

Volleyball scouting report and game plan

Left: what you see in the opponent. Right: what you do about it. One sheet per opponent.

Opponent _____

Date _____

Scouted during _____

By _____

1 · The opponent

what you see

Starting rotation and system

Write the shirt number of the player who starts in each zone.

NET

4	3	2
5	6	1

System

☐ 5-1 ☐ 4-2 ☐ 6-2

☐ other

Setter no. _____

Libero no. _____

Strongest attackers

No.	Position	What stands out? direction, tempo, tip

Most dangerous servers

No.	Type float, jump	Where to?

Serve receive

Who passes? Which player or zone is weak?

Anything else

Block, defence, substitutions, time-outs

2 · Our game plan

what we do

Serve targets

Which player or zone	Why or when

Our starting rotation

Start in the rotation that fits what you see on the left.

NET

4	3	2
5	6	1

Who blocks their
strongest attacker?

Time-out plan

We call a time-out:

- ☐ after a run of _____ points against us
☐ before their most dangerous server
☐ when a rotation keeps getting stuck
☐ our own moment: _____

What do we say in the time-out?

Three key points for the team

Short enough to remember from the team talk.

1 _____

2 _____

3 _____

After the match What worked, what did not? Take it into the next match against this team.

In Koach the plan lives with the match itself: the **Match note** (only visible to coaches), a **Tactics board** for this match and **Previously vs** your opponent, with the **Head-to-head**.