



# Visual Cues for Players Not in Possession: 3 Progressions

**Category:** Tactical: Combination play  
**Difficulty:** Moderate

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## Description

The real benefit of this drill is training the player's brain to activate on visual cue and NOT receive the ball. The players in the center, left, and right of the receiver move once the receiver gets the ball. This is about off the ball movement, focus on visual cues, and smooth one-two touch passing.

## Static with 2 Central Passers

Static - Permanent Center Passers (Green Players)

Coaching points:

Technique: No more than two touches, but if using two touches -- kill the ball on the spot, or with a slight direction away toward the left ring player.

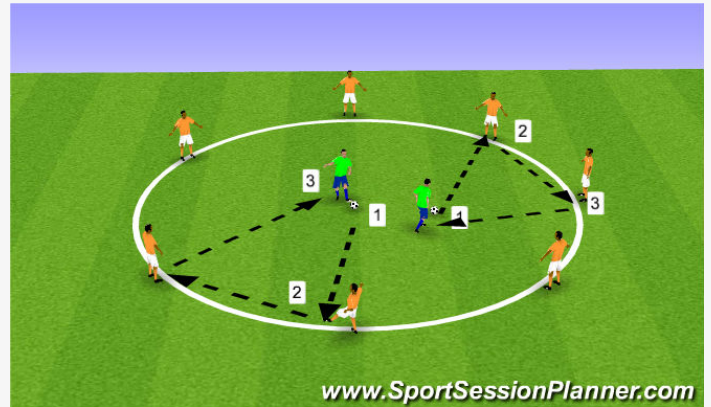
Technique: The first "ring" player knows where the next pass is going: LEFT. Always left. As such, we want to get the mind to make an imprint, engram. Help establish a subconscious "flow" of the pattern so that the touches and direction seem after a while to go on "autopilot."

Technique: First Touch = Vision + Surface + Direction + Distance. If we are sloppy at this phase, then it's back to basics. We want our players to keep that distance tight, 18" max.

Coaching Point: Killing the Ball -- An important coaching point is that "killing the ball" and playing from a spot does not mean stopping the ball's motion completely. It means that when you need to take two touches, you keep the ball close enough to yourself that you don't give the defenders 1) the ball by pushing it into pressure 2) an idea of where your next play will be (carry, distribute, shoot).

My players know that one of my coaching mantras is "COMPOSURE." Don't panic. First touch is less about feet, and more about mind and vision. The reason you will have a good touch is because you are already planning where the ball will go off of your foot. Killing the ball isn't about delaying a decision. Killing the ball and playing from a spot is about controlling the decision you have already made before you got the ball.

Five minutes of center players beginning triangle pattern to outside players. Outside players who do not have the ball learn to stay tuned in. This is important, because the objective we will ultimately work on is "visual cues" when I do not have the ball.



## Dynamic with One Central Passer - Basic

Coaching Points:

Patience. Patience. Patience. It will be horribly rusty at first. The reason? Players are use to being activated by "getting the ball". In this scenario, the center, right and left players do NOT get the ball directly, but must read the visual cue (B receives the ball) and begin their off-the-ball movements.

R (the player on the right of the receiving player) must overlap B ("Right Runs") to receive a lay off pass on the circle in the spot where the left player, L, has left to take the center position ("Left Leaves"). After passing the ball to B, the player in the center of the circle takes the position to the right of the receiver ("Center fills the Runner").



