

# **SA Sliding Rondos using one and two touches**

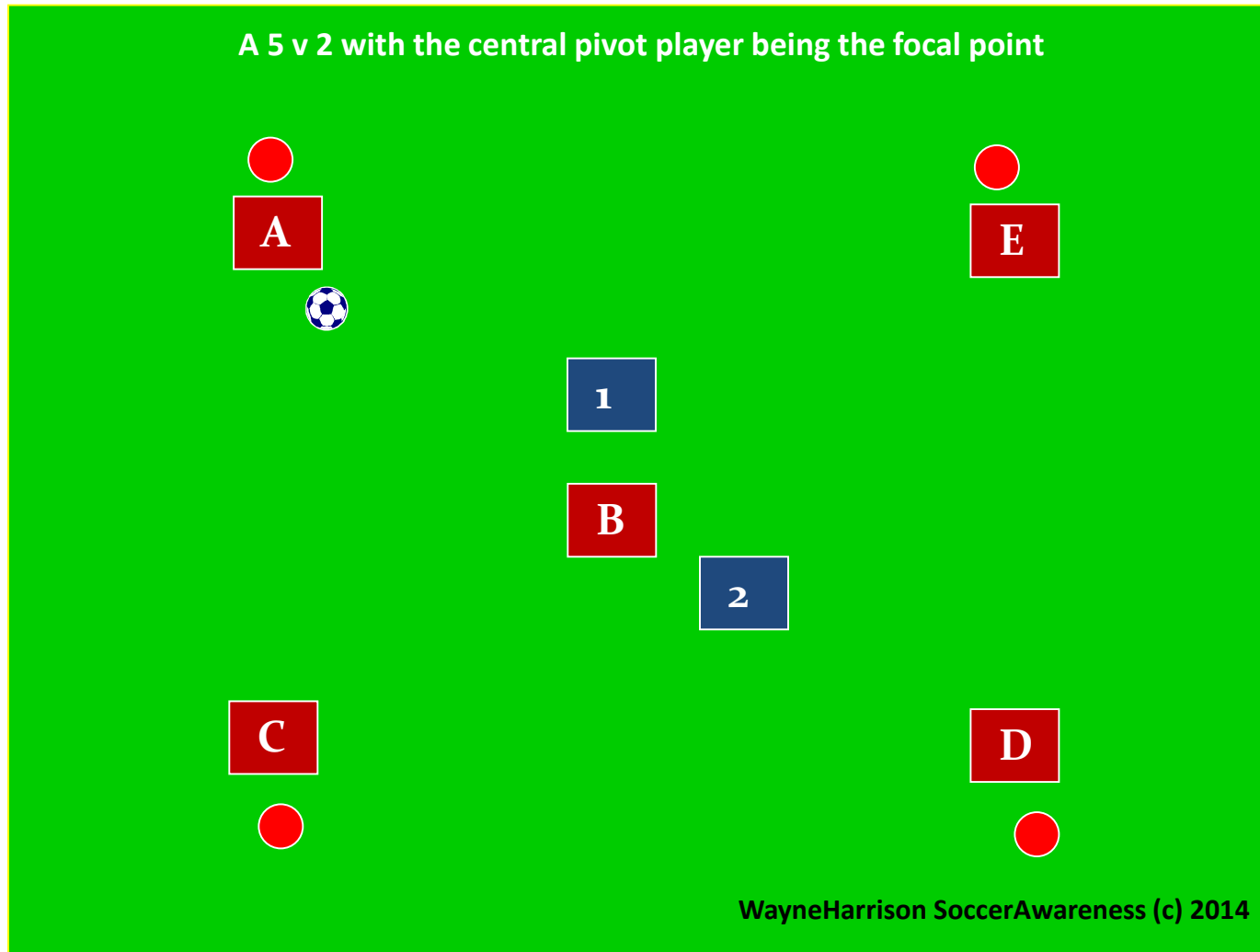
**Regular Rondos are great; and this one encourages players to rotate in and out as the ball is moved.**

