## Playing on different Lines and Channels Rondo Practice

## Set Up

(b) 20 mins
912 players
(-) 1 ball
$M$
12 bibs
A. 9 cones
\& 30×20 area

## Key Coaching Points

- Angles and distances
- Timing of movements
- Quality of the pass


## Set Up

4 rectangle areas ( $15 \times 10$ ). $4 \mathrm{vs} .4+4$ with $4 \times$ Attackers (Blue) set up with an attacker at each end of the rectangle (Blue 5 and 9 ), and $2 \times$ Attackers (Blue 6 and 8 ) in the central areas.

Blue 6 and 8 must occupy different rectangles and can rotate. $4 \times$ Defenders (Red) in central areas and only $1 \times$ Defender allowed in a rectangular area at any one time, although they can rotate.

$4 \times$ Wide Players (Green 2, 3, 7 and 11) positioned on the outside of the area. Wide players can move along the full length of their designated line and when Full Backs (Green 2 and 3) enter the line on areas 3 and 4, the Wide Attackers (Green 7 and 11) can move inside into the rectangle areas.

Blue Team (Attackers): Maintain positions and possession of the ball with the emphasis on going forward from Centre Back Blue 5 to Forward Blue 9, rotating through the middle and utilising passing options of support players.

Green Team (Wide Players): Create passing options in wide areas to penetrate and advance forwards. Use rotation to create attacking overloads higher up the pitch, through overlapping and inverted runs.

Red Team (Defenders): If possession is won, play to Blue 5 as quickly as possible, replicates a counter attack in a game, or maintain possession 4vs. 2 in the central area.

## Make it more challenging:

1. Challenge players individually
2. Encourage players to play in 1-2 touches
3. When the Attackers (Blues) and Wide Players (Greens) have success, add the condition that Defenders (Reds) can track back to allow $2 \times$ Defenders in areas 3 or 4 when the Wide Attackers (Green 7 and 11) move inside
