# INVASION GAMES

## LEVELS OF TACTICAL COMPLEXITY

| | Tactical Problems | Potential Solutions | | |
|---|---|---|---|---|
| 1 | Maintain Possession | Short Passes | Communication | Support Ball Carrier |
| 2 | Regain Possession | Anticipation | Tackling | Pressure Ball Carrier |
| 3 | Create Space | Give & Go | Width/Depth | Overlapping Runs |
| 4 | Defend Space | Marking | Zone Defence | Clearing the Object |
| 5 | Attack the Goal | Shot Placement | Targeted Rebounds | |
| 6 | Defend the Goal | Goalkeeping | Cover Area Around the Goal | |
| 7 | Set Plays | Corner Kick | Penalty Stroke | |

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# NET/WALL GAMES

## LEVELS OF TACTICAL COMPLEXITY

| | Tactical Problems | Potential Solutions | | | |
|---|---|---|---|---|---|
| 1 | Consistency | Positioning | Footwork | Skill Mechanics | Accuracy |
| 2 | Setting Up For Attack | Shot Placement | Corners | Sides | Front/Back |
| 3 | Defending Space | Recovery Position | | Formations | |
| 4 | Win The Point | Shot Selection | Spin | Force | Shot Location |
| 5 | Defending Against Attack | Shot Return | Cover | Block | Close to Net |

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# TARGET GAMES

## LEVELS OF TACTICAL COMPLEXITY

| Tactical Problems | Potential Solutions | | |
|---|---|---|---|
| **Scoring** | **1** | **2** | **3** |
| Close Proximity to Target | Aim | Placement | Spins/Turns |
| Avoiding Obstacles | Accuracy | Using Other Objects/Obstacles | Communication |
| Creating a Dynamic Reaction | | | Placement of Contact |
| **Preventing Scoring** | **1** | **2** | **3** |
| Defend Space | | Take Outs | Guards |
| Getting Last Shot | | | Blank an End |

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# STRIKING & FIELDING GAMES
# LEVELS OF TACTICAL COMPLEXITY

| | Tactical Problems | Potential Solutions | | | |
|---|---|---|---|---|---|
| 1 | **Accurately Hit Ball** | Hit Between Fielders | Height & Force of Ball | Place Hitting | |
| 2 | **Make Hitting the Ball Difficult** | Pitches | Spin on the ball | Speed | Length |
| 3 | **Avoid Getting Out** | Hit away from fielder | Protect "Strike Zone" | Hit Ball on Ground | Decide When to Run |
| 4 | **Score Runs** | Advance Base Runner | Steal Bases | | |
| 5 | **Stop Scoring Runs** | Fielding Ball | Accurate Throw | Positioning to Cover Space | Back Ups |

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