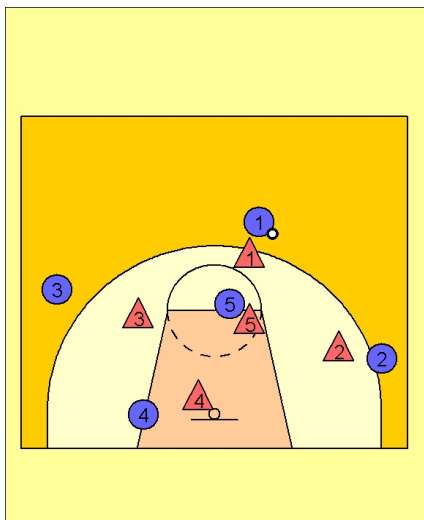


War



This game is called war because it is game of territory, space and can get very competitive.

It is by far one of the best games I have used to teach passing and catching skills under pressure as well as player and ball movement. It is great to teach the skills of movement, cutting passing, footwork and spacing in half court offense.

The object is to move the ball around the court and protect possession to gain points. 1 point is awarded for a complete ball reversal (from below FT line extended to the opposite side below FT line), 1 point for a complete pass to someone with two feet in the paint and one point for maintaining possession for 30 seconds.

Players are allowed to pivot normally but can not dribble the ball.

It can be played 4 on 4 or 5 on 5, using only a half court. In addition, there is the option of having no out of bounds in the half court, this makes the game less game like, but keeps it moving and increases the competitiveness.

The defense is trying to deny passes and force turnovers while preventing ball movement.

It may useful in the beginning to not worry about a 5 second call initially, and later put it in.

Teaching Points

Do a trial run of the game and stop periodically to teach players to not stand and wait, occupying a prime receiving spot. Discuss screening to get team mates open, cutting from the weak side into gaps, and using triangles to move the ball into the positions.

Call very few fouls and let the game develop a flow.

It is important to note that there is no set offense. Players must learn how to create space for each other by moving into the right spots screening and talking. Coaches may make some suggestions, but the game itself is often the best teacher.

Can be done with 3 teams of 4 and rotate on and off with little or time in between.

