

## 23 READING THE PLAY

**Purpose:** Predict the movement of the ball.

### ORGANISATION

- ▶ 16 players.
- ▶ A kicks to a lead from the diagonally opposite corner (K1).
- ▶ B can lead down either line.
- ▶ For example, B leads to his right, C anticipates this and runs into B's vision to receive a handball (Hb2).
- ▶ The drill continues with C kicking to D who can lead either side (in this example he leads left) (K3), so the next A player has to anticipate and move to receive (Hb4).
- ▶ Players rotate by following their kick or handball.

### COACHING POINTS

- a. Sit back and watch to quickly see who the really smart players are.
- b. After a while bring the players in together and through questioning discover the different cues players use to predict the ball's movement.
- c. Have the players stick to the lines when leading. There will be a tendency for the kicks to be too short if they lead straight at the kicker, and the handball receiver may not be able to realistically move into position.

