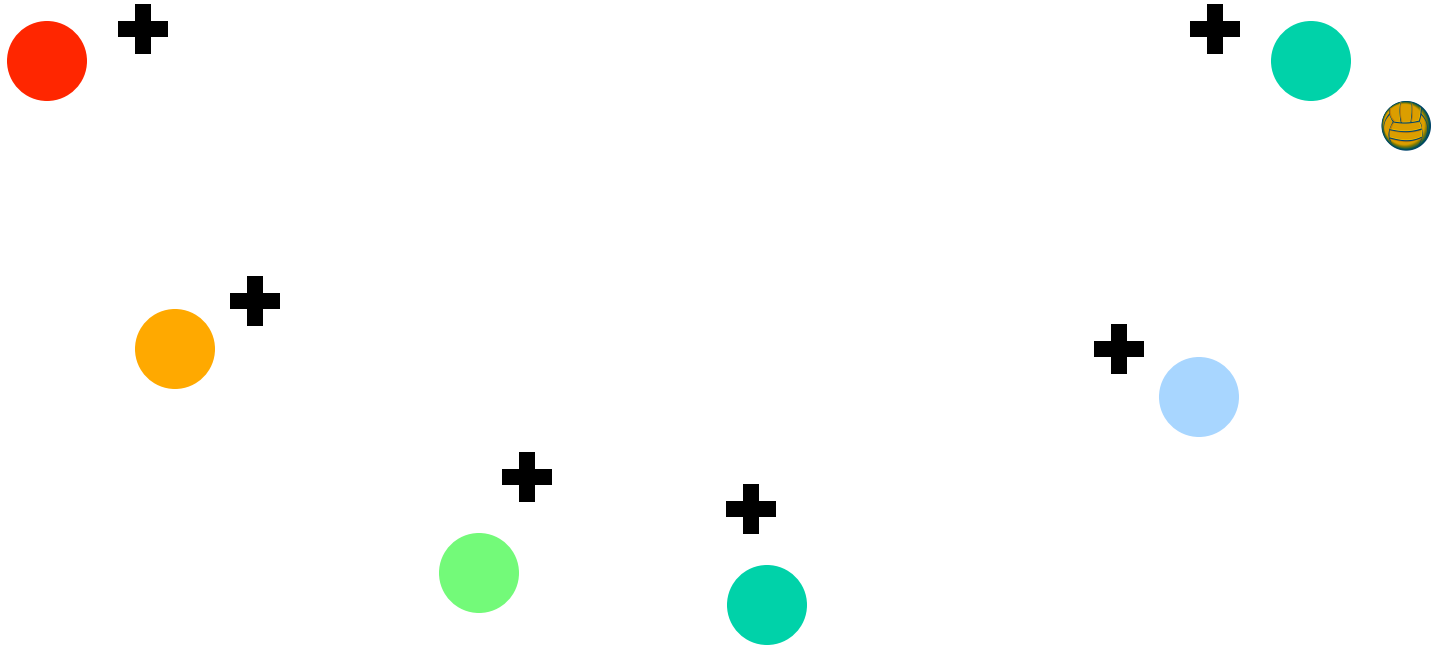


Play #2

Motion Offense
or
No Hole-set Offense

Goal

2M

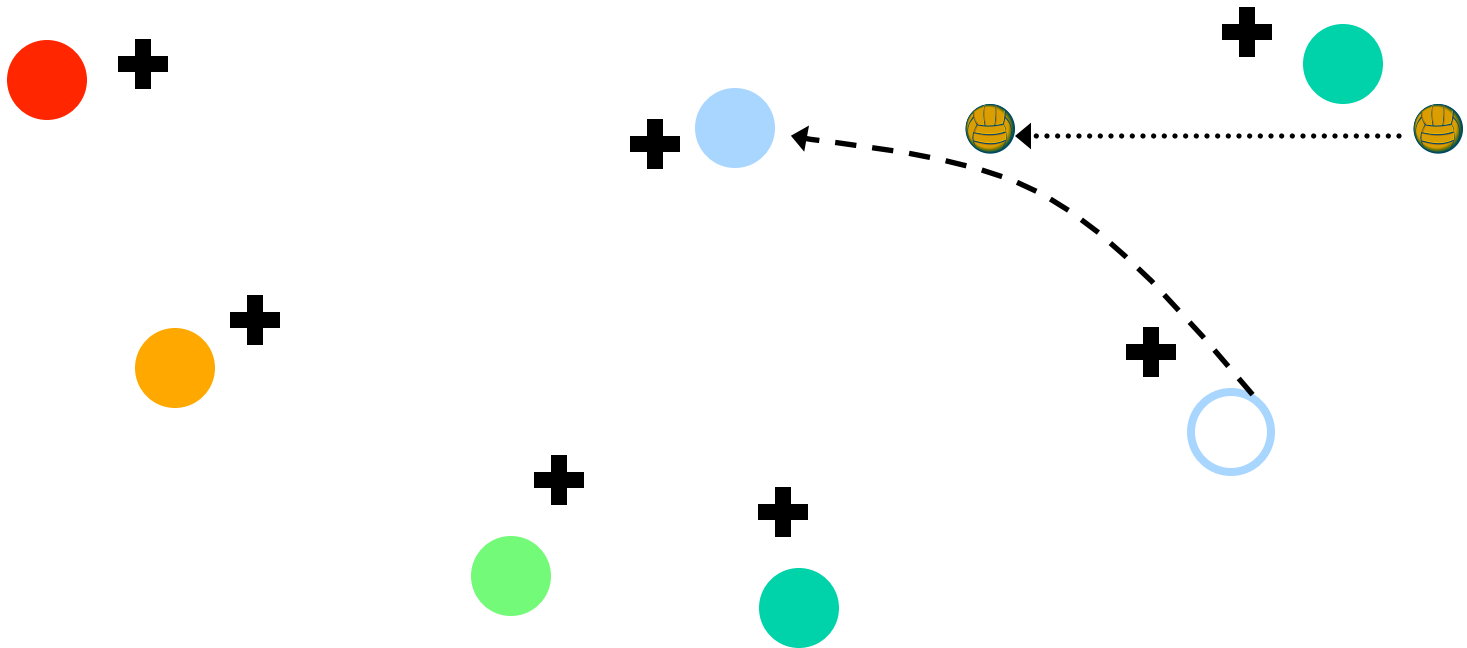


Motion Offense (Play #2) is easy to initiate right from the counter attack.

First pass the ball to the wing. The player closest to the wing stays put. All other players make ball-side drives away from the ball, trying to get open for a shot.

