## **Practice Plan**

Team:

**Axemen Lacrosse Club** 





Practice Date: 2017

2017 Evaluations

Prepared by:

Colin Risi, CD

Theme or Skill emphasis: Ba

**Bantam Boys Evaluations Day** 3

## Objectives / Main tasks:

To evaluate Bantam players in their personal lacrosse skill for the purpose of making Tiered Non-Parity Lacrosse teams.

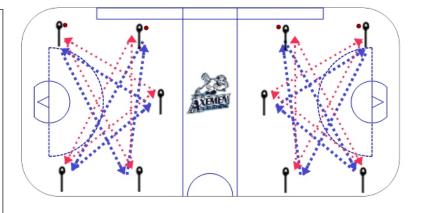
#	Duration (min)	Drill name - Activity	Categories	Key points - Instructions
1	5	Organization / Warm Up Pinnies		On Floor / Get Evaluation Pinnies On /Wall Ball
2	5	5 Star Passing		Goaltenders can do as well
3	10	4 Corner 2 Shots		
4	38			15 min play, 3 min break, 20 min play

Drill no. : 1 \_\_\_\_ Duration : 5 \_\_ Minutes From : 5mins \_\_\_ To :10mins

Title: 5 Star Passing Drill - 2 Balls Category #1: Evaluations Category #2: Bantam Boys

## Description

- Continuous passing (goalies can participate)
- Have players start wide, stretched out to boards and outside of blue line
- After 2.5 minutes, have players stop and change direction of passing rotation



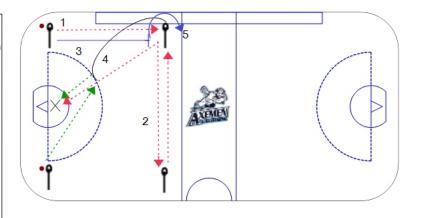
Key points : Accuracy Throw/Pass Catch Min Release Time

Drill no. : 2 Duration : 10 Minutes From : 10mins To :20mins

Title: 4 Corners 2 Shots Category #1: Evaluations Category #2: Bantam Boys

## **Description**

- Start low lines on low corner of 24' zone
- Start high lines
- Balls start in low corners first in line from each low line starts with a ball
- 1. Left side low player passes ball up to high left player
- 2. High left player passes to high right player. Now balls are at both high and low right players respectively
- 3. Low left follows there pass up, and sets a pick for high left
- High left cuts outside of pick, down towards outside of the crease then receives a pass from low right player. Player may then shoot on net (no more than one move)
- Low left (who just set the high pick) then turns to receive pass from high right player and proceeds to take an outside shot
- Play is repeated from opposite side



Key points: Passing/Catching Setting Picks Catch/Shot Crease Outside Shot