

# Creating Space

**Objective** – Creating space to keep possession

**Game**  
**Focus/Principles**  
**Reset**  
**Progression**

1. Game is 6v6 plus joker
2. Scoring is done by passing ball across the grid to your other 2 players (to increase intensity defenders cannot touch it)
3. Large grid with safe zones on periphery = Playing area
4. 6v6 + joker (to start)
5. Two players from each team are positioned in the playing area
6. Other 4 players are split 2 at each end of the playing area
7. Joker plays for team in possession – 3v2

## Rules

1. Players cannot stay in the same quadrant unless they are defending
2. Any pass to a safe player must be followed by a substitution with that player
3. Joker is the only player who does not rotate into the safe zones;
4. Any broken rules means turnover

## Principles

1. Keep the ball
2. Stick to stick
3. Leading runs

## Focus

**1. Positioning –**

1. Defenders – players pressure the ball and the channel
2. Attacking use a triangle shape to create width and depth

**2. Movement –** players who are marked should try pull opposition out of position while the open player attempts to receive the ball.

**3. Direction –** players must be patient in advancing the ball forward to score.

**4. Use the spare player**

1. Every time ball goes out or lost goes to other team from a “spare player”

1. Change size of grid – bigger if cannot do it smaller if too easy
2. Remove the quadrants. If players understand how they should position themselves then remove the quadrants.
3. Make it 3 vs. 3 in the contest zone.
4. To increase the difficulty remove the joker and have 3 players from each team operating in the contest zone.

