MIDDLES

Biggest Dislike

Middles that don't go forward and turn the ball inside all the time!

Good talkers -

specific talk like "if he goes in you take him", "stay

out. I've got him".

consistent and excellent talker.

players that always ask the referee if they are onside

before shooting up.

General Play -

ability to call the correct patterns - considering field

position, opposition's weaknesses, time of the game.

ability to call set plays on the run rolling in to the line.

ability to talk players through patterns and/or set plays.

committed to play aggressively and shoot up.

very low mistake rate, especially on early touches

(patience).

Ability to read the play.

deep and ready to hit the hole out wide

being ready for 2nd phase play at all times.

needs vision to create confusion in the defence.

Attacking skills -

ability to create options in the middle of the field either

by using ball skills.

ability to scoot the ball without a high turnover rate.

ability to work off the ball at all times.

POSITIONS

WINGERS

Biggest Dislike

Wingers that think they are ball players!

Good talkers -

especially when you are in the play.

specific talk like "don't chase in", "get deep and hit

the hole".

General play -

aggressive when defending but doesn't run through after

making a touch.

gets up quick when the attacking team is chain passing

to the wing. (should be able to read this)

speed when sweeping.

ability to dump at pace for 2nd phase, without error.

drives ball in hard when setting up for a set play.

Ability to read the play -

deep and ready to hit the hole out wide.

players who can loose their defender when dummy half

scoots over the line.

Good finishers -

ability to catch high and low balls while running at

pace.

good dive at the line for close touchdowns.

Line defence -

always ready to cut off.

gets in the flight of the ball and can still make the touch

on the attacking winger. (don't ball watch)

LINKS

Biggest Dislike

Links that switch early rather than staying out! Links that are slow to cu: off in defence!

Good talkers -

specific talk like "if he goes in you take him", "middles

get deeper you're too flat".

General Play -

needs to be able to react quickly to calls, ie. "sweep

back".

needs to be looking for the 2nd phase at ALL times.

must use the correct spacing on the field, ensuring the

team is playing with width.

ability to work off the ball to create options for middles.

Proactive defender -

link is the key cut off man in defence.

needs the ability to read the play, cut off and be ready to

defend again in the case of 2nd phase.

aggressive when shooting up in defence but doesn't run

through after making a touch.

must be able to competently defend in the middle.

never should chase infield.

excellent man on man (basketball defence) over the line.

Attacking skills -

needs excellent skills around the roll ball area - roll ball at pace, dummy half pass with quick wraps, dump and

splits.

ability to create options in the middle of the field either

by using pace or ball skills.

Hole runners -

ability to hit the correct hole

need to readjust at all times to have the option to hit a

hole.

must be able to pass a good "G" ball when hole running.