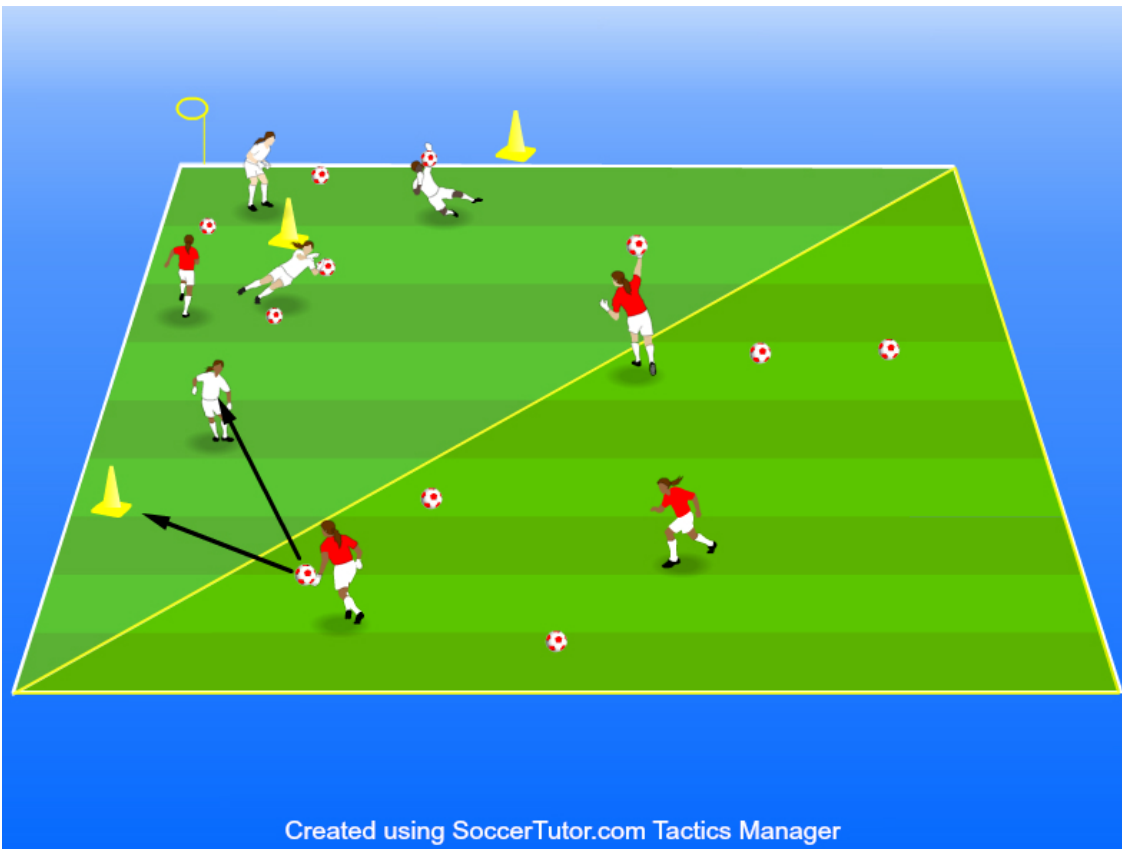




# Tactics Manager

## 29) Dodgeball Game



<b>Date:</b>	23/May/2019	<b>Measurement:</b>	20 x 20
<b>Time:</b>	N/A:N/A	<b>Players:</b>	7
<b>Duration:</b>	N/A	<b>Level:</b>	

**Objective:** Attackers score by knocking over cones or by hitting the defenders with the soft ball. They can win outright by throwing a ball in the hoop at the back. Scores needn't be counted.

**Description:** 4v4 game with one team as attackers and the other team as defenders. All players must stay on their side of the grid except that the attackers can go into the opponent's grid to gather up/return the spare balls, but they're not allowed to throw from the opponent's grid. The game is played in the corner of the hall and is in one direction so not to interfere with other games. Play for 2 minutes maximum before swapping over.

**Coaching Points:**

**Progression:**