

36 THIRD-MAN-IN MARKING

Purpose: Decide whether to go or to stay.

ORGANISATION

- ▶ 16 players (32 if both ends of the ground are used.)
- ▶ F kicks the ball in high to stationary competitors at A, or can pass to B.
- ▶ The zoning player (Z) is positioned between A and B. Z must decide whether to go “third-man-in” at A, or stay to mind his opponent at B.
- ▶ Rotate the roles as required.

COACHING POINTS

- a. Guidelines for the “third man in” player:
 - ▶ “Read” the kicker for cues indicating what kicker might do, e.g. body angle, looks, ball drop.
 - ▶ If the ball is kicked to A, can the player make the contest in time? Where will the ball land – is it too far away? Does player have a good enough spring?
 - ▶ How long should player wait in space before committing to A or B?
- b. The coach can make it easier early on by making it more obvious where the kick is going.

