

## Small Games

The basic rules apply to all small games as follows:

No body contact is allowed

Only a free ball shall be tackled (no playing from the hand)

When the ball drops to the floor, the defending team gains possession (exception – bounced pass to catcher).

Besides this the regular team handball rules apply.

### 1. Circle ball

Teams are 4 / 4 but one player of the defending team is the catcher in the circle thus resulting a 5 / 3 majority for the offence team. The pass to the catcher has to be a bounced ball, a point is scored if the catcher manages to pass back to the same player.

If the defence can block this player he might pass on to another one of the attacking team, but this effects no score.

After a score ball possession changes and the catcher will have to switch.

Idea : Make use of the 5/3 majority

Continue to play defence after the bounced pass.

### 2. Circle ball - Full court

Teams play 4 / 4 full court. One of the attacking player moves in for the catch. Since the defending team is in majority now, the offence has to play fast and to run a lot without the ball.

Idea : Equalize the minority by fast moving “give and go” actions.

Double up against the ball carrier and cooperate well.

### 3. Defend the mat

The target is to put the ball on the mat with one step allowed only.

After score and ball switch the new offence team has to do two passes at least before they are eligible to put the ball on the mat for score.

Idea : Shift focus of play from side to side to open gaps in the defence.

Force the offence off the mat and block the running lanes towards the mat.

### 4. Defend the mat – Full court

4 / 4 full court, score is valid from all four sides of the mat.

Idea : Make the area large for the defence by using all four sides.

Protect all sides and focus on the ball carrier.

### 5. Castle ball

Play 4 / 4 but one of the defenders acts as a goalkeeper in the circle. The offence team thus is in majority and tries to hit the gym box. After a score the possession switches and the new offence team has to play one pass at least before aiming at the box.

Idea : Outnumbering and using the free player.

Since the defence is in minority they have to focus on the ball strictly.

### 6. Castle ball – Full court

Identical game, full court. Fast play in order to prevent the defence from organizing themselves.

Idea : The faster you go across the fewer defence will be at the spot.

Force the offence to play very risky by running fast and do a lot of fore checking and screening.