|  |  |  |  |
| --- | --- | --- | --- |
| Games | Tactical Goals & Problems | Movements  (off-the-ball) | Skills  (on-the-ball) |
| -Grid Passing,  Monkey in the Middle, Tri-Hoop, Beater Passing, Rolling Pass, Animal Mini Games, Zone Game, Capture the Quaffle  -Tri-Hoop, Gauntlet, British Bulldog, Animal Mini Games, Zone Game, Capture the Quaffle, Chinese Gates.  -Rolling Pass, Zone Game, Chinese Gates, Animal Mini Games, Capture the Quaffle.  -Snitch Snatch | **Offense & Scoring**:  -Maintain ball possession.  -Breaking through defense to attack the hoops.  -Quick transition to offense.  -Catching the Snitch. | -Knowing when to pass, shoot, or charge.  -Communication with beaters to defend, or attack.  -Support of keeper as 4th chaser.  -Gaining possession of the 2nd bludger.  -Moving into open space to support/attack.  -Setting up basic plays/positioning.  -Sprinting into open space/attacking.  -Quick ball movements, or advances.  -Common understanding of what the play or goal is.  -Reading Snitchs’ movements.  -Grabbing the Snitch.  -Avoiding Snitch aggressive tactics. | -Passing & receiving the ball with one hand.  -Running with brooms, and/or ball.  -Shooting.  -Faking.  -Beating.  -Blocking the bludgers.  -Agility & ability to counter-attack quickly.  -none |
| -Tri-Hoop, British Bulldog, Gauntlet, 1v1 Tackling, Deke Reads, Capture the Quaffle, Zone Game, Animal Mini Games.  -Tri-Hoop, Tackling, British Bulldog, Gauntlet, Beater Passing, Zone Game, Capture the Quaffle.  -Tri-Hoop, Gauntlet, Tackling, Capture the Quaffle, Zone Game, Animal Mini Game.  -Snitch Snatch, Gauntlet, Beater Passing.  -Tri-Hoop, Zone Game, British Bulldog, Tackling, Animal Mini Games. | **Defense & Preventing Scoring:**  -Defending Space.  -Defending the goal.  -Gaining possession of the balls.  -Defending/Catching the Snitch.  -Setup and Aggression | -Covering open areas.  -Covering/Marking opponents.  -Pressure ball carrier.  -Guarding 3 hoops.  -Positioning to cut off shooting/passing options in Keeper zone.  -Gain Control of rebounds/free balls.  -Pressure/Aggressively box out opponents.  -Pressure ball carriers.  -Coordinate with beater to gain 2nd bludger.  -Intercept/cut off supporting opponent beater.  -Know score of game, and know when to catch or guard the Snitch.  -Aggressively block out opponent seeker.  -Search surrounding areas for Snitch.  -Keep track of time, Snitch’s must return to the field at some point.  -Avoid bludgers when on the pitch.  -Use confusion, and opponent seeker as distractions.  -Pick and choose catch attempts wisely.  -Read style of Snitch.  -Create set defensive positioning, and move to those positions.  -Force opponents to make a move by challenging them.  -Mark opponents, stay within hands length.  -Know where opponents are at all times.  -Tackling ball carrier.  -Stripping ball free. | -Actively seek free space.  -If not seeking 2nd bludger, beaters should guard hoops, while chasers attack.  -Stripping ball free.  -Quick outlet passes to regroup to open pressure-free space.  -Coordinate with beaters to take out opponent seeker.  -Goalkeeping and distributing ball.  -Rebound control (taking ball).  -Tackle to steal ball.  -Know when to use beaters on offense and defense.  -Drive to net with beater support.  -Offensive set plays.  -Shooting. |
|  | **Starting & Restarting**  Beginning the game  Restarting the game after point  Restarting the game from violations | -Positioning at Keeper zone.  -Charging to balls at centre.  -Gaining possession of balls.  -Searching for Snitch after Seeker Floor.  -Hanging back to defend hoops in case of counter-attacks.    -Supporting positions.  -Continuing search for Snitch.  -Play does not stop, regroup on defense.  -Gaining possession of the balls.  -Supporting positions.  -Continuing search for Snitch.  -Gaining possession of the balls.  -Communicating to play through possible penalty (1 player down). | -Charging to centre to gain possession of the balls.  -Play does not stop, use bludgers to take back quaffle, or gain 2nd bludger.  -Resuming play from incident (player maintains ball possession) on whistle. |