

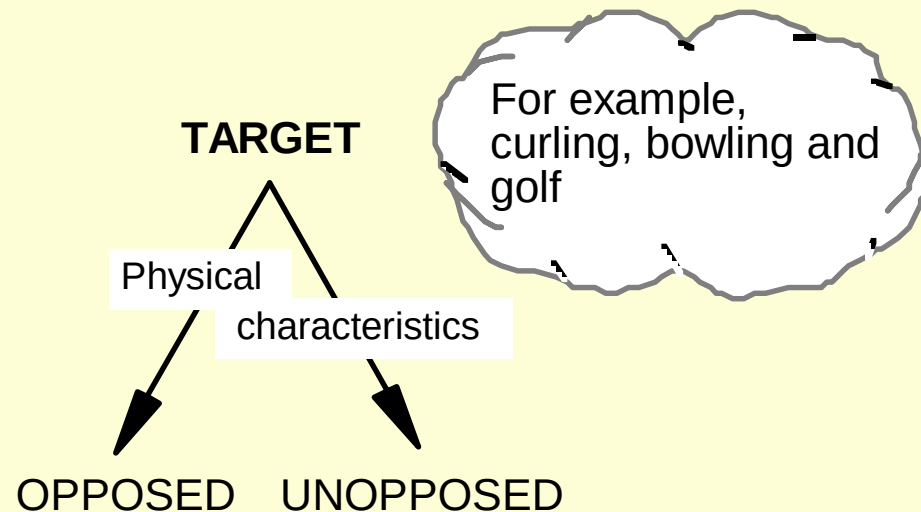
Tactical Frameworks for teaching games

Tim Hopper and Rick Bell
HPEC/CAHPERD 2002
Banff

Target Games

BM - Stability and good balance as deliver object

EH - Sending away and aiming



PRIMARY RULE

(I) score by getting your object(s) closer to a target than your opponent(s).

Target games

Primary Rule:

**score by getting your
object(s) closer to a
target than your
opponent(s) as any
obstacles are avoided**

PRINCIPLES OF PLAY

AIM TO TARGET

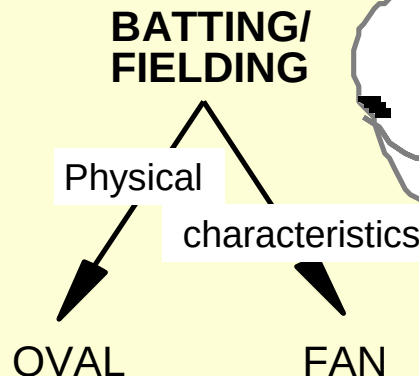
PLACEMENT in
relation to target and
other obstacles

SPIN and/or TURN

Batting/Fielding or Run scoring

BM - Running, covering, Stopping, sliding and guarding

EH - Sending away and receiving skills



For example, baseball, softball, and cricket

PRIMARY RULES:

- (i) score by striking object and running between safe areas; stop scoring by catching ball in the air or getting it to a safe area before the batter.

Batting/Fielding games

Primary Rule:

**score by striking object
and running between
safe areas; stop scoring
by catching ball in the
air or getting it to a safe
area before the batter**

