# 4 goaler

<strong>Game</strong><strong>Objectives</strong><strong>Focus
on</strong><strong>Transition/Reset</strong><strong>Progressio
n</strong>

## Game makeup

- 1. 1/8th of pitch
- 2.4 goals
- 3. 5v5 formation is 1-3-1
- 4. Team revolves every 3 mins so everyone plays striker
- 5. No contact must rollout on contact and pivot

## Rules

- 1. Std hockey rules
- 2. Can score in any goal

# **Explicit Objectives**

- 1. Changing Channels
- 2. Spread out (no honeypotting)
- 3. Movement off the ball
- 1. Keep possession
- 2. Rollouts to pivot
- 3. Keep out of contact
- 4. Draw then pass
- 5. IFIT
- 6. Left foot passing

## Transition/Reset

1. 16 yd when goal scored

# Progression

- 1. Turn and burn
- 2. Reduce player nos keep game fast
- 3. Add 3rd team to transition on an event
- 4. 2 touch/3 secs on ball
- 5. PIVOT/TRANSFER before scoring

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