

PRIMARY PASSERS

SETTER RELEASE / TARGET

SEAM OWNERSHIP CALL

PRESSURE TO PREPARE FOR

VISIBLE SUCCESS CHECK



Six-Rotation Serve-Receive Map

Keep legal starting order, reception responsibilities and the first attack visible

TEAM	OPPONENT / SESSION	DATE	OFFENSE / SYSTEM	COACH / STAFF	PLANNING GOAL

Fill the legal order first. Add the serve-receive call only after checking the rulebook and event interpretation that apply.

Exact shapes change with personnel, offense, opponent and serve pressure.

R1

LEGAL ORDER -> RECEIVE SHAPE -> FIRST ATTACK

NET

P4	P3	P2
P5	P6	P1

PASSERS / LANES

SETTER RELEASE / TARGET

PRIMARY SEAM CALL

FIRST ATTACK / OUTLET

Draw lanes or movement by hand after printing; use the fields for the staff call.

R2

LEGAL ORDER -> RECEIVE SHAPE -> FIRST ATTACK

NET

P4	P3	P2
P5	P6	P1

PASSERS / LANES

SETTER RELEASE / TARGET

PRIMARY SEAM CALL

FIRST ATTACK / OUTLET

Draw lanes or movement by hand after printing; use the fields for the staff call.

R3

LEGAL ORDER -> RECEIVE SHAPE -> FIRST ATTACK

NET

P4	P3	P2
P5	P6	P1

PASSERS / LANES

SETTER RELEASE / TARGET

PRIMARY SEAM CALL

FIRST ATTACK / OUTLET

Draw lanes or movement by hand after printing; use the fields for the staff call.

R4

LEGAL ORDER -> RECEIVE SHAPE -> FIRST ATTACK

NET

P4	P3	P2
P5	P6	P1

PASSERS / LANES

SETTER RELEASE / TARGET

PRIMARY SEAM CALL

FIRST ATTACK / OUTLET

Draw lanes or movement by hand after printing; use the fields for the staff call.

R5

LEGAL ORDER -> RECEIVE SHAPE -> FIRST ATTACK

NET

P4	P3	P2
P5	P6	P1

PASSERS / LANES

SETTER RELEASE / TARGET

PRIMARY SEAM CALL

FIRST ATTACK / OUTLET

Draw lanes or movement by hand after printing; use the fields for the staff call.

R6

LEGAL ORDER -> RECEIVE SHAPE -> FIRST ATTACK

NET

P4	P3	P2
P5	P6	P1

PASSERS / LANES

SETTER RELEASE / TARGET

PRIMARY SEAM CALL

FIRST ATTACK / OUTLET

Draw lanes or movement by hand after printing; use the fields for the staff call.

TEST THE FORMATION, THEN CHANGE ONE THING

REPEATED ISSUE

EVIDENCE: ROTATION / SERVE / RALLIES

ONE FORMATION OR PRACTICE CHANGE

