Defenders on the line

2 teams of 4 – the playing area has a score line at each end. The team with the ball aims to pass or dribble the ball (basketball style) over their opponents’ scoreline. Teams are allowed 3 minutes possession.

### Scoring
- Players in possession catch and run or dribble the ball across their own scoreline – score 2 points.
- Score as many points as possible in 3 minutes.
- Defenders (team without the ball) can tag attackers and receive one point – but attackers keep the ball for their 3 minutes.

### What to do
- Form 2 teams of 4 (see Form a group for forming teams).

**Team with the ball**
- Maintain possession for 3 minutes and cross their scoreline as many times as possible. After 3 minutes, possession changes. Vary the time to suit the group.
- After scoring, the ball is thrown from the goal-line to a team-mate. Defenders must stay back 3 metres until the ball is in play.

**Team without the ball**
- Try to intercept the ball or tag a player with the ball.

**Ball out-of-court**
- Possession is maintained but the ball is taken from the sideline.

### Variations
1. **Divide the court into two** – allow a maximum of 3 players per team in each half.
2. **3 hoops for the scoring zone** – the ball must be bounced or placed in one of the hoops.
3. **Players must take turns to score.**

### Learning Intention
Defenders on the line links to activities requiring defending, marking and teamwork. It can lead on to invasion games such as basketball, football codes, handball, hockey, netball, softcrosse/lacrosse, touch.

### What you need
- Indoor or outdoor playing area (netball or basketball size – this can vary with the size and skill of the players)
- Medium-sized ball
- 4 bibs or alternative to distinguish players
- Harder variation – hockey or softcrosse sticks; soccer balls or footballs

**Note** – No contact between players (except for tagging). Ball cannot be taken out of the hands of a player.
Defenders on the line

Coaching

> Ask the players for ideas to promote inclusion.
> If players become fatigued, use rest times between games to discuss options.

Game rules

> 3 hoops scoring zone.
  *Ask the players* – ‘How can you maintain quick scoring with the smaller targets?’

> Everyone scores – players take it in turn to score.
  *Ask the players* – ‘How can you work as a team to enable each player to score in a set order?’

> Change the team size – try different combinations: 3 v 4, 4 v 5 etc. (This can be a good way to promote inclusion.)
> Dribble with feet – using this as an indoor option helps to contain the ball.

Equipment

> Use different balls – vary size, shape and hardness.

> Use equipment to send the ball e.g. hockey sticks or softcrosse sticks and an appropriate ball.
> Kicking – the ball may be kicked instead of thrown.

Playing area

> Promote inclusion by creating ‘exclusion zones’ where only designated players are allowed.
> Experiment with different-sized playing areas.
> Divide the court into 2 halves – allow a maximum of 3 players per team in each half.

Safety

> Ensure adequate space for the number of players. If a kicking version is played, there should be enough space between designated playing areas.

> If a hockey stick is used, it should not be raised above waist height.
> For the kicking version, start with a soft/slow ball.
> No physical contact except for tagging – between knees and shoulders only.
> Players should have done space/player awareness activities before playing. See All in tag and Look out for others!

ASK THE PLAYERS

**Attackers (team with ball)**

> ‘Is it better to dribble or pass the ball to score quickly?’
> ‘When is it worth risking the long pass?’
> ‘Where can you position yourself in relation to the ball carrier and your team-mates so that you can assist?’

**Defenders (team without the ball)**

> ‘Is it better to go for the intercept or protect the scoring zone?’
> ‘How can you work together to stop a pass from getting through?’
> ‘Is it better to pressure the thrower or the receiver? Why?’