

Leading to space

Objective – Leading/losing your marker

GameFocusResetProgression

1. Attack vs Defence with 2 Feeders
2. Designate an attacking team and a defending team
3. Feeders look to play the ball between them until the attackers offer a lead
4. As soon as that happens they pass the ball in and the game is live
5. If the defenders win the ball then they have to pass to a feeder – at this stage the defenders become the attackers

1. Leading and re-leading
2. Patience with playing the ball back and forward
3. Losing your marker
4. Marking

1. Sideline – coach sends new ball in
2. Backline then restart with non-transgressing team

1. Time to start/end
2. Score within a minute of the previous goal and get 2
3. Limited number of balls per team

