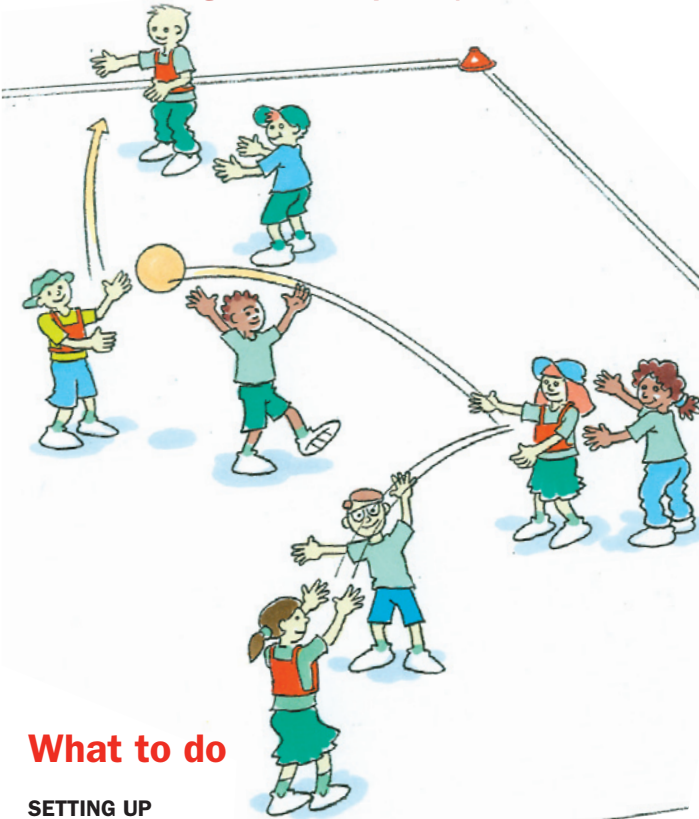




Team passing

B 2 teams each with 2 or more players. The team with the ball makes as many passes as possible before the opposing team intercepts. (Play with 4 or more – break into discrete games as required.)



PLAYING

- > No running with the ball.
- > The team with the greatest number of passes in a set time is the winner – make sure someone on each side keeps score.
- > Dropped passes do not score.
- > **Rule** – players cannot stand next to each other unless one of the players is unable to pass/catch.

Change it

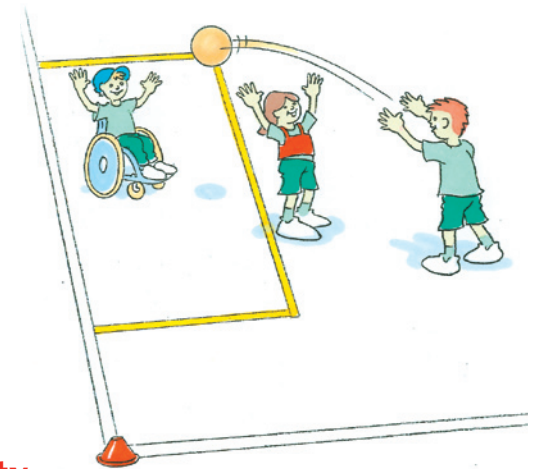
- > **Various throws** – e.g. underarm, overarm, two-handed, side arm.
- > **Use non-preferred hand.**
- > **Roll the ball** – the receiver has to trap the ball and retain it to score.

What to do

SETTING UP

- > Open area with a safe distance between groups – use cones to mark playing areas.
- > May be adapted for a suitable pool.
- > One ball for each 2 teams. Vary the type of ball depending on the ability of the group.
- > Bibs for one team for the dry-land game.

- > **Vary** – throwing pass or hand to hand pass, type and size of ball, uneven team size, 2–3 steps allowed for throwers, allowable distance between thrower and interceptor. Establish an intercept free-zone. Interceptors are excluded from the zone



Safety

- > Choose a ball to suit the ability of the players – vary size and weight.
- > No snatching or body contact.
- > If a ball goes out of the area, retrieving players should signal they are entering another group's area.

LESSON LINK

Team passing is a simple invasion game that can be modified to suit a wide range of abilities. The game builds on simple passing and catching activities such as Start out CP 03.