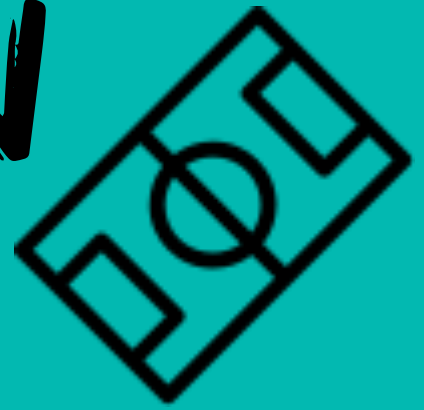


INVASION GAMES



In Invasion Games teams score by moving a ball/object into another team's territory and either shooting into a fixed target (a goal or basket) or moving an object across an open-ended target (across a line). To prevent scoring, one team must stop the other team bringing the ball into their territory and attempting to score.

Examples of Invasion Games



Football



Rugby



Hockey



Basketball

Common Tactical Problems

Scoring (Offence)

Maintaining Possession

Creating Space

Attacking the Goal

Preventing Scoring (Defence)

Defending Space

Defending the Goal

Regaining Possession





NET & WALL GAMES

In Net & Wall games, teams or individual players score by hitting a ball into a court space with sufficient accuracy and power that their opponents cannot hit it back before it bounces once (badminton & volleyball) or twice (tennis, racquetball, squash).

Examples of Net & Wall Games



Tennis



Badminton



Volleyball



Squash

Common Tactical Problems

Scoring (Offence)

Maintaining a Rally

Setting Up an Attack

Winning A Point

Preventing Scoring (Defence)

Defending Space

Defending Against Attack





TARGET GAMES

In Target games, a player either throws, slides, or strikes an object with the goal of having the object land closest too or in a designated target. Target games can be in the form of either a team sport or an individual sport and sub-categorized into being either unopposed (e.g. golf, archery, ten pin bowling) or opposed (e.g. lawn bowling, curling, shuffleboard).

Examples of Target Games



Bowling



Bocce



Golf



Curling

Common Tactical Problems

Scoring (Offence)

Proximity to Target

Avoiding Obstacles

Creating a Dynamic Reaction

Preventing Scoring (Defence)

Defending Space/Objects in Scoring Positions

Getting Last Shot



STRIKING & FIELDING GAMES



In Striking & Fielding games players on the batting team must strike a ball with sufficient accuracy and power that it eludes players on the fielding team and gives the batter time to run between two destinations (bases or wickets). To prevent scoring, players on the fielding team must position themselves so they can gather and return the ball to the base or wicket to which the batter is running before they reach it.

Examples of Striking & Fielding Games



Baseball



Cricket



Softball



Rounders

Common Tactical Problems

Scoring (Offence)

Accurately Hit Ball

Avoid Getting Out

Scoring Runs

Preventing Scoring (Defence)

Make Hitting the Ball Difficult

Stop Scoring Runs



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