Attacking Free Hit Strategy

CRITICAL – Strategies for free hits do not rely on the hitter – they rely on the entire team's movement off the ball – 90 percent of a field hockey game is played without the ball so, good positioning will increase your success rate in moving the ball up the field.

Free hit rules:

- All opposition players need to be a minimum of 5yds from the ball when the free hit is taken
- If the ball is within the 25-yard area of a goal, it cannot be directly hit into the circle it must first travel five yards – before it can enter the circle.
- 3. NOTE the ball must move a meter before being played by another teammate.
- All players have to be 5yds from striker for all hits inside 25yd

Quick hit IF you have:

- 1. A runner
- 2. Someone free
- 3. They are not aware

Free Hit Options:

- Hit Wide spread the ball your team can pass/move up field.
- 2. Self pass if:
 - 1. You have lots of room
 - You have no options and you can move the defender to give you options
- 3. **Cut through** use when defense has a high press. Free players should cut in front of the opposing team this

blocks their vision and creates space for the ball to travel through the wall.

- 4. Shielding Use 2 players to create a passing lane within the defensive wall – their aim is to let the hit travel through the wall to a teammate
 - Both players stand in front of and toward the inside of the defensive wall – this is the shield.
 - These players face each other. No defender should be between them.
 - 3. The hitter hits the ball between the two players who are shielding the defense.
 - 4. The shield players do not stop the ball, but rather prevent the defense from stopping it.
 - 5. The ball is sent to a player on the forward line.
- 5. Step in Front stand between the hitter and the defender to enable a touch before the defender.

Set play free hits inside 25yd

- 1. Pass the ball (left or right) for a "run on" and shot
 (Posts?)
- Pass the ball back so it can be crossed thus switching the point of attack.
- 3. Dribble the ball five yards
- 4. Make a five-yard wall-pass