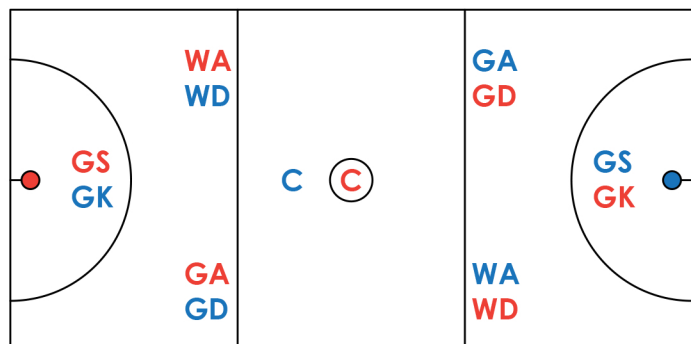




Positions and Zones



“AIM BREATHE SHOOT”

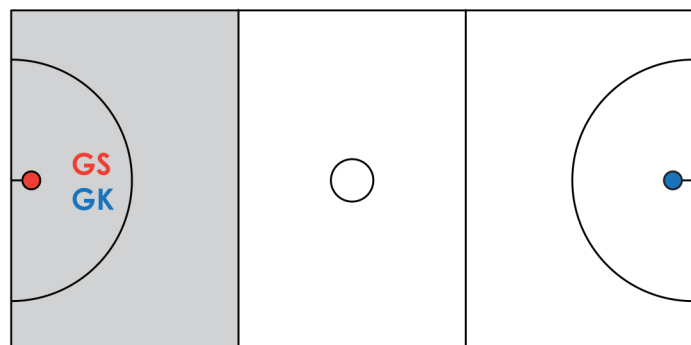
You have 3 seconds to take your shot (or make your pass), so take your time.

AIM ... BREATHE ... SHOOT

(then celebrate)



GS Goal Shooter



GS Goal Shooter

The **Goal Shooter** plays in the attacking goal third.

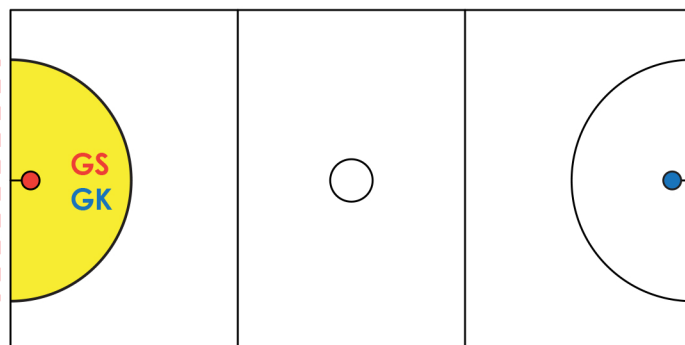
Your main job as **Goal Shooter** is to work around the goal circle with the goal attack and shoot goals.

As **Goal Shooter** it is good to make space around the goal circle so your team mates can throw you the ball. The closer to the goal post the better.

If you or the Goal Attack miss your shot at goal, you jump up and get the ball. This is called getting the rebound.

If the ball goes out of bounds in the goal circle and it is your team's ball, you take the throw in.

Your opposing player is the **Goal Keeper**.



GS Super Zone

GS Boundary Throw In

GOAL SHOOTER at a glance:

- **GS** plays in the attacking goal third.
- The **GS** super zone is where you mostly play your game.
- **GS** never leaves our goal third.
- **GS** stays in or not far from the goal circle.
- **GS** works with the **GA** to shoot goals.
- **GS** jumps for and chases all rebounds.
- **GS** needs to be in the centre of the goal circle at the centre pass.
- **GS** never takes the free pass outside of the goal circle.
- **GS** takes the boundary throw-ins on the baseline inside the goal circle.