

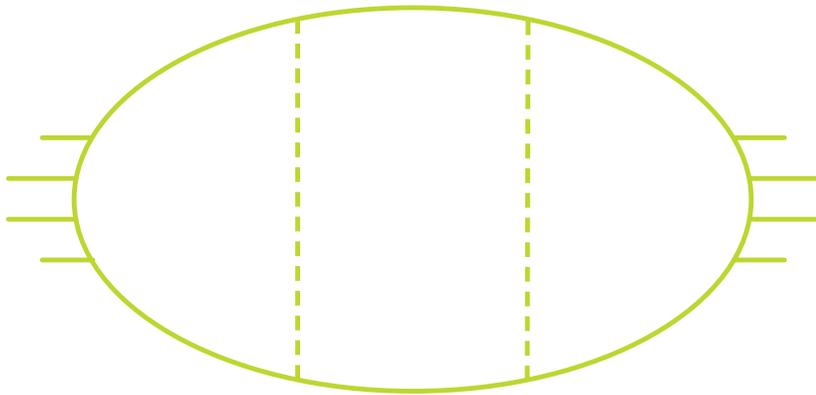
NAB AFL SUPERKICK MATCH SCENARIOS

LEVEL

3 4



CHOOSE ANY MATCH SCENARIO EACH WEEK



Level 3: 70m x 50m (max)

Level 4: 85m x 65m (max)

EQUIPMENT

- 4-5 footballs
- Goal posts
- Bibs
- Stack of cones
- 2-3 helpers per group



MATCH SCENARIO PURPOSE

In regular match play, there's only one football, which means some participants may have limited involvement. Match Scenarios are designed to change that. They replicate real game situations but are structured to keep all players active, engaged, and involved.

The more often participants handle the football, the faster they build their skills, confidence, and game understanding, leading to greater enjoyment and a more positive footy experience overall.

TEAM RELAY - UP AND BACK

1. The goal is to work the football up to the other end and back the quickest, ensuring every player has touched the ball in each zone.
2. Start with no defenders and then add in gradually, one per zone.
3. Progress with extending how many relays required.

SET UP

- Set up field of play and divide players into two teams, ensure one wears bibs.
- Players spread out evenly across the field.
- Both teams start with the football at one end of the field.

ONE DEFENDER, ONE ZONE

1. All players (Attackers) are on the same team, except the chosen Defenders.
2. Attackers aim to move the ball end to end avoiding the Defender.
3. Defenders may only move within their allocated zone and aim to intercept the football or tag an Attacker.
4. Defenders earn points every tag/intercept, Attackers for scoring.

SET UP

- Set up field of play and choose three Defenders, ensure all are in bibs.
- One Defender per zone and should position themselves in the middle.

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ULTIMATE FOOTY

1. Similar to modified match play, however it is a handball only game. All other match rules apply.
2. Scoring through the goals must also be via a handball.
3. Aim to have everyone touch the football as much as possible, including adding a second football if required.
4. Change the game by moving where players can score by removing the goals and adding scoring zones (squares) in different positions on field.

SET UP

- Set up field of play, divide players into two teams, ensure at least one wears bibs.

CORRIDOR CHAOS

1. Each group needs a football and should start at the same end. Players move and pass the ball within their corridor up to the other end to score.
2. Once all three teams have kicked a goal, the game resets from that end of the ground. Ensure all players rotate to experience each position on field.
3. Teamwork and Communication are important, so encourage players to call for the ball within their corridor.
4. Communication is important, get players to call for the football. Ensure all players rotate to experience each position on field.

SET UP

- Set up field of play, including two parallel lines of cones about 15-20m apart that stretch end to end. This creates three corridors.
- Divide Superkickers into three even teams, and allocate each team a corridor. Players should then spread out within their corridor.

HALF OVAL FOOTY

1. Attackers start with the football and aim to move the ball from the goal line to the safe zone and back again.
2. Defenders aim to intercept, cause a turnover or tag an Attacker.
3. Defenders cannot enter the safe zone, and if they intercept/cause a turnover/tag, the Attacking team resets to the starting position.
4. Three plays for the Attacking team before switching over with the Defenders.

SET UP

- Set up field of play, reduce the centre zone to a width of 5-10m. This is now the safe zone.
- Divide players into four teams, give them a number, and ensure at least two wears bibs.
- Two teams play one end, the other two player at the opposite.