**So always looking to change positions off the ball and every player gets the chance to be the PIVOT player.**

**Eventually ALL players on attack can move and interchange, outside to in, inside to out and outside to outside.**

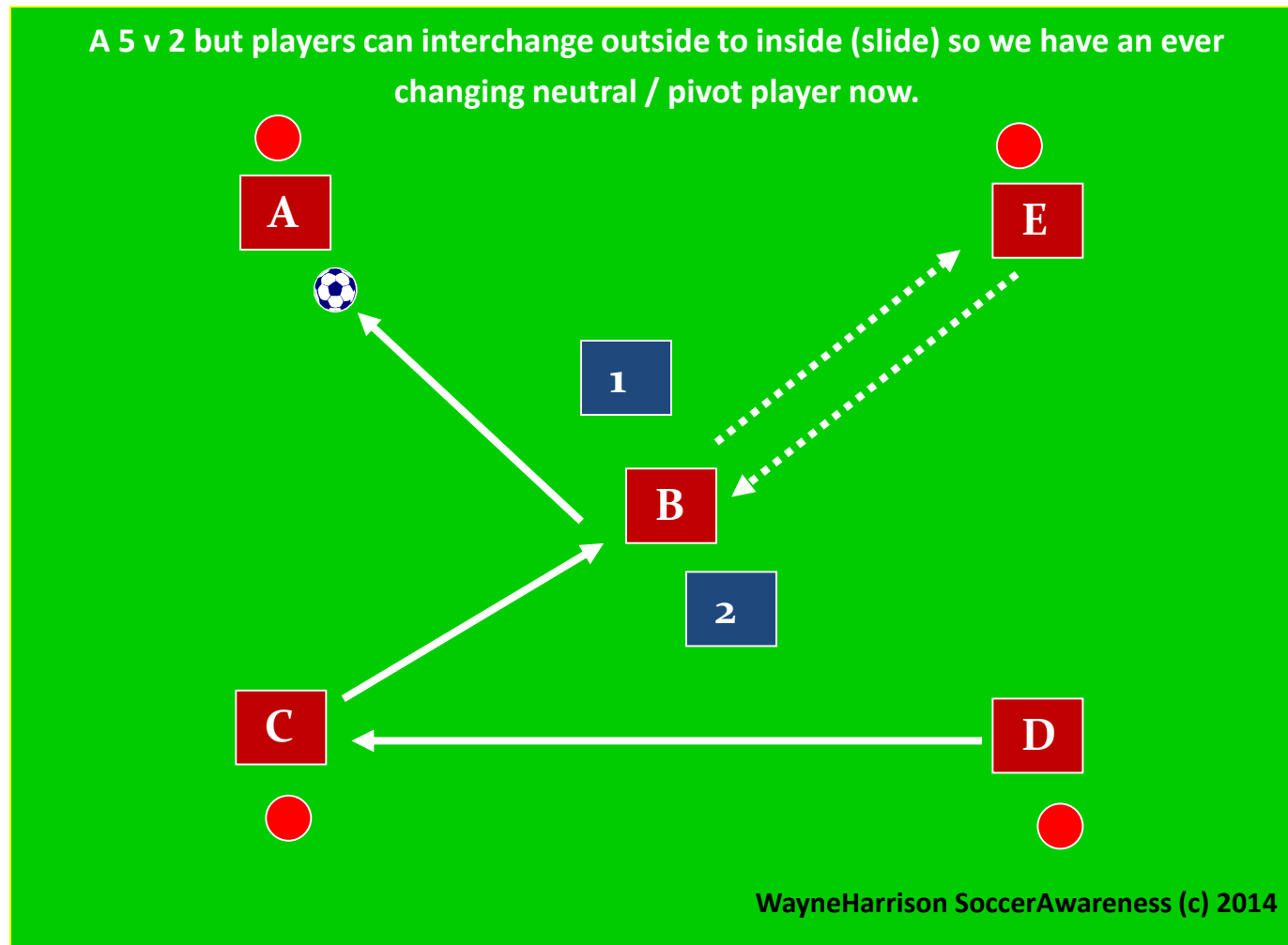
**If defenders win the ball they try to keep it.**

