## Modifications: Invasion Games

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| ***Invasion Games*** |
| Soccer  Team handball  Basketball  (Floor) hockey  Rugby  Ultimate  Lacrosse  Speedball  Netball |

The modifications listed below incorporate the various strategies (e.g., make scoring easier) for modifying games to fit the needs of the players for the types of games listed in the table above. Many of them can be used in combination as well.

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| ***Modifications*** | ***Focus*** |
| Reduce number of players on a team. | Reduces game’s tactical complexity & increase active game involvement. |
| Differentiated scoring rules. | Emphasizes use of select techniques/tactics and/or involvement of lower-skilled players. |
| “Soft” defense only (e.g., arms length). | Gives more time and space to player in possession of ball to make decisions. |
| Reduce field/court size (e.g., half-court in basketball, team handball). | Increases active game involvement & reduce technical/tactical/physical demands. |
| Shorter-wider field | Emphasizes selected offensive and defensive tactics. |
| Allow some steps (Basketball, Ultimate). | Reduces rules complexity, thus increasing opportunity for success. |
| Larger goals (e.g., entire end-line in soccer) | Makes scoring easier; spreading defense out thus opening up the scoring opportunities for the offense |
| Equipment changes (e.g., lower baskets; bigger goals; smaller balls; bigger balls) (basketball); Shorter sticks (floor hockey). | Emphasizes proper technique, with scoring made easier. |
| Court dimension changes (e.g., move free-throw line closer in basketball) | Emphasizes proper technique, with increased chance for success. |
| Multiple goals spread on the end-line (e.g. Soccer). | Makes scoring easier, and emphasizes use of selected offensive and defensive tactics. |
| Small goals with goal crease that cannot be entered by anyone, and “no goalie” (soccer; team handball). | Emphasizes selected defensive and offensive tactics. |
| “No steal” rule. | Makes decision making easier for player in possession of ball. |
| Requiring one player to stay on offensive half, when on defense in own half. | Provides player advantage for offense, with there always being one extra player for the offensive team. More time and space for offensive players to make decisions about “what to do”; may also make scoring easier. |
| Within-team split between players who play only on offensive half and those playing on only the defensive half (can be switched after a period of time). | Allows for more players to be actively involved in game, and eases the process of learning to transition from defense to offensive. When ball is on the other half it allows players to follow the action there, and anticipate when the ball may come to their half. |
| Scoring rule change where scoring attempts made from certain section on the field /court are worth more points. For example, in Basketball where points scored from within the key are worth three points. Or the reverse, where it worth only one point. | Depending on the specific rule in effect, it will discourage or encourage certain type of shot attempts. |

***From Complete Guide to Sport Education (3rd ed.); Siedentop, Hastie,***

***& van der Mars, 2020, Champaign, IL: Human Kinetics***