Goal

2M

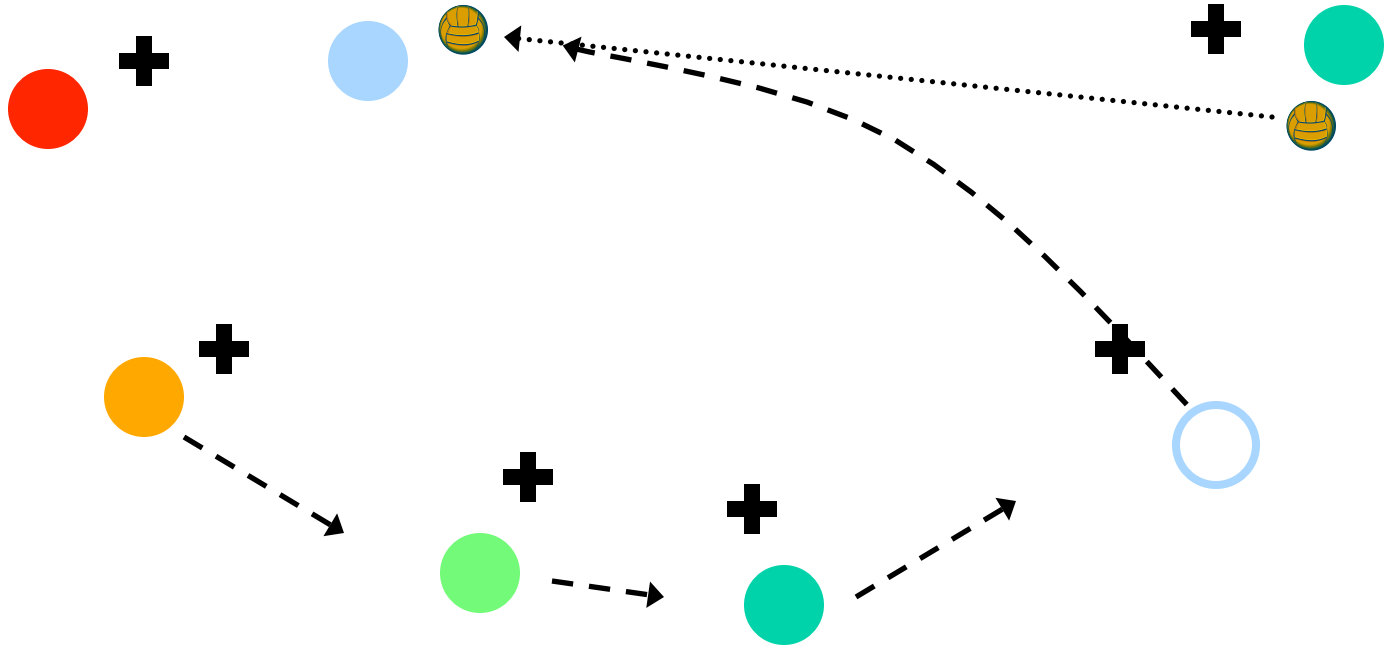


Option #1: Ball-side drive down the middle is successful. Wing player is able to pass the ball to the player driving ball-side. This player then has three options:

- 1. If they are ahead of their defender then they draw the ejection or take a wet-shot for a goal.