PRINCIPLES OF PLAY

SCORE RUNS/
STOP SCORING RUNS

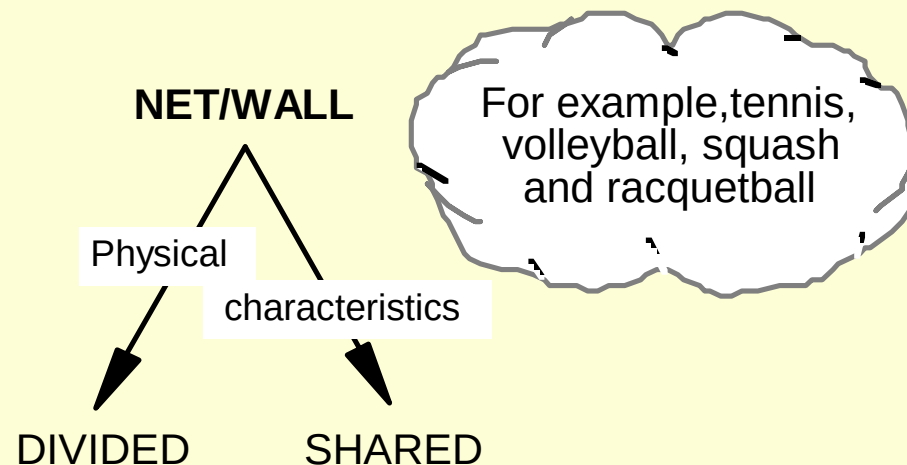
STAY IN/
GET OUT

HIT TO SPACE/
PREVENT HITTING
TO SPACE

Net/Wall

BM - Changing direction quickly,
moving in all directions,
stopping, guarding and covering

EH - Sending
(striking) and
preparing to receive



PRIMARY RULE

(I) score by getting the object into your opponent's areas of play more often than they can return the object back into your area.

Net/Wall games

Primary Rule:

**score by getting the
object into your
opponents' areas of play
more often than they can
return the object back
into your area.**

PRINCIPLES OF PLAY

CONSISTENCY

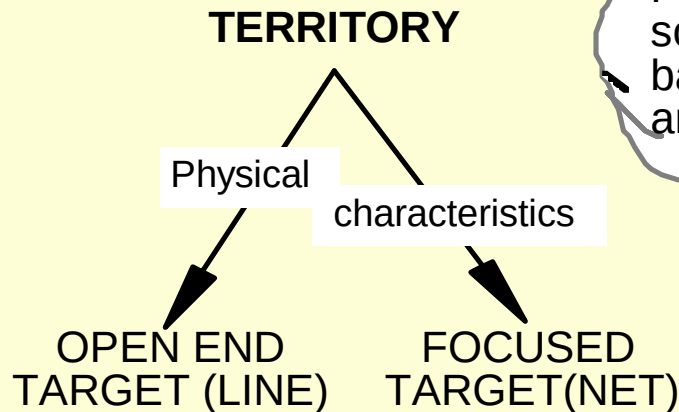
PLACEMENT and
POSITIONING

SPIN
(for control and disguise)
and POWER

Invasion or Territory

BM - Running, dodging,
guarding, stopping and
intercepting

EH - Sending, receiving and
retaining (especially as traveling)



For example,
soccer, hockey,
basketball, rugby
and football

PRIMARY RULE

(i) score by getting object into opponents' goal;
opponents try to stop scoring.

Invasion/Territory

Primary Rule:

**score by getting object
into opponents' goal;
opponents try to stop
scoring.**

PRINCIPLES OF PLAY

SCORE/
STOP SCORING

INVADE/
STOP INVADING

KEEP POSSESSION/
GET POSSESSION



Tactical Awareness Components

SPACE

- (a) where an object should be placed in the area of play, and
- (b) where a player should go in the area of play based on the placement of the object.



Tactical Awareness Components

TIME

- (a) when to execute a skill within a game,
- (b) when to create time to play a shot, and
- (c) when to reduce opponent's time.

