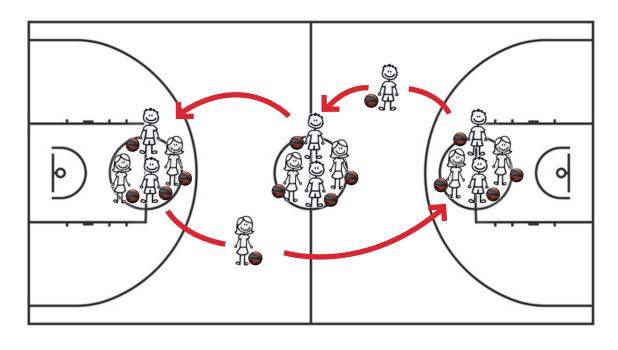
KING OF THE RING

KEY FOCUS: Protecting the ball when dribbling



EQUIPMENT/PLAYERS:

- · Balls
- · Full basketball court
- Minimum of 10 players
- · Bibs

RULES TO INTRODUCE

- 1. Use of the dribble (double dribble) players are not allowed to pick the ball up and start dribbling again or dribble with two hands at the same time
- Contact players are not allowed to make contact when trying to knock another players ball out of the area

HOW TO PLAY:

- All players to start inside 1 of the 3 circles on the court
- · All players to have a ball and dribble constantly inside the circle
- · Aim of the game is to knock other players balls out of the area whilst continuing to dribble your own ball
- · If your ball is knocked out, you collect your ball and move to the next circle to play again

DIFFERENTIATION (STEPS):

Space

Change the size or use an alternative shape e.g. badminton court

Time/Task

Give a time limit for the game or ask players to complete a task when their ball is knocked out e.g. score in a basket, star jumps Use non dominant hand

Equipment

Less players with balls or some with two balls

People

Limit the number of players in each area

Speed

Ask player to only walk whilst dribbling

OTHER IDEAS TO CHANGE THE GAME:

- Start walking and increase the speed
- Start with 2 players without balls in each area. Their role would be 'defenders' trying to steal balls
- Give players 10 lives and they lose one each time their ball is knocked out
- · Play as a knockout game until you get a winner

COACHING POINTS:

- · Dribble with fingertips
- · Hand on the ball for as long as possible
- Head up whilst dribbling (scanning)
- Protect the ball with your body

REVIEW QUESTION 1:

What strategies can you use when trying to protect the ball from the other players in a small space?

REVIEW QUESTION 2:

What tactics could you use when entering an area to gain instant success?

LINKS TO THE PLAYER DEVELOPMENT FRAMEWORK CORE PRINCIPLES:

Fast paced, advantage based, individual offence and collective defence

