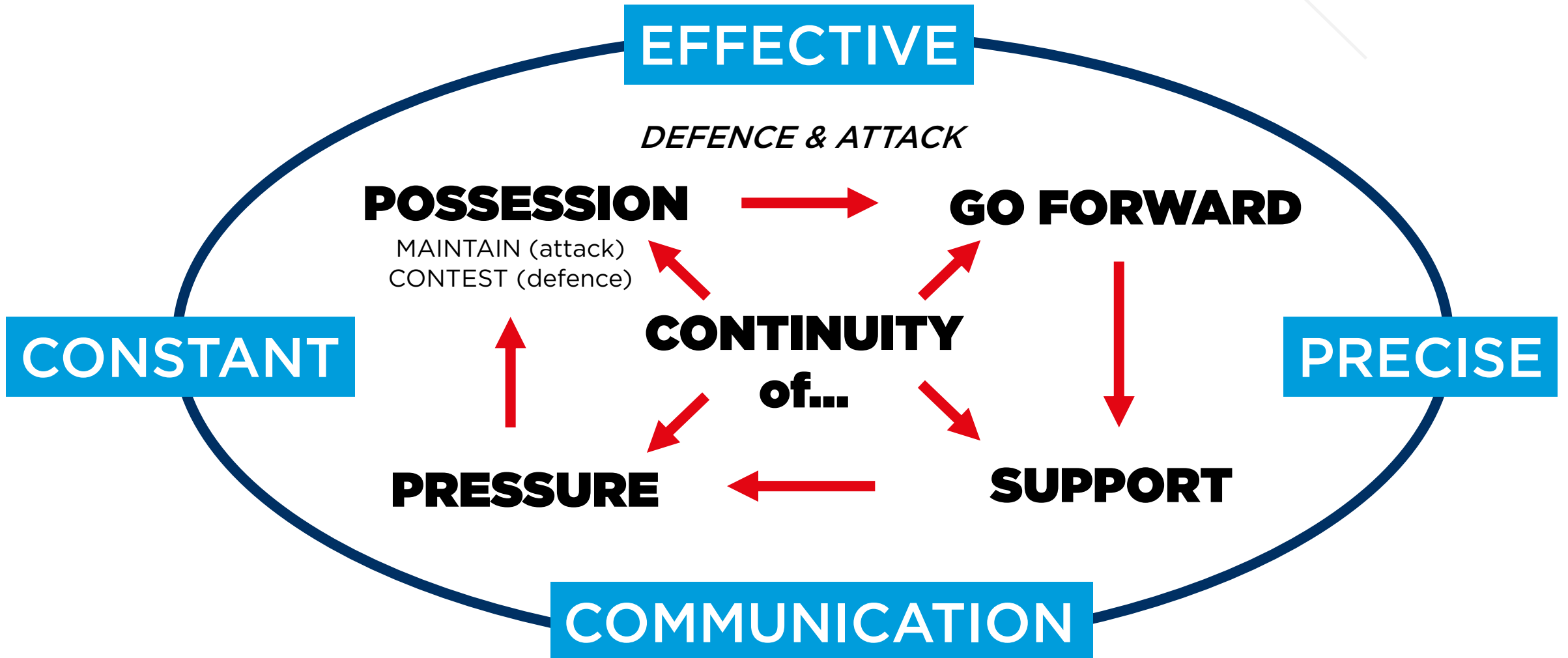


PRINCIPLES OF PLAY



SKILL DEVELOPMENT MATRIX

PRINCIPLES

Non-negotiables for game	Principles of Play	Skill Development <input type="text"/>	Skill Development <input type="text"/>
1. High activity 2. Clear purpose 3. Decision-making 4. Game related Get Better Feel Better			

SKILL DEVELOPMENT MATRIX

PRINCIPLES Go forward and support

Non-negotiables for game	Principles of Play	Skill Development Passing	Skill Development Receiving
<p>1. High activity 2. Clear purpose 3. Decision-making 4. Game related</p> <p>Get Better Feel Better</p>	<p>Go Forward</p> <ol style="list-style-type: none"> 1. Look for space 2. Move the ball into space (run, pass) <p>Support</p> <ol style="list-style-type: none"> 1. Depth 2. Give ball carrier options (short, long, either side, confidence in contact) 	<ol style="list-style-type: none"> 1. Scan early to be spatially aware 2. Hips square 3. Ball carried off the chest 4. On release fingers facing towards receiver 5. Ball passed FOR the receiver rather than TO the receiver 	<ol style="list-style-type: none"> A. Scan early to assess the situation B. Call for the ball to raise awareness for the ball carrier C. Work hard to receive ball - hands out to 'grab' the ball early D. Watch the ball into the catch
		<p>6E. Catch & Pass - ONE MOVEMENT - Receive early, transfer ball across and away from body, fingers pointing in direction of pass.</p>	

GAME NAME: _____

Does this suit my teams (age/capability) YES/NO

1	What is the purpose of the game?	
2	Can it be used for any other purpose?	
3	What principles of play are involved?	ATTACK Go forward - Support - Continuity - Gain/Contest possession - Pressure DEFENCE Go forward - Support - Continuity - Gain/Contest possession - Pressure
4	What skills are being used?	Handling - Tackling - Contact - Evasion - Kicking - Communication
5	What will be my focus?	
6	What rules/conditions to make it easier/more challenging?	
7	What prior learning will I expect to see?	
8	What do I expect the end game to look like?	

GAME DESIGNER

Game name	Group size
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Purpose

KEY RULES

How to start	Passing
How to score	Contact
Kicking	Tackle

Reflections
Where did they improve?

What did you enjoy?

Possible adaptations/developments

Pitch diagram

BONUS POINTS

GAME NAME: _____

Stage	Action

Stage	Action
1	The receiver takes the pass early with their hands out.
2	The receiver calls for the ball and has their hands out early.
3	The passer putting the ball in front of the receiver.
4	The receiver calls for the ball, has their hands out early and runs onto the pass, plus a further point for the passer for putting it in front of the receiver.
5	All of the above and the ball does not touch the chest/body of the receiver.
6	All of the above, plus the passer's hands point towards the receiver on the pass.
7	Extra point where the ball carrier can get the ball behind the defence and pass.

Stage	Action
1	The defender goes forward towards the attack.
2	The defender makes the ball carrier pass through block, or grab or tackle.
3	The defender grabs the defender and stops the pass (creates a contest for the ball).
4	The defender tackles the ball carrier and takes him to ground.
5	The defender tackles and gets back into the defence quickly.
6	The defender tackles, gets up quickly and contests the ball.
7	The defender creates a turnover.

Stage	Action
1	The support player is available to receive the pass.
2	The ball carrier passes on or just before contact.
3	The ball carrier makes the ball available in contact.
4	The support player is in a position to receive a 'short pass' from the ball carrier or 'take the ball' quickly.
5	The support player is able to 'take the ball' and play it/run with it.
6	The ball carrier pops the ball from the ground.
7	The support player takes the 'pop' at pace.
8	The ball carrier places the ball on the ground closest to the support to avoid a contest.
9	The support player identifies the best option and takes it – receive, pick or drive.