Roller Derby		
-Provide players the opportunity to improve they dribbling -Get athletes used to game-like scenarios -Get athletes' heart rate up (warm up)	Equipment/# players needed:	• 4 cones. • / team set of basketballs. • Coloured pinnies.
 the bulk of the gym. Try to set up the cones equidical diamond. Divide players into 2 or 4 teams. If possibility of the players into 2 or 4 teams. If possibility of the players into 2 or 4 teams. If possibility of the player players into 2 or 4 teams. If possibility of the player players into 2 or 4 teams. If possibility of the player players into 2 or 4 teams. If possibility of the player players into 2 or 4 teams. If possibility of the player players into 2 or 4 teams. If possibility of the player player player player players that space on the sides of the track for play. One player from each team will be done to the player from each team will be done to the player player players off the box team (as in a relay race). The goal of the game is to pass as more being the first team to complete the track. I point is awarded for passing another being the first team to complete the track. After every round, switch the direction Variations: Incorporate different dribbling skills in the non-dominant hand, or making crossore. 	stance apart, in the ssible, have each track with a ball. ralls for players to are not racing p ers who are racin ribbling around the all to the next play any other players er player. 5 points n of the track. to the race, such rer moves at each	he shape of a team wear a dribble around rovide enough g. he track at a ver from their as possible, wh is awarded for as dribbling wi n pylon.
	 Provide players the opportunity to improve they dribbling -Get athletes used to game-like scenarios -Get athletes' heart rate up (warm up) Set up 4 cones (or use lines in the gyn the bulk of the gym. Try to set up the cones equiditidiamond. Divide players into 2 or 4 teams. If post different coloured pinnie. Assign each team to a corner of the set sure to give enough space from withe track safely. Also, have players that space on the sides of the track for play One player from each team will be different (as in a relay race). The goal of the game is to pass as mobeing the first team to complete the track. I point is awarded for passing another being the first team to complete the track. After every round, switch the direction Variations: Incorporate different dribbling skills in the non-dominant hand, or making crossov. Go for a period of time, continuing to the tot of the tot of the tot. 	 Provide players the opportunity to improve they dribbling -Get athletes used to game-like scenarios -Get athletes used to game-like scenarios -Get athletes 'heart rate up (warm up) Set up 4 cones (or use lines in the gym) to represent a the bulk of the gym. Try to set up the cones equidistance apart, in the diamond. Divide players into 2 or 4 teams. If possible, have each different coloured pinnie. Assign each team to a corner of the track with a ball. Be sure to give enough space from walls for players to the track safely. Also, have players that are not racing players who are racin to one player from each team will be dribbling around the time. When they complete their lap, they pass off the ball to the next play team (as in a relay race). The goal of the game is to pass as many other players being the first team to complete the track. After every round, switch the direction of the track. Variations: Incorporate different dribbling skills into the race, such the non-dominant hand, or making crossover moves at eacl of the approximation of the theory of time.

Load(s):	Physical Mental Technical Pressure Social/emotional
LTAD stage(s):	 Fundamentals Learn to Train Train to Compete Train To Win
Categorie(s):	 Ball Handling Defense Dribbling Dynamic 1 on 1 Footwork Fundamental Movements Passing Picks Principals/Actions Rebounding Screens Shooting Static 1 on 1
Phase(s):	

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