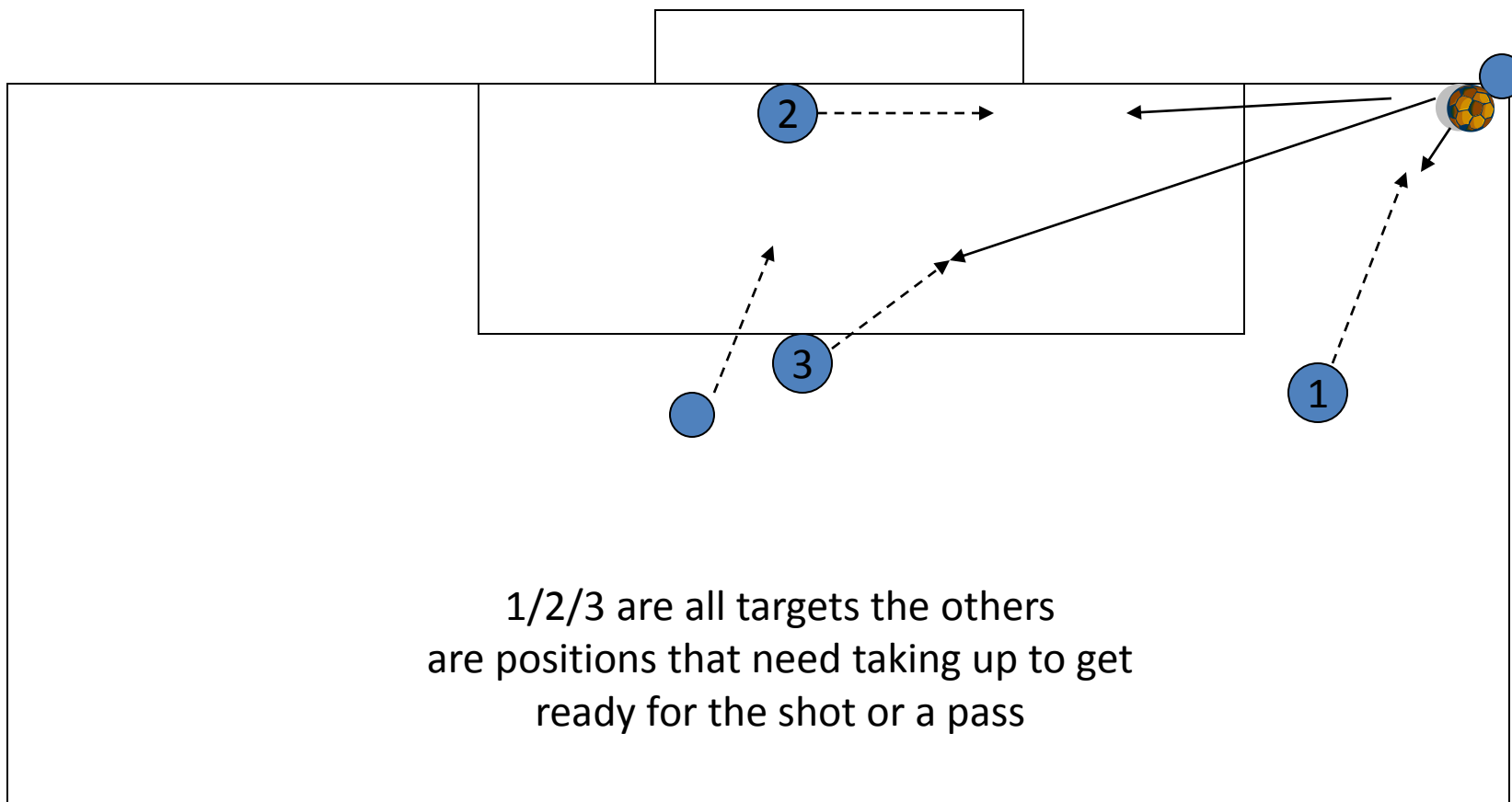




Game Objective

Corners

—→ Ball
- - - → Player



To create a goal scoring opportunity from Corners
Movement is made after the number has been called

