## Marking & Receiving Under Pressure

**Objective** — practise effective marking and receiving under pressure

## GameFocusResetProgression

- 1. Similar to piggy in the middle but here you have a attacker and defender in the triangle
- 2. The attackers (blues) have 2 balls that they are looking to get to the central player who must pass it to the "free" player
- 3. The red player is trying to intercept or tackle the opponent.
- 4. Goals are scored when:
- 5. Received successfully
- 6. Passed back successfully
- 7. Swop out if the red player gets the ball (either with player in the triangle or with corner player)
- 8. Restrict games to 2 mins as hard work

Vary the pitch size by the age and skills of the players

- 1. **Marking** Look for balance between interceptions and eliminations as it is a judgement which way to go
- 2. Sideways on to the attacker and the passer gives vision
- 3. Low body position and experimenting with body contact
- 4. Blocking attacker's runs
- 5. IFIT
- 1. Restart if ball is over the edge but no transgression by attacker

- 1. Have only one ball on the outside, but allow players on the outside to play a pass to each other before feeding into the middle. This encourages leading and re-leading. The defender must work hard to cover quick passes and re-leading into space.
- 2. Allow bounce passes back to the player that passed the ball into the triangle (with the aim still to get that ball to another point in the triangle.)
- 3. Use a square rather than a triangle.

