Honey Potting

Objective — force players to get into space to receive and pass

GameFocusResetProgression

- 1. 4v4 or 5v5 depending on space
- 2. Goals on each side of box
- 3. Std hockey rules
- 4. HAVE to pass to every team member before score OR
- 5. Allocate a scorer that has to score
- 6. Score in any goal

Focus points - "Prescan/draw/eliminate"

- 1. Change the game if it is not working then go somewhere else
- 2. Stop honeypotting
- 3. Encourage movement off the ball
- 4. Attackers move into space
- 5. Draw a defender (look at his stick)
- 6. Marking THE "unpassed" defender
- 7. SPEED on transition

New ball from coach

- 1. Lose the ball leave the game until reset
- 2. Reduce pitch size
- 3. Add players
- 4. Add types of passing
- 5. Lose the ball new team comes on

