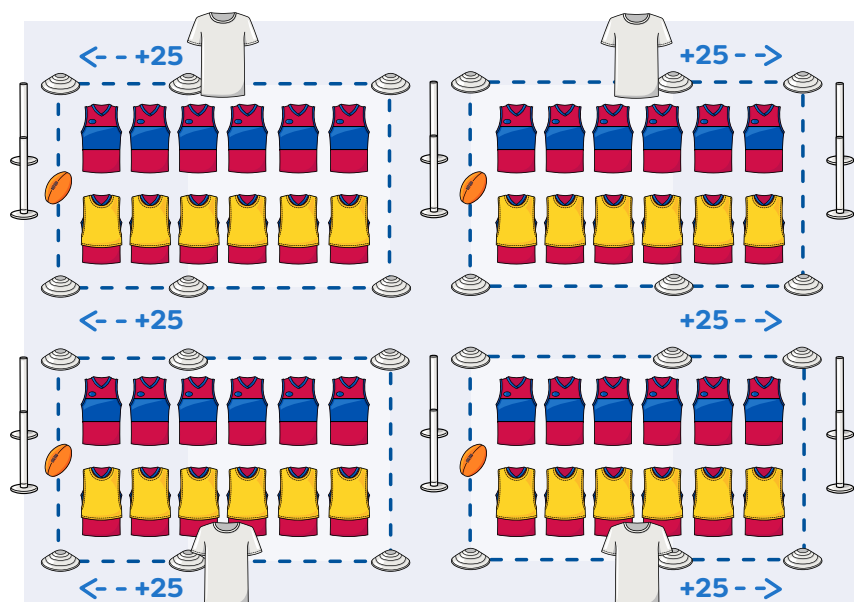




LVL
3



HOW TO PLAY

- Pick a player from each team to be the 'rucks'. Throw the ball in the air and have the rucks try to tap it to their team. Then away you go with your game. Some things to keep in mind:
 - No diving on the ball, bumping, tackling or smothering kicks.
 - Award a mark irrespective of kick distance and mark quality.
 - Be vocal and advise players on what to do or remind them how to play.
 - Encourage players to spread out but also to be actively involved.
 - After every goal, restart with a ball-up, and a new pair of rucks so everyone gets a go.
 - Encourage players to pass the ball every five steps (or five seconds).
 - Play with uneven numbers such as 7 vs 5 to assist with ball movement.

EQUIPMENT

Separate Mini Matches are played in each of the Activity Squares making up the Grid. For each Grid, you'll need 12 goalposts, 4 footballs, a stack of bibs and cones.



SET-UP

Add cones to extend the length of the Activity Squares by five metres making them rectangular. Place two goalposts at either end of each Activity Square. The goals in the middle of the Grid are shared by two Activity Squares. Divide the players in each Activity Square into two teams and give one team bibs. This creates games of roughly 6 vs 6. Make sure to watch the Mini Matches video on play.afl/auskick/activities