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WEEK 1

No game play. Ease the athletes back into the movements of the game, especially laterally.

fitness > skillset). Increase intensity in Week 2. To be performed in order (Stretch > skipping > strength >

STRETCH/ROLL/ACTIVATE

SKIPPING (30 SEC EACH)

Alternating single leg 2 foot > 2 foot forward and back > 2 foot side to side > Splits >

STRENGTH

Not a competition - focus on technique

LEG SQUATS 10 X 2
GLUTE BRIDGES 10 X 2
PUSH UPS X 10
SHOULDER PLANK 30 SECONDS

FITNESS

All 1 v 0 and controlled

PITTER PATTER SINGLE LEG LANDING (30 SECONDS)
FORWARD CHANGE OF DIRECTION (WITH BALL)
BACKWARDS CHANGE OF DIRECTION (DEFENSIVE SLIDES)
WALL TAPS

SKILL SET

1 V 0 LAY UPS OFF 1 V 0 BETWEEN LEGS	1 V 0 PULL UPS OFF 1 V 0 BEHIND BACK	SHOOT OFF V CUT 1 V 0 ONSIDE	1 V O CATCH AND 1 V O RETREAT	SHOOI (RAPID FIRE) 1 V 0 HESITATION	STATIC CATCH AND 1V 0 CROSSOVER	1 V O SPEED	MIKAN DRILL STATIONARY BODY WRAPS	STATIONARY SPIDER	FORM SHOOTING STATIONARY FIGURE 8	SHOOTING DALL HANDLING
N LEGS	BACK AGAINST WALL	<u>1 B</u>	EAT	TION	OVER	ED	BODY AGAINST WALL		GURE 8	PASSING

POTENTIAL ISSUES TO KEEP IN MIND

skillset and fitness which will upset some athletes. It is important to not recommended. where they were and beyond. Penalties and excessive running are mental wellbeing when we return to train. There will be a drop in We will all need to be particularly understanding of the athletes reassure them that it 1. is not their fault and 2. they will get back to





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WEEK 2

From Week 2 start to add decision making components into the session for change of direction.

No full competitive play but increase intensity of 1 v 0 play.

STRETCH/ROLL/ACTIVATE

SKIPPING (30 SEC EACH)

Alternating single leg 2 foot > 2 foot forward and back > 2 foot side to side > Splits >

STRENGTH

Not a competition - focus on technique

LEG SQUATS 20 X 2
GLUTE BRIDGES 10 X 3
<u>PUSH UPS</u> X 15
SHOULDER PLANK 40 SECONDS

FITNESS

All 1 v 0 and controlled

PITTER PATTER SINGLE LEG LANDING (30 SECONDS)
FORWARD CHANGE OF DIRECTION (WITH BALL)
BACKWARDS CHANGE OF DIRECTION (DEFENSIVE SLIDES)
WALL TAP

SKILL SET

1 V 0 REACTION DRILL	1 V 0 LAY UPS OFF V CUT (ONSIDE AND THROWDOWN)	1 V 0 PULL UPS OFF V CUT	SHOOT OFF V CUT	1 V 0 CATCH AND	SHOOT (KAPID FIRE)	STATIC CATCH AND		MIKAN DRILL	Chie	FORM SHOOTING	SHOOTING
CONTROLLED ALLEY DRILL (NO 1 V 1)	1 V 0 BETWEEN LEGS	1 V 0 BEHIND BACK	1 V O ONSIDE	1 V O RETREAT	1 V 0 HESITATION	1 V 0 CROSSOVER	1 V O SPEED	STATIONARY BODY WRAPS	STATIONARY SPIDER	STATIONARY FIGURE 8	BALL HANDLING
	AGAINST WALL	1 BALL BOUNCE PASS						AGAINST WALL			PASSING

athletes it is a 65 minute practice to allow for a 10 minute warm up Ensure all athletes stretch/roll/activate pre-practice and stretch/ and cool down. roll post practice. If you have a 45 minute practice, then tell your





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WEEK 3

from 1 v 0. Mistakes will happen, champion the 'idea. Begin to add competitive play 1 v 1 and 2 v 1 after working up

STRETCH/ROLL/ACTIVATE

SKIPPING (60 SEC EACH)

2 foot > 2 foot forward and back > 2 foot side to side > Splits > Alternating single leg

STRENGTH

Not a competition - focus on technique

LEG SQUATS 30 X 2
GLUTE BRIDGES 10 X 3
<u>PUSH UPS</u> X 20
SHOULDER PLANK 50 SECONDS

FITNESS

All 1 v 0 and controlled

PITTER PATTER SINGLE LEG LANDING (30 SECONDS)
FORWARD CHANGE OF DIRECTION (WITH BALL)
BACKWARDS CHANGE OF DIRECTION (DEFENSIVE SLIDES)
WALL TAPS

