

## **Six More Simple Coaching Tips for New Korfbal Teams**

1. In attack, when a team-mate has the rebound position, you should stay out. The closer you go to the korf in this situation, the more chance you give your defender to drift in and 'steal' the rebound from your team-mate, who should be concentrating on maintaining the best position against their own opponent.
2. Unless you are in the rebound position or holding the ball, when you are in attack you should keep moving all the time. Your job is to keep the attention of your defender on you. If you stand still for too long you will give your defender the opportunity to focus on your team-mates and the ball as well as watching you. This will increase the possibility that your defender will be able to make an intercept.
3. A free pass in attack is an ideal opportunity to score and should be treated as a set move. The person who takes the free pass should look to make a quick, short pass to a team-mate standing right on the edge of the 2.5m exclusion zone, move swiftly away from their advancing personal defender, take a quick and accurate return pass and make a shot as quickly as possible. If practised often enough in training, this move should result in a high percentage of goals.
4. Defenders, who ought to be focusing almost entirely on their personal opponents, need to communicate with each other by voice. Some of the most often used calls are 'paa-tai' ('our team now has the ball, let's move it into the attack'), 'feed' ('my personal opponent is in the assist position') and 'close' or 'tight' ('my personal opponent has taken up the assist position but I have moved to cut off a pass to him/her, so you need to make sure your own opponent does not have the space to take a long shot').
5. To be a good attacker you need to develop your peripheral vision. At all times you will have a number of options. If your defender is out of position and you have a team-mate in the rebound position, your first option should always be to shoot. Otherwise you should be able to make a pass to any one of the three team-mates in your section. Rather than just looking for one person to pass to every time you have the ball, you should be aware at all times of the location of each team-mate in your section.
6. Sometimes a team is unable to field eight players. When this occurs, one member of the 'full' team will be designated a non-shooter. The team playing short is unlikely to risk placing a defender against the non-shooter. The non-shooter should take up the role of assist and rebound. The best position for this is about 1.5m in front of the korf, moving in an arc around the korf as the angle of attack changes. The job of the non-shooter is now to assist the three shooters for running-in or long shots, then be ready to turn for the rebound once a shot goes up. To enable the non-shooter to retain the position of advantage, the three remaining attackers must stay right away from the korf and make sure their personal defenders do not drift in to contest the rebound.