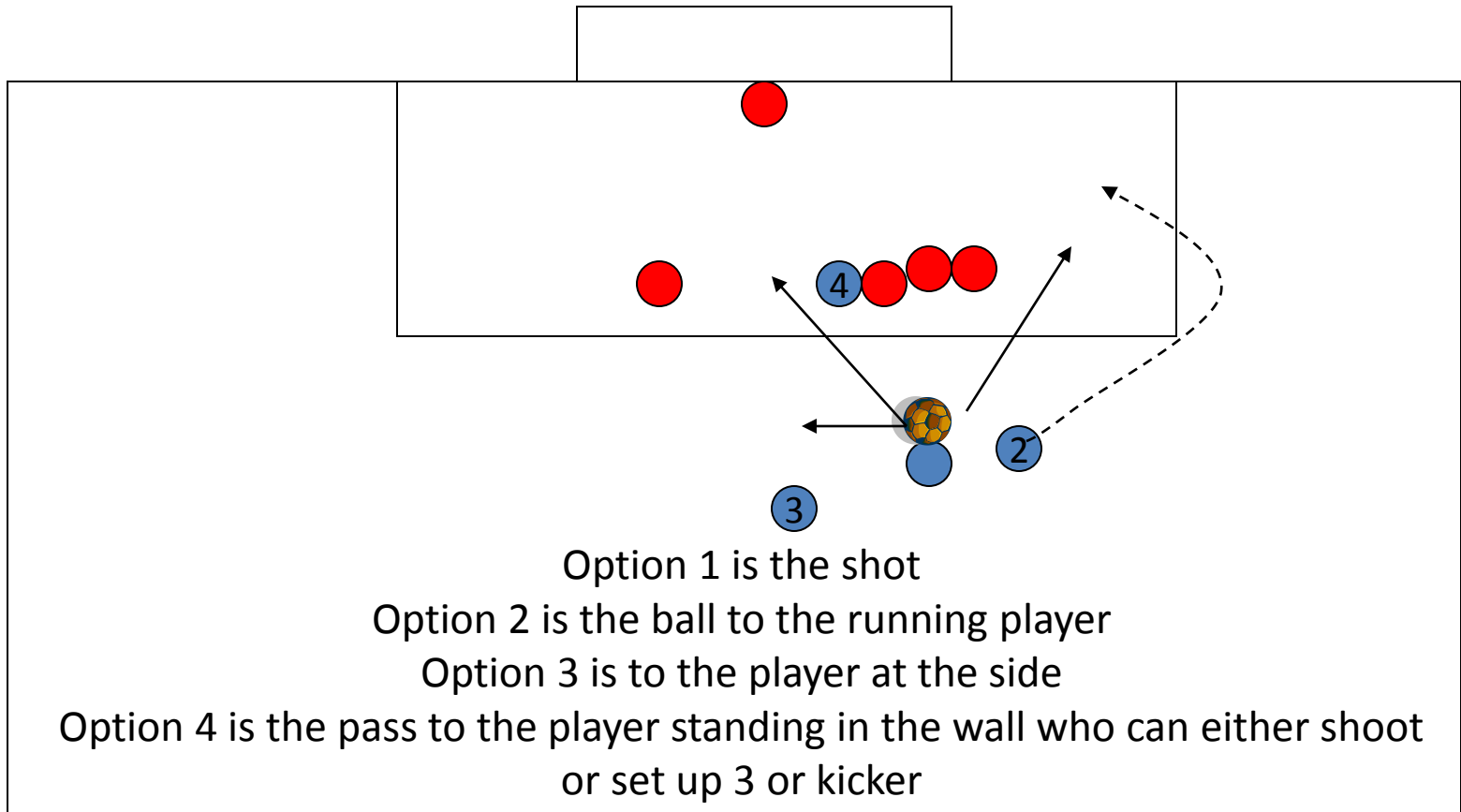
Targets have the option of controlling the ball or allowing it to run through to secondary players.
The players who don't take the shot are prepared to follow up for rebounds



Game Objective

Free kicks

—→ Ball
- - - → Player



All movement occurs when the player puts the ball down

To create a better goal scoring opportunity from our Free kicks
All other free kicks should be looked to be passed short and quickly