SKILL SET

2 V 1 FROM HALF COURT/WINGS	1 V 1 OFF A LEAD	1 V 1 FROM SET OFFENCE AND DEFENCE	1 V 0 REACTION DRILL	1 V 0 LAY UPS OFF V CUT (ONSIDE AND THROWDOWN)	1 V 0 PULL UPS OFF V CUT	SHOOT OFF V CUT	IV 0 CATCH AND	SHOOT (RAPID FIRE)	STATIC CATCH AND		MIKAN DRILL		FORM SHOOTING	SHOOTING
DRILL (1 V 1 AFTER HALF)	CONTROLLED ALLEY	1 V 0 BETWEEN LEGS		I V O BEHIND BACK		1 V O ONSIDE	1 V O RETREAT	1 V 0 HESITATION	1 V 0 CROSSOVER	1 V O SPEED	STATIONARY BODY WRAPS	STATIONARY SPIDER	STATIONARY FIGURE 8	BALL HANDLING
		PIGGY IN THE MIDDLE			PASS	PAIRS- 2 BALL BOUNCE					PAIRS-2 BALL PUSH PASS			PASSING



Click the <u>links</u> for video examples

WEEK 4

add 2 v 2, 3 v 2 and 3 v 3. Small sided games. 70% of your practice should now be at game pace. You're nearly there, stay patient. Build from Week 2 and 3 and

STRETCH/ROLL/ACTIVATE

SKIPPING (30 SEC EACH)

Alternating single leg 2 foot > 2 foot forward and back > 2 foot side to side > Splits >

STRENGTH

Not a competition - focus on technique

LEG SQUATS 30 X 2
GLUTE BRIDGES 12 X 3
PUSH UPS X 20
SHOULDER PLANK 60 SECONDS

FITNESS

All 1 v 0 and controlled

PITTER PATTER SINGLE LEG LANDING (30 SECONDS)
FORWARD CHANGE OF DIRECTION (WITH BALL)
BACKWARDS CHANGE OF DIRECTION (DEFENSIVE SLIDES)
WALL TAPS

These are a guide to help create your practice plan. You do not need to add everything in the list into your practice.

SKILL SET

FORM SHOOTING FORM SHOOTING FORM SHOOTING STATIONARY FIGURE 8 MIKAN DRILL STATIONARY SPIDER STATIC CATCH AND STATIONARY SPIDER STATIC CATCH AND SHOOT (RAPID FIRE) STATIONARY BODY WRAPS PAIRS-2 BALL PUSH PASS 10 CATCH AND SHOOT OFF V CUT OFF V CUT OFF V CUT OFF V CUT ONSIDE AND THROWDOWN) 1 V 0 REACTION DRILL 1 V 0 RETREAT PAIRS-2 BALL PUSH PASS AND DEFENCE AND DEFENCE AND DEFENCE 1 V 0 BEHIND BACK WINGS 1 V 0 BETWEEN LEGS 1 V 0 BETWEEN LEGS	PIGGY IN THE MIDDLE (30 SECONDS)	CONTROLLED ALLEY DRILL (1 V 1 AFTER HALF)	3 V 2 (HALF OR FULL COURT) 3 V 3 OFF SET OFFENCE AND DEFENCE 3 V 3 OFF DISADVANTAGED START TO DEFENCE
STATIONARY FIGURE 8 STATIONARY SPIDER STATIONARY BODY WRAPS 1 V 0 SPEED 1 V 0 CROSSOVER 1 V 0 RETREAT 1 V 0 ONSIDE		1 V O BETWEEN LEGS	2 V 2 FROM SET OFFENCE AND DEFENCE 2 V 2 OFF CLOSE OUT
STATIONARY FIGURE 8 STATIONARY SPIDER STATIONARY BODY WRAPS 1 V 0 CROSSOVER 1 V 0 HESITATION 1 V 0 ONSIDE		1 V 0 BEHIND BACK	1 V 1 OFF A LEAD 2 V 1 FROM HALF COURT/ WINGS
STATIONARY FIGURE 8 STATIONARY SPIDER STATIONARY BODY WRAPS 1 V 0 CROSSOVER 1 V 0 HESITATION 1 V 0 RETREAT	PAIRS- 2 BALL BOUNCE PASS	1 V O ONSIDE	1 V 1 FROM SET OFFENCE AND DEFENCE
STATIONARY FIGURE 8 STATIONARY SPIDER STATIONARY BODY WRAPS 1 V 0 CROSSOVER 1 V 0 HESITATION		1 V O RETREAT	1 V 0 REACTION DRILL
STATIONARY FIGURE 8 STATIONARY SPIDER STATIONARY BODY WRAPS 1 V 0 SPEED 1 V 0 CROSSOVER		1 V O HESITATION	1 V 0 LAY UPS OFF V CUT (ONSIDE AND THROWDOWN)
STATIONARY FIGURE 8 STATIONARY SPIDER STATIONARY BODY WRAPS 1 V 0 SPEED		1 V 0 CROSSOVER	1 V 0 PULL UPS OFF V CUT
STATIONARY FIGURE 8 STATIONARY SPIDER STATIONARY BODY WRAPS		1 V O SPEED	1 V 0 CATCH AND SHOOT OFF V CUT
STATIONARY FIGURE 8 STATIONARY SPIDER	PAIRS-2 BALL PUSH PASS	STATIONARY BODY WRAPS	STATIC CATCH AND SHOOT (RAPID FIRE)
BALL HANDLING STATIONARY FIGURE 8		STATIONARY SPIDER	MIKAN DRILL
BALL HANDLING		STATIONARY FIGURE 8	FORM SHOOTING
	PASSING	BALL HANDLING	SHOOTING