Find the goal line

2 teams of 6. The team with the ball passes it among team-mates aiming to get it over their goal line. All team-mates must touch the ball at least once before the team scores. Running with the ball is not permitted.

What you need

- 4 cones to mark goals
- Bibs or alternative to distinguish between players
- 1 medium-sized ball

What to do

- Players are distributed as shown. One player from each team should be within stepping distance of their goal line.

Team with the ball

- Bibbed team starts with the ball.
- Pass the ball from player to player without running.

Team without the ball (interceptors)

- Interceptors may run.
- Try to intercept the ball without making body contact.

Scoring

- 1 point when the ball is placed over the team’s goal line
- Use intercepts to change possession. Alternatively, intercepts can be used to change possession and score a point.

LEARNING INTENTION

Find the goal line supports students to develop throwing, catching and defending skills. It is an introductory invasion game without any body contact. A useful lead-in to games like basketball, netball and football codes.
Find the goal line

Change it...

Coaching
> Because players don’t run with the ball, the activity accommodates a wide range of ability levels;
> Use an ‘interceptor-free’ zone.
> With the intercept option, ask the players for ideas to promote inclusion.
> Highlight good examples of throwing and catching. Ask the group why they think the pair has been chosen as a role model.

Game rules
> Smaller game – 2 v 2 or 3 v 3. Use uneven combinations, e.g. 2 v 3, to even up play where necessary, or to experiment. How does this impact on the amount of ball contact?
> Time limit on ball contact – e.g. ‘hot potato’ or 3 seconds before throwing the ball.
> Passing – restrict type of pass or allow a variety of passes.
> Goal line – allow the player near the goal line to run the full width of the goal line. Establish a goal zone and restrict the area to the goal scorer.

Equipment
> Use different balls: vary size, shape and hardness.

Playing area
> Bigger or smaller
> Different widths for goal
> Different goals: e.g. plastic bucket, netball goal ring

Safety
> Ensure adequate space for number of players.
> No contact between players.
> Ball cannot be taken out of the hands of a player.
> Players should have done space/player awareness activities before playing (see e.g. All in tag and Look out for others!).

Ask the players
Interceptors
> ‘How can you increase your chance of intercepting the ball?’
> ‘Would you prefer a smaller playing area or a larger one?’

Passers
> ‘How can you make it less likely that your ball will be intercepted?’
> ‘How do you communicate with your team-mates?’
> ‘What are the advantages/disadvantages of the long throw?’ (Remember – everyone has to touch once before scoring.)