# SAEA Sliding Rondos no rotational movement outside to inside



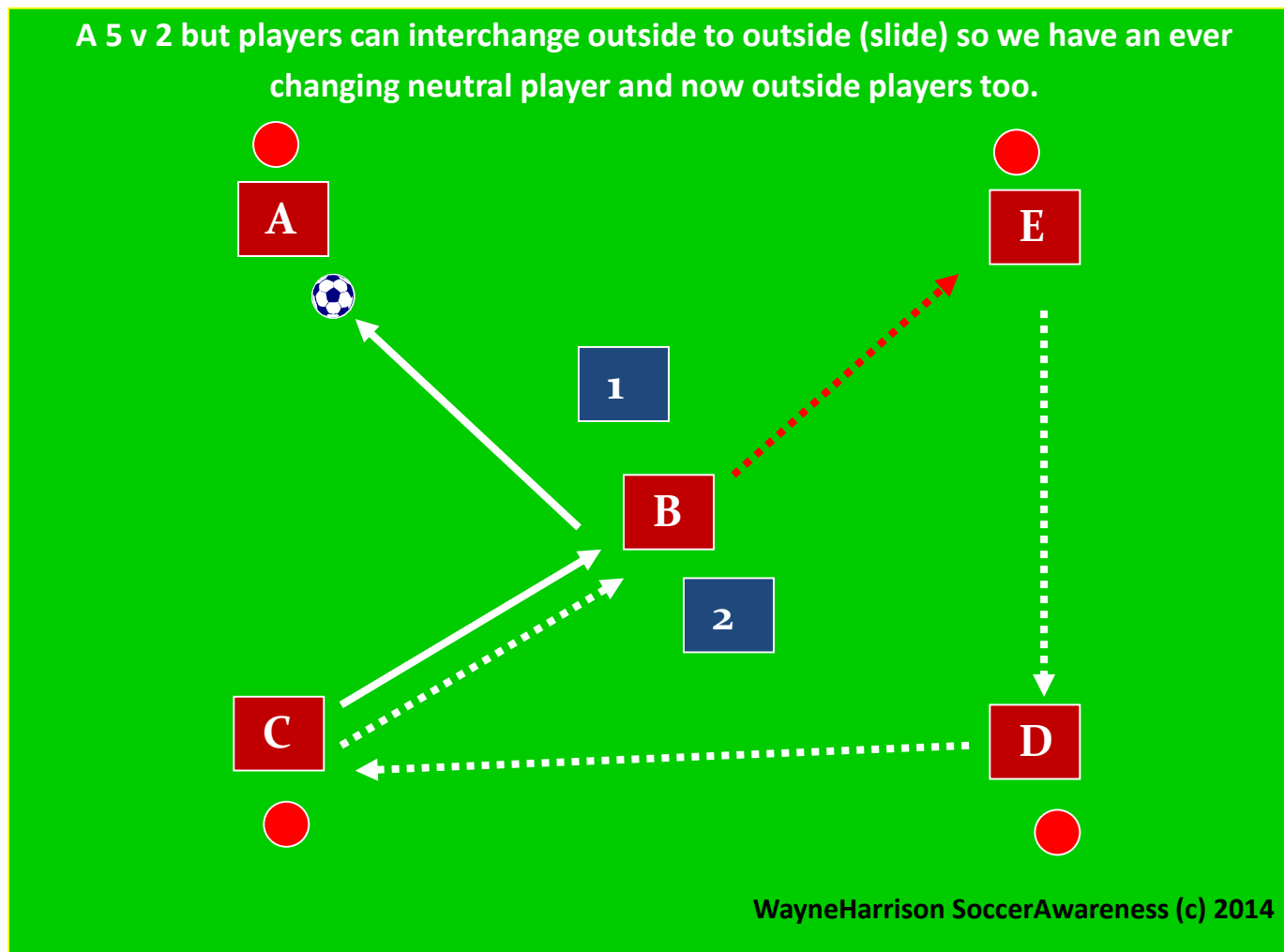
Defending players stay in for one minute then change with outside players. Very fast tempo playing ONE touch where they can. We must play into the central neutral pivot player as often as possible. Do this one with no movement or rotation of players to begin.

