Driving out from Defence 3v2

GameFocusResetProgression

- 1. 3 attackers 2 defenders
- 2. Attacker passes to Defender
- 3. Defenders need to get out of top of the box
- Defenders try to run and pass the ball under control, out of the area across the 23 metre line
- 5. Attackers have to win the ball back and score
- 1. Attackers to close defenders and mark spare to generate a $2\nu 1$
- 2. Stop the defence go forward
- 3. Attackers to strike quickly if there is an opportunity
- 1. On goal or ball out of the area restart
- 1. Narrow the area
- Add goals on 23 line to left and right to encourage clearing
- 3. Add joker
- 4. Add another attacker who passes from higher up pitch
- 5. Time based constraints

