

# *f l o o r b a l l* **O F F E N C E**

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## **definition**

- ❖ offence is when we have the ball
- ❖ there are certain systems but offence is mainly creativity and improvisation

## **basic rules**

- ❖ the ultimate purpose of the game is to score goals
- ❖ we will shoot as often as possible onto the goal (only real shots; misses don't count)
- ❖ we want to score (if a teammate is in a better scoring position we play a pass)
- ❖ offence is everybody's responsibility
- ❖ compact team play
- ❖ **the ball is faster than the fastest player (passing) - so pass the ball!**
- ❖ **we can only score when we have the ball / as long as we have the ball, nobody else can score**
- ❖ we use the entire length and width of the field
- ❖ **fast and low passing / no blind passing**
- ❖ in a 1-1 situation **I use my body** to control the ball
- ❖ after my pass I move to a position where I can receive a pass again
- ❖ remember that you can play the ball back to our defenders

## **the ideal offence**

- ❖ quickly advance through the midfield
  - ⇒ by pushing them back with our defenders or by dragging them back with our forwards
- ❖ no duels in the middle zone (danger of fast breaks)
- ❖ carry the ball deep into the other half and then initiate a smart move to score

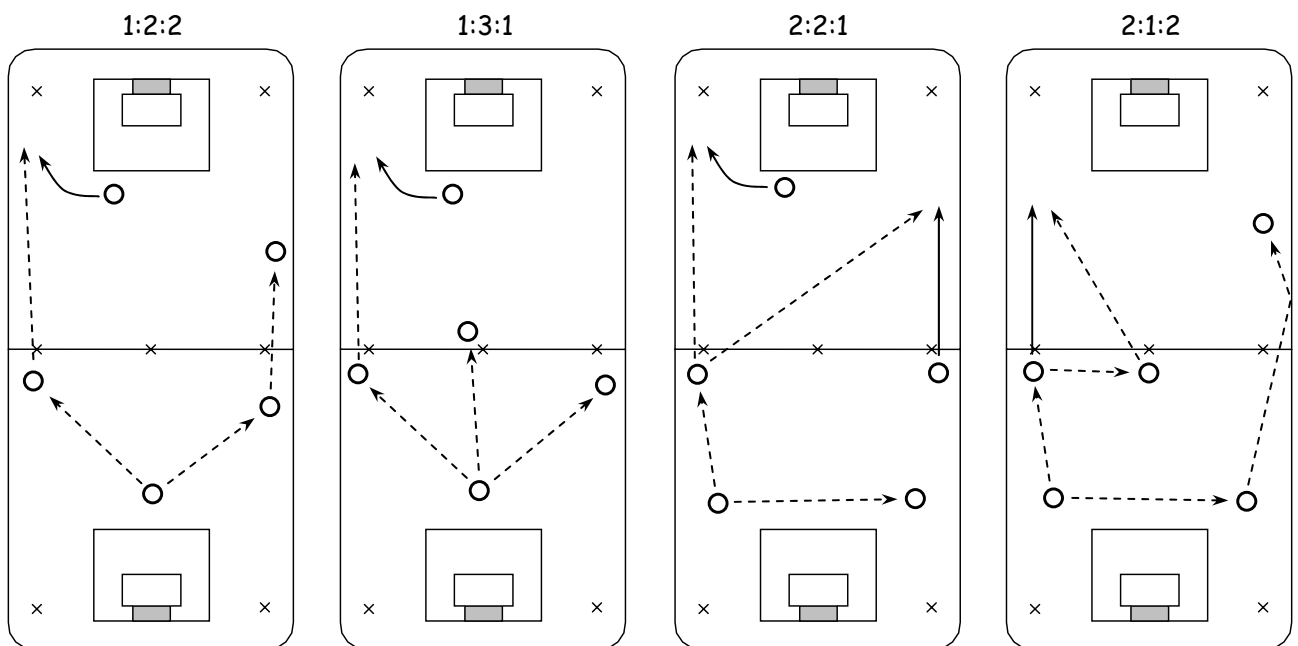
## **fast break rules**

- ❖ quickly move towards the other goal, try to establish a powerplay situation 3:2 or 2:1 (use crossing and blocking) and go for a simply but effective shot on goal
- ❖ in a 3:2 situation the last player should not carry the ball (if this is the initial situation play a pass)
- ❖ from the three players the one with the greatest distance to the ball moves either in front of the goal or falls slightly behind to go for a pass in the back of the opponents' defence
- ❖ from a 3:2 situation try to establish a 2:1 situation
- ❖ all other players (usually defenders) from the team close the gap to support the attack

# *floorball* **OFFENCE**

## basic systems

- ❖ there are more offensive (1:2:2, 1:3:1) and more defensive systems (2:2:1, 2:1:2)
- ❖ whenever there is a "1" in those systems, this player needs to be technically and physically (1:1 situations) strong
- ❖ especially the 2:1:2 needs a classical strong centre player
- ❖ in the defensive systems the two defenders are used for distance shooting
- ❖ whenever you have 2 forwards, they need to return deep into their own half for the defence



- ❖ we play the 2:1:2 system, this has the advantage that we don't need to change systems from offence to defence
- ❖ against very weak opponents we play the 1:3:1 system

## free hits / corners

- ❖ there are always 2 players at the ball (for special free hits even up to 3 or 4 players)
- ❖ it is usually the defenders and the centre who take the free hits
- ❖ a corner free hit is done by the centre and the respective forward
- ❖ we have always 1 forward in front of the other keeper to irritate him and/or score from a rebound