# SAEA Sliding Rondos using with only the pivot player changing



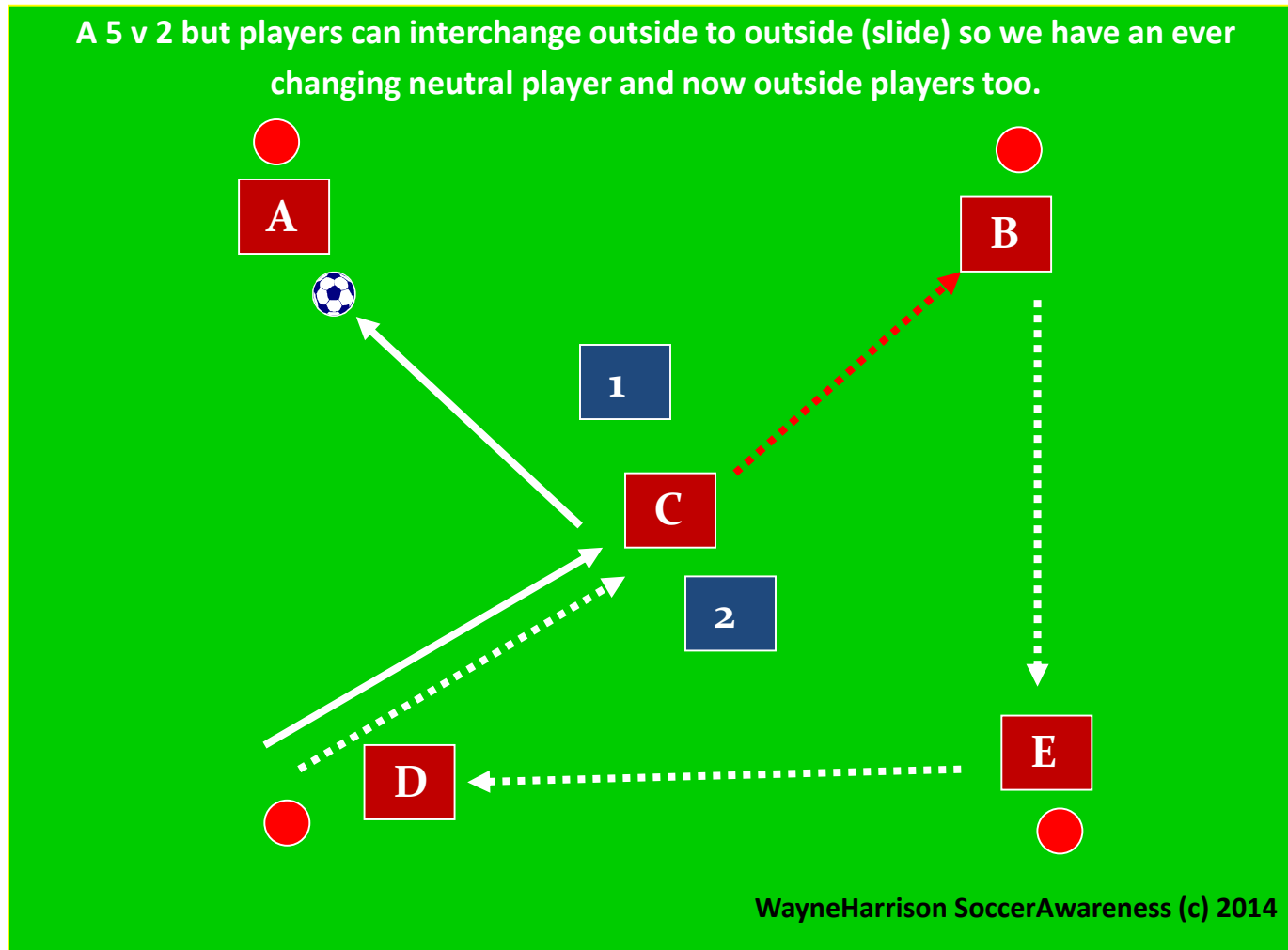
Very fast tempo playing ONE touch where they can. Here (E) slides outside and (B) slides inside on the blindside of the ball and (D) makes a one touch pass to (C) who immediately passes to (B) to then pass to (A). Players must slide in and out as often as they can to keep the momentum going.

