



# INVASION GAMES

## LEVELS OF TACTICAL COMPLEXITY

### Scoring (Offence)

#### Maintaining Possession

Passing & Receiving

Communication

Supporting the Ball Carrier

Deciding When to Pass

#### Creating Space

Moving into Open Space

Width & Depth

Give and Go

Cuts & Runs

#### Attacking the Goal

Shot Placement

Deciding When to Shoot

Rebounds

Using a Target Forward

### Preventing Scoring (Defence)

#### Defending Space

Guarding a Space

Zone Defence

Marking a Player

Formations

#### Defending the Goal

Goalkeeping

Clearing the Object

Covering Area Near the Goal

#### Regaining Possession

Anticipation

Tackling & Stealing the Object

Reading the Play

Pressuring the Ball

### Restarting Play

Putting the Ball in Play

Supporting Positions

Quick Restarts



# TARGET GAMES

## LEVELS OF TACTICAL COMPLEXITY

### Scoring (Offence)

#### Proximity to Target

Aim

Placement

Force

Direction

#### Avoiding Obstacles

Accuracy

Placement

Spins/Turns

Communication

#### Creating a Dynamic Reaction

Using other Objects

Placement of Contact

Force

### Restarting Play

Taking Turns

### Preventing Scoring (Defence)

#### Defending Space/Objects in Scoring Position

Guards

Takeouts

Teamwork

Placement

#### Getting Last Shot

Winning the End

Bound by Rules

Tactical Play



# STRIKING & FIELDING GAMES

## LEVELS OF TACTICAL COMPLEXITY

### Scoring (Offence)

#### Accurately Hit Ball

Direction

Force

Height

Tracking

#### Avoid Getting Out

Hit Away from Fielders

Hit Ball on the Ground

Protect "Strike Zone"

Decide When to Run

#### Scoring Runs

Advance Base Runner

Steal Bases

Teamwork

Home Run

### Preventing Scoring (Defence)

#### Make Hitting the Ball Difficult

Variation

Spin on the Ball

Speed

Height

#### Stop Scoring Runs

Fielding the Ball

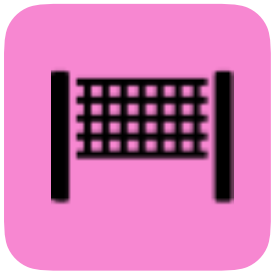
Throwing Accuracy

Positioning to Cover Space

Backing Up

### Restarting Play

Play Starts or Restarts on Every Pitch



# NET & WALL GAMES

## LEVELS OF TACTICAL COMPLEXITY

### Scoring (Offence)

#### Maintaining a Rally

Moving to Object

Reading & Anticipating

Sending Object

Recovery

#### Setting Up an Attack

Seeing Open Space

Shots for Depth

Moving Opponent Side to Side

Passing & Setting

#### Winning a Point

Attacking Spaces

Downward Hitting

Power

Accuracy

### Restarting Play

Serving

### Preventing Scoring (Defence)

#### Defending Space

Base Positioning

Covering the Court

Recovery

Formations

#### Defending Against Attack

Blocking Downward Hits

Backing Up

Shifting to Cover

Court Positioning