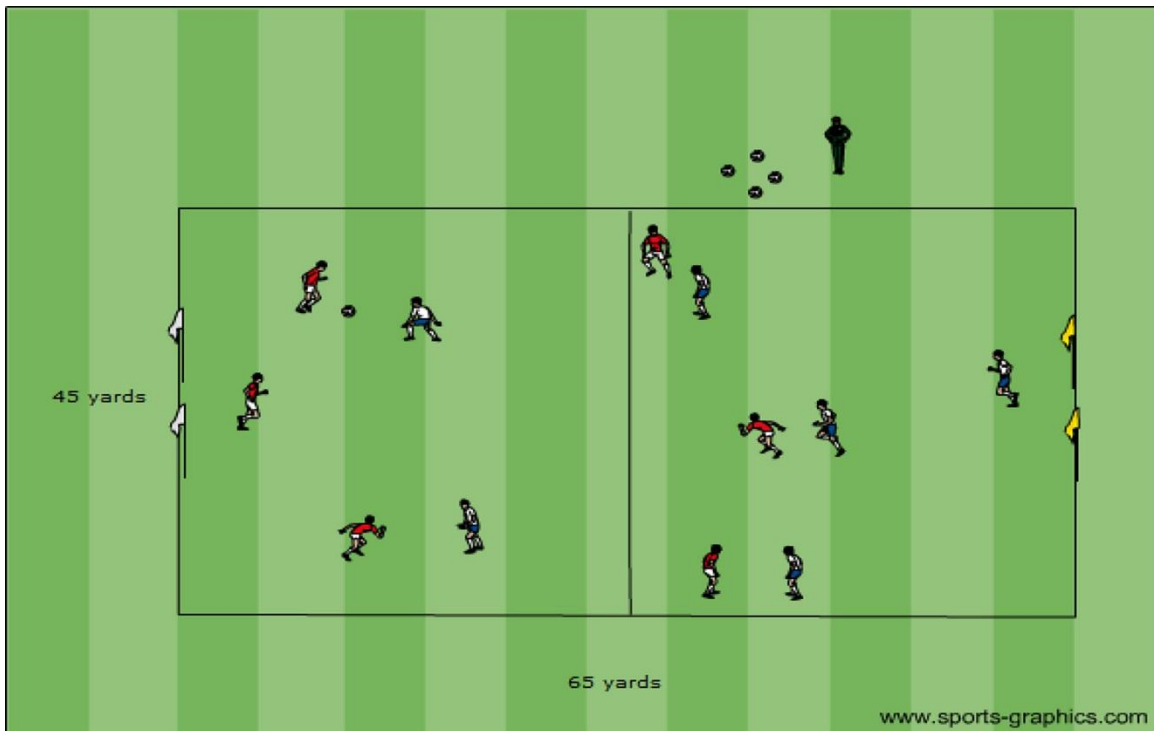


The Man Marking Game



Organization

- * Field sized according to numbers and ages (approximately 65 x 45 yards) with halfway line.
- * Goals/poles are set up (4 yards wide).
- * Squad is split up evenly (e.g., 6 vs 6).
- * Every player is assigned "Partner Opponent" from opposing team.
- * One "pair" split to become the sweepers; "sweepers" are changed every five minutes.
- * Each player can only mark and challenge his assigned opponent.
- * The sweeper can challenge anyone.
- * No one can challenge the sweeper.
- * "Sweepers" are restricted to their own half of the field, and are limited to "two touches" maximum on each ball contact.
- * Interceptions (not challenges/tackles) are permitted by anyone.
- * No one is allowed to handle the ball.

Coaching Points

- * Show players how to challenge their opponent without "diving in" and being left trailing.
- * Make each player aware of "opponent" at all times.
- * When the attack breaks down have former "attacker" react immediately by attempting to recover to defending position "goal-side" of opponent.
- * Carefully select the "match-ups" - two "lazy" players may come to an "agreement."
- * Encourage players to get forward to score.
- * Encourage player caught "wrong side" to get back if a teammate loses the ball - but don't criticize them if they are caught out when trying to make a positive forward run.
- * Position "sweeper" to block an attack or to be available for a back pass from own team.