



## 2v2 Activity with servers and Target players Part two

### Objective

The game is played in a 20x30 grid

Players play 2v2 with a server at each end, plus two target players are added. A point is scored every time the attacking team passes the ball to the opposition server

The attacking team are encouraged to use the target players to help maintain possession and enhance scoring opportunities.

### Progression

If the attacking team decide to pass the ball back to their server, their server is allowed to enter the field of play until they loose possession making 3v2 situations

### Coaching Points

Highlight both attacking and defending as a pair (see Part one)

Communication

Play quickly good first touch, movement and passing