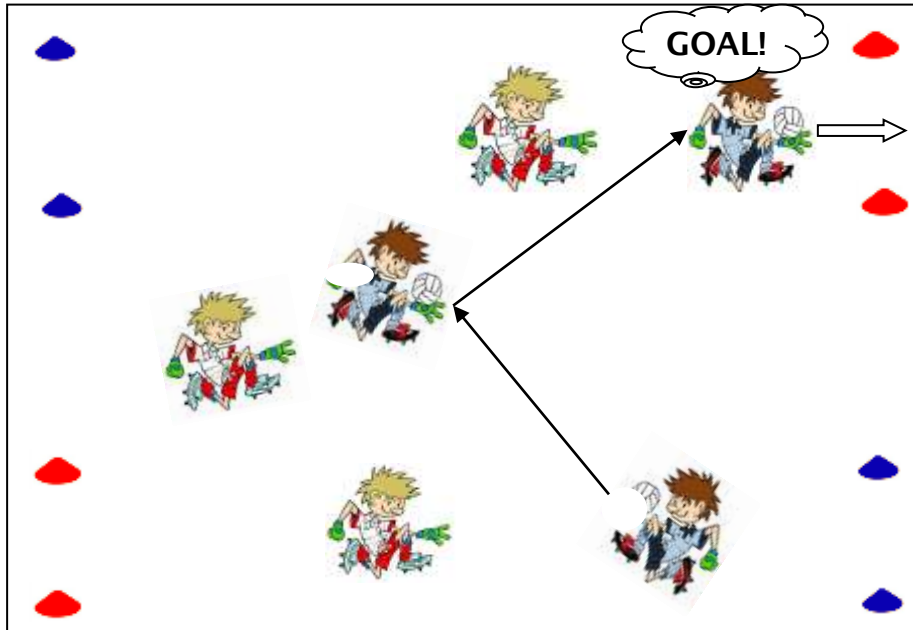


FULL INVASION: Game Card 3 GAME: Opposite Corners



FOCUS

- In this activity we are focusing on spatial awareness and switching play in attack

RULES – HOW TO PLAY

- 2 Teams of 3
- 4 goals (red and blue)
- Team A plays to Blue and Team B plays to Red
- Score in either of oppositions 2 goals, 1 point for each Goal Scored
- If ball goes out start with sideline ball
- After score other team get possession from the back
- No Goalkeepers
- Ball behind each goal



HARDER

- Decrease space
- Smaller goals or only one goal
- Introduce Goal keepers, extra defender
- Score in any goal except last one scored in
- Send by hand/fist or kick/punt
- If attacking on one side ball must be transferred to other side for attempt on goal

EASIER

- Increase space, bigger goals and also more goals e.g. at the other sides of play area
- Extra attackers
- May run up to 4 steps before passing

COACHING POINTS

Are players moving the ball quickly?

- Make the passer aware of others running off the ball by stopping play and questioning passer
- Encourage players to look for long diagonal pass to open up the play by setting condition e.g. if ball is on one side it must be passed diagonally to the other
- Working as a team to get a quality pass to scorer - What are the qualities of a good pass? i.e. right height, weight and angle

EQUIPMENT

- Footballs
- Small Balls
- Cones
- Multi-markers
- Hurls (if hurling)