

# Ball Handling Skills

The following activities use the CHANGE IT principle. The activity in the centre has a simpler step preceding the activity and a harder progression following the activity.

These activities are examples only should be taught in combination with the corresponding teaching points and common errors. Further information can be found in the Netball Australia Coaches' Manual: Foundation

## BALL HANDLING SKILLS

Players need to develop the basic skills of each of the throwing techniques.

### CHANGE IT

- In pairs pass ball between each other concentrating on catch

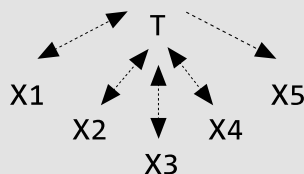
#### Variation:

- Surprises – Thrower stands one metre away from worker and throws ball in any direction within a three metre radius using a variety of passes; worker uses quick footwork to move to retrieve ball; work 10 passes

#### Catch

#### Corner Spry

- Semi-circle of five players with thrower (T) standing 2-3 metres in front
- T begins with ball and passes to each player in turn in semi-circle
- When last person (X5) receives pass they move to take T's place and T moves towards X1 and others shuffle to new position



#### Variation:

- Teams can compete against each other
- World record time – time how long it takes to complete drill and then try to beat this time
- Use drills from landing or pivoting section to catch on move

### CHANGE IT

#### Pepper Pot

- Add second ball
- T and X1 both start with a ball
- T passes ball to X2 and receives ball from X1
- T passes this ball to X3 and receives ball back from X2
- This pattern continues up and back line for set number of passes or time frame (e.g. 30 secs)

#### Variation:

- Type of pass
- Random Pepper Pot – T passes to any player, who does not have ball, no set order

## SHOULDER PASS

One hand pass used for speed and accuracy over long distances. Pass should be directed in front of receiver.

### CHANGE IT

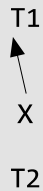
- In pairs, 3 metres apart
- Shoulder pass ball between each other
- After 10 successful passes both players take small step backwards
- If pass is dropped or bounces before it is caught players take a small step forward

#### Variation:

- Throw for distance using bean bags
- Throw for accuracy, hit a target on wall

#### Shoulder Pass Pivot Pass

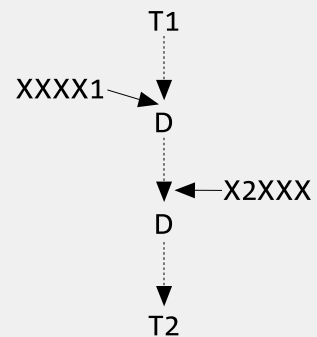
- Make straight lead towards T1's left shoulder
- Land on outside foot, pivot and shoulder pass to T2
- Repeat towards T2
- Reverse direction so landing is on other foot



### CHANGE IT

#### Overhands Drill

- Place T at either end of drill, distance depends on how far players can pass a shoulder pass
- Form two lines, one towards right of each thrower



- T1 passes ball to X1 on lead, X1 passes to X2 on lead, X2 passes to T2
- Players then join other line
- Repeat opposite direction. All passes are shoulder passes

#### Variation:

- Type of pass
- Add defenders (D) to put hands over pass from X1 and X2

## CHEST PASS

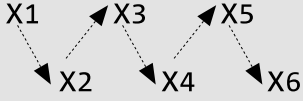
Pass with two hands from the chest; used for quick, short, and accurate passes.

### CHANGE IT

- In pairs
- Chest pass to each other

Chest Pass  
Cross Ball

- Set up cross ball formation with each player at a marker
- Pass ball diagonally down line in zigzag pattern to each player
- End player passes ball back in reverse direction



Variation:

- Teams can compete against each other
- Continuous Cross Ball – After passing ball, player runs to end of cross ball formation ready to receive next pass. Continue for set distance such as length of netball court

### CHANGE IT

Cross Ball Challenge

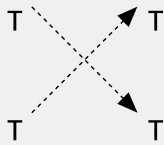
- Two teams, one running team and one throwing team
- Running team lines up in single file behind first runner who starts behind transverse line
- Throwing team sets up Cross Ball, they count number of passes
- Time frame is determined by running team. In turn each player in running team runs to next transverse line and back (one third). On completing lap the runner tags next player who begins running. After completing final lap last runner calls "Stop" and team stops passing
- Two teams change roles. Team which makes greater number of passes wins game

## BOUNCE PASS

Used when the thrower is closely defended or when play is crowded, generally over short distances.

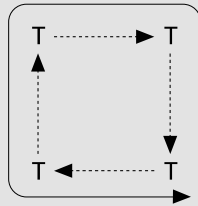
### CHANGE IT

- In fours, 2-3 metres apart
- One pair bounce pass ball diagonally across square and one pair chest pass
- After 10 passes pairs swap over type of passes



### Bounce Pass Throw and Run

- Bounce pass ball clockwise around square
- After passing, run anti-clockwise around square and back to start to get next pass



### CHANGE IT

- Players form pairs with one ball and spread out
- On signal, pairs to bounce pass to each other for 30 seconds
- At end of 30 seconds player without ball moves to find a new partner
- Passing starts again

#### Variation:

- As many passes as possible
- Try to beat partner's best score