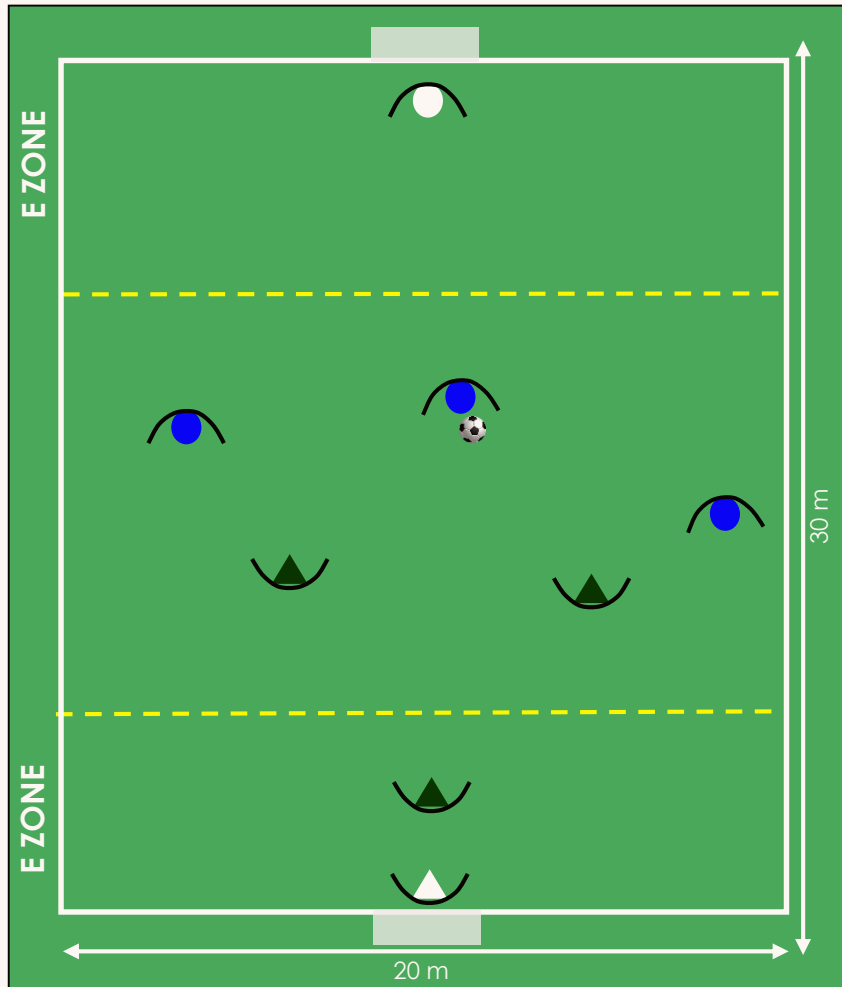


PERCEPTION GAMES FOR INITIATION STAGE



Graphical Representation



Match – Initiation Stage

Content: PERCEPTION.

Concept: Perception of the spaces in depth.

Space: 30m long x 20m wide.

Marking zones: 10 m depth each zone.

Teams: GK+3 vs GK+3.

Description: Both teams have to score goal.

Rules:

1. Defender team play GK-1-2 formation with a defender in E zone when the game starts.
2. Defender in E zone can leave his zone to go to press.
3. If an attacker identify that the defender is not in the E zone, attackers can shout. If there is a defender in E zone, attackers only can score when they are in E zone.
4. If there is not a defender in E zone, and the attacker shoot, the GK cannot stop the ball.