## Use the base player

**Objective** — using the baseline player as a bounce pass

## GameFocusResetProgression

- 1. 4v4 with 1 player for each player on the baseline
- 2. Objective is to score
- 3. 1 goal for normal goal
- 4. 2 goals if use baseline player
- 1. Bounce passes
- 2. Quick passes
- 3. Switch sides

## Coach passes new ball in

- 1. 5 balls each
- 2. Time to score
- 3. Double goal for using the baseline players
- 4. Double goal for switching sides by using the baseline players

