Gone in Three
Invasion Games

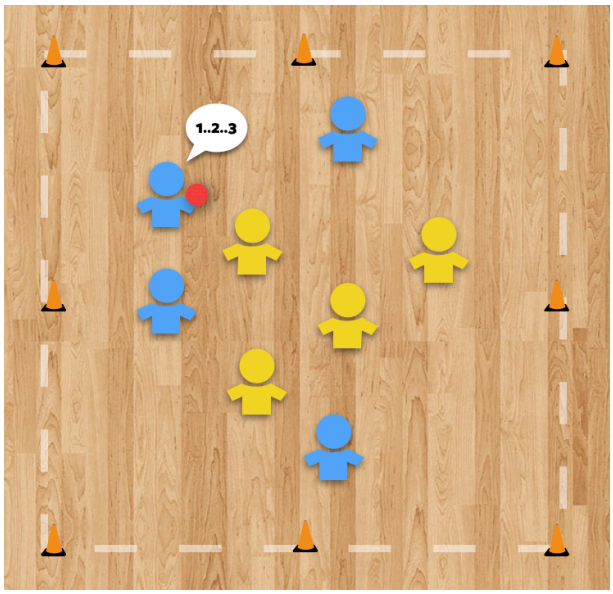
Equipment
- Ball
- Pinnies
- Playing Area

Tactical Focus

Maintain Possession | Regain Possession | Create Space | Defend Space | Attack the Goal | Defend the Goal | Set Plays

Description

- Players have 3 seconds to pass the ball to a team member.
- If 3 seconds expires possession is turned over to the other team.
- The player with the ball must remain stationary (pivots are allowed).
- "Warm" defensive pressure only.
- Each successful pass counts as 1 point.
- Team with the highest number of passes at the end of the game is the winner.



Modifications (Change It!)

Change it Up
Reduce the amount of time players can possess the ball before passing.
Allow greater defensive pressure. Create uneven groupings 3 vs 1, 4 vs 2, etc.
Add change in possession if the ball hits the ground.

Change It!
Allow players to move with the ball while in possession.
Add an end zone for scoring. The more passes completed before end zone the more points

Change it Down
Increase the amount of time players can possess the ball.
Give both teams a ball and make the game non-oppositional. Teams can no longer try and dispossess the opposing team.

Assessment

Emerging
Players rarely pass to a team member without hesitation.

Developing
Players sometimes pass to a team member without hesitation.

Competent
Players pass to a team member without hesitation most of the time.

Proficient
Players consistently pass to a team member without hesitation.

Questions

Why is passing quickly beneficial?

Where is a good place to move when not in possession of the ball?

What was challenging about this game?

What was the most effective kind of pass for your team?

What strategies did you use to get open to receive a pass?

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