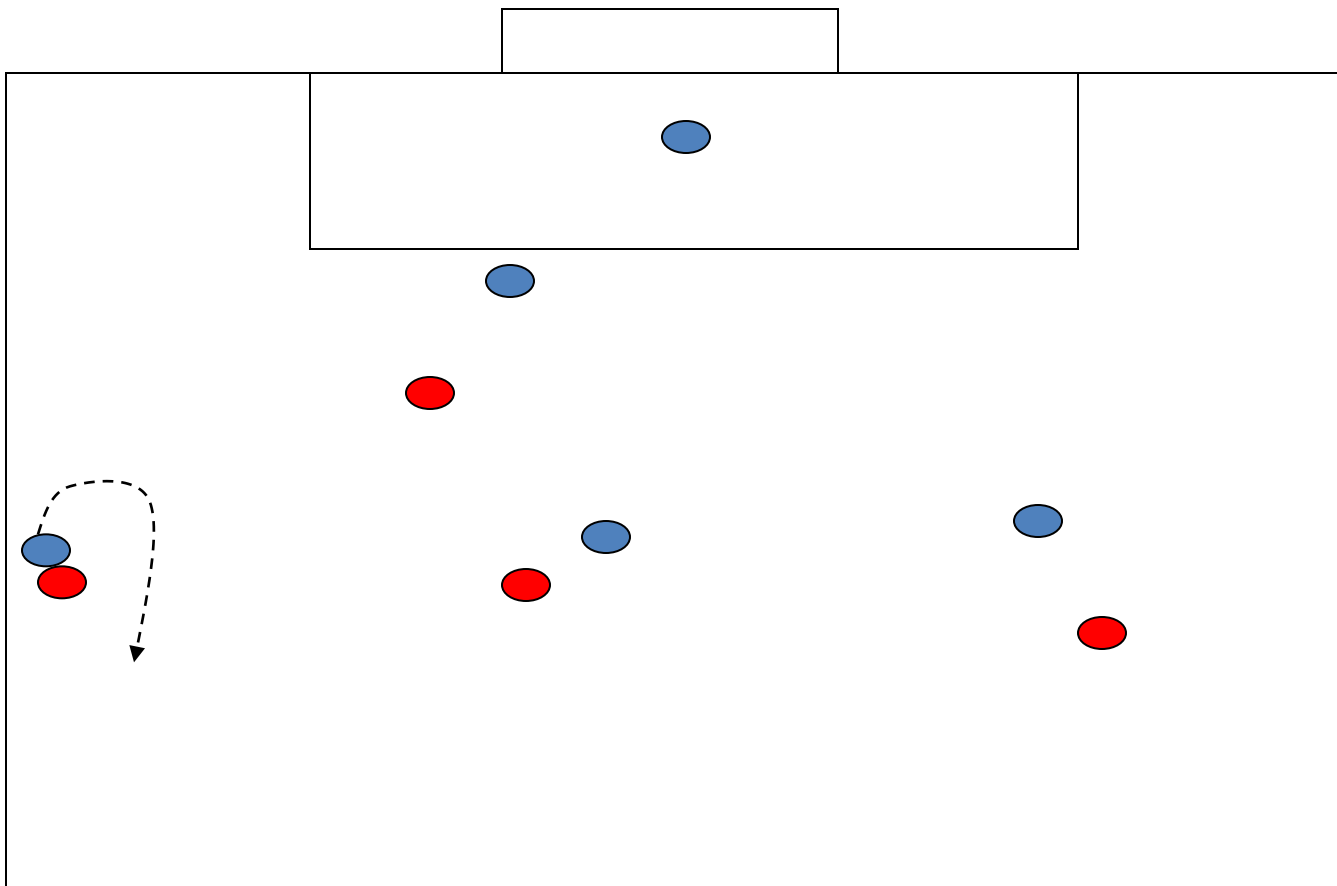


Game Objective



→ Ball
- - - → Player

Throw-ins



To create an open player from a throw in

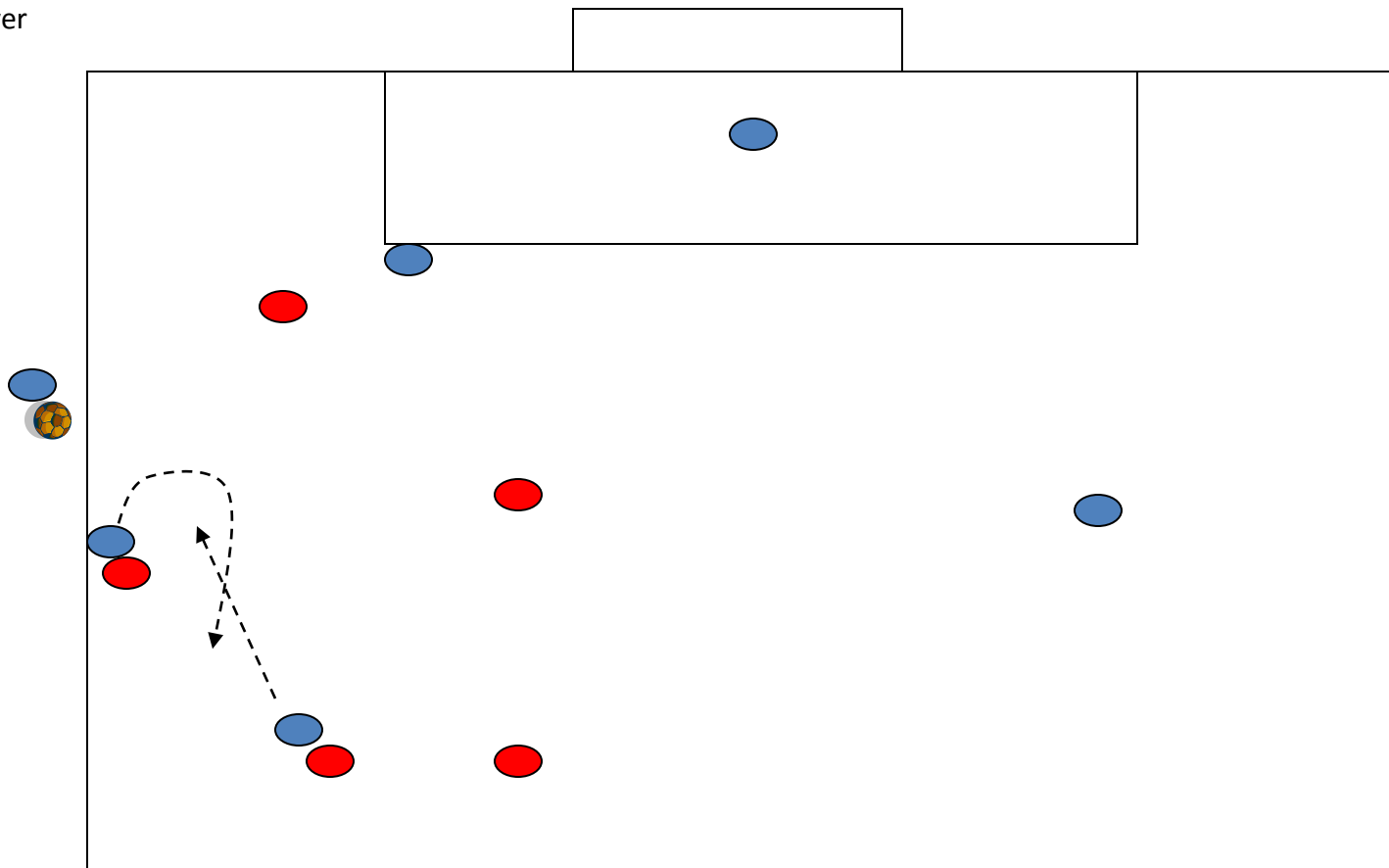
1. The receiving player is marked so he spins and runs into the space behind



Game Objective

→ Ball
- - - → Player

Throw-ins



To get 2nd player movement from a throw in

1. The receiving player is marked and spins and is followed by his defender
2. The player that was far away checks into the space