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| 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 gameRestarting the game after pointRestarting 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. |