# SAEA Sliding Rondos every player moving off the ball



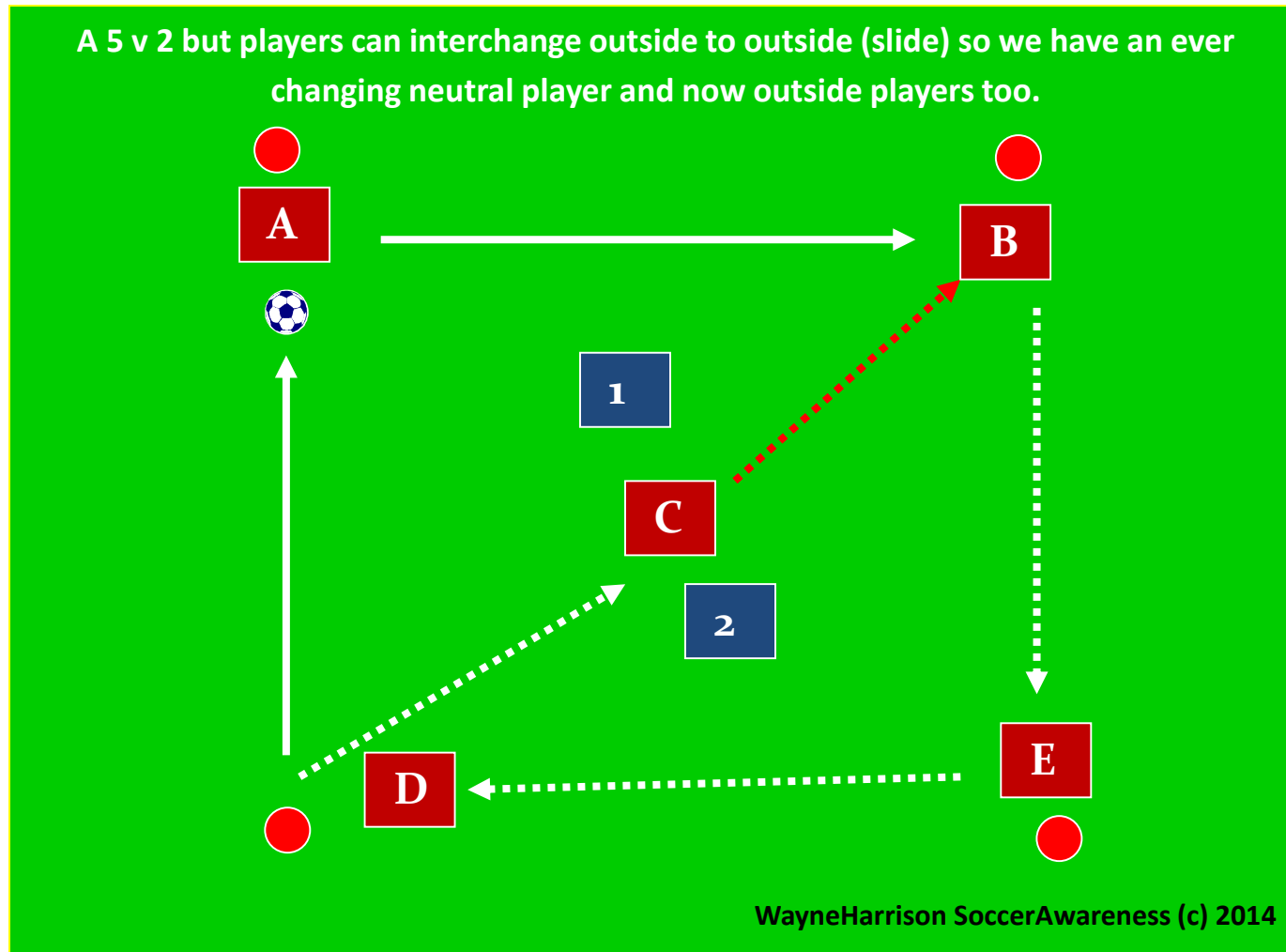
Now we have movement off the ball in the 4 square as well as the pivot player. (C) passes to (B) the pivot player. Off the ball (E) has moved to (D) and (D) to (C) so (B) has to move to (E). (C) moves to be the pivot player. So (B) is passing to (A) but needs to scan around and behind to see where the free space is.

# Finishing positions from the previous movements



Now the ball is with (A) and the cycle of passing and moving, on and off the ball continues.

# Passing around the square



Can pass around the square also but challenge yourselves to work with the pivot player in the middle where defenders are.