**
- 2. They can attempt a v-back for a dry shot.**
- 3. Or they can draw the foul and pass it back out to the other players who are doing v-backs or picks to get the ball.**

Goal

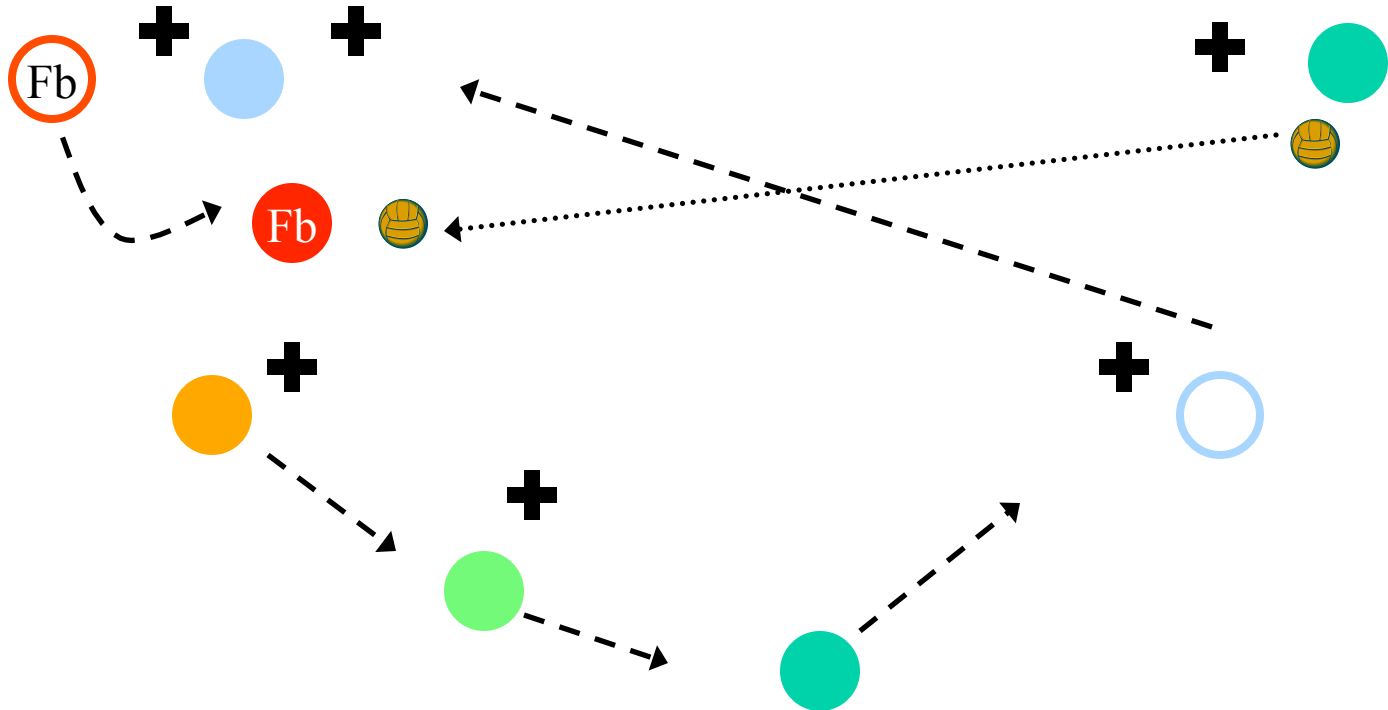
2M



Option #