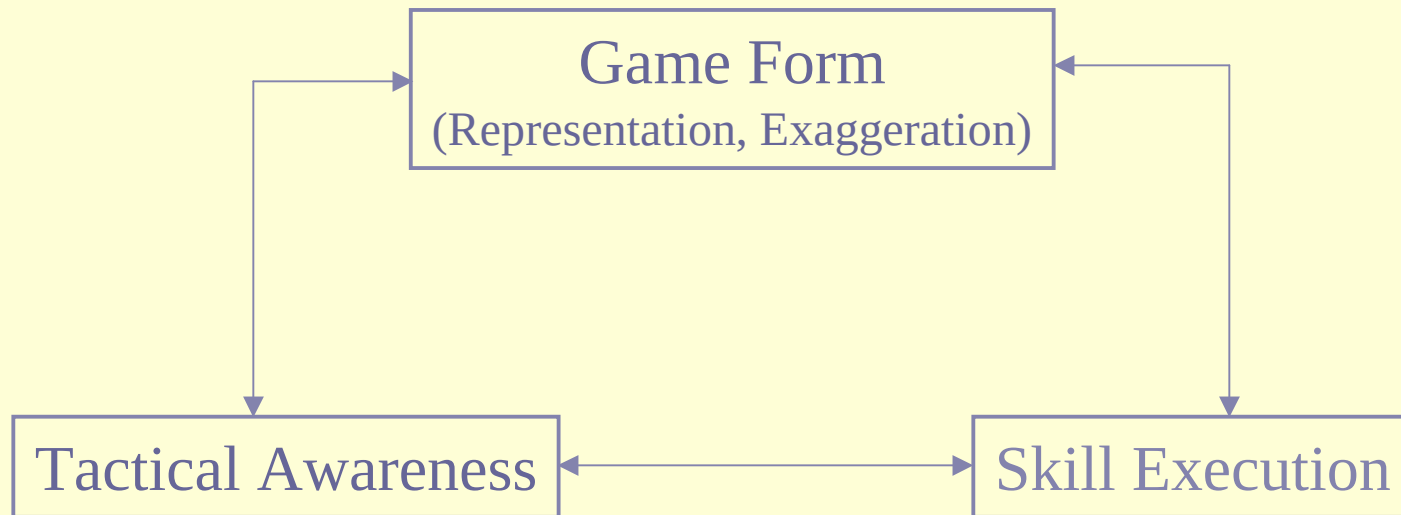


Tactical Awareness Components

FORCE

- how much force to apply on an object for height, directional control and distance.
- where to apply force on an object for height, directional control and distance

Where Does the Game Appear in the Lesson?



Territory games example

By Rick Bell

PRINCIPLE	GAME	T.A.C.T.I.C.
KEEP POSSESSION	2 vs. 0 with ball/without ball 3 vs. 0 with ball/without ball in grids and long alleys	SPACE: • where is empty space to receive pass? • where am I in relation to the person with the object? • support beside, in front of and behind teammate. • how can I conceal where the pass is going? FORCE: • increase distance apart TIME: • quick to open space • quick passes
OBTAIN POSSESSION	2 vs. 1 3 vs. 1 3 vs. 2	SPACE: • close down space on check • anticipate where pass is going (read situation) • how can you give impression your check is open then deny the space? • where are passing lanes? get in them to deny • what areas can I leave unguarded? FORCE: • guard with intensity • overload the guarding

INVADE	3 vs. 3 long grid with 1 goalie in opposite end zone; once goal is scored, team members must run and touch the goal area they are defending; can't run with object	SPACE: • how am I using width/depth of playing area? • penetrate space to high scoring areas using screens, blocks, overlapping runs. FORCE: • long passes TIME: • how can I move the object up the court quickly? • how can I vary speed to evade being checked? • wait for opportunity to invade
STOP INVASION		SPACE: • close down high priority space? • switch person you are guarding • cover space in depth • cover space in zones FORCE: • double team person with object TIME: • quick transitions from defense to attack

INVADE	3 vs. 3 long grid with 1 goalie in opposite end zone; once goal is scored, team members must run and touch the goal area they are defending; can't run with object	SPACE: • how am I using width/depth of playing area? • penetrate space to high scoring areas using screens, blocks, overlapping runs. FORCE: • long passes TIME: • how can I move the object up the court quickly? • how can I vary speed to evade being checked? • wait for opportunity to invade
STOP INVASION		SPACE: • close down high priority space? • switch person you are guarding • cover space in depth • cover space in zones FORCE: • double team person with object TIME: • quick transitions from defense to attack

SCORE	4 vs. 4 same rules as above but a goal is scored when object is put into bucket; return to line after scoring.	SPACE: • how far away can I be to score? • what are the best angles from which to score? • how can you create space around the high percentage scoring areas? • where should my goal receiver be? FORCE: • attack open spaces in force to reduce defenders' opportunity to respond TIME: • how can you create time to set up to shoot and score or set up teammate to shoot and score?
PREVENT SCORING		SPACE: • guard high priority space around scoring area. FORCE: • use force to clear object from scoring area TIME: • close down space quickly • quick transition from defense to attack