Endball and Benchball (with Goal-Taker)

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| 2 x 3 pinnies. 1 playground ball. 1 soccer ball. 8 yellow corners. 2 benches. |

**Equipment**

**Monitor**



**Official**

Goal Taker

Goal Taker

Goal Taker

Goal Taker

**Aim of the games**: Score by invading opponents’ area to pass the ball to the goal-taker.

Rules

1. Score by passing to goal-taker who catches the ball in space marked by yellow corners or when on the bench.
2. Players cannot move with the ball
3. If score is made the defending team starts with the ball, scorer swaps places with the goal taker and rest of the team retreats to their half.
4. Throw-in from side to defending team if ball or player with ball goes out of play.
5. One defender must go to player with the ball, rest of the defenders try to intercept the ball.

**Extension rules:**

* Can only score with a pass from below head height or a bounce pass.
* No defender allowed in end zone.
* 3 second rule with ball
* No goal taker, score by passing to person in end-zone

**Coach**

* Allowed to run with ball, turnover if tagged.

**How could a modification by adaptation rule be added to your game?** *(Outcome of a game encounter changes the game for winner to make the game more challenging)*

***Principles of Play***

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| ***Team with the Ball*** | ***Team without ball*** |
| *Score* | *Stop scoring* |
| *Keep possession* | *Get possession* |
| *Invade territory* | *Prevent Invasion* |

**Analysis**

What are the key strategies (*ways of playing and movement off-the ball*) to use to be successful at these games?

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What are the manipulative skills do you need to play these games?

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**What are possible retaining skills you could add to your games?**

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**What would be two tasks you could do to practice that would help your peers play your game?**

Consider (1) Skill cues (2) Tactical prompts

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| Task | ***Word Suitable Tasks*** |
| 1 |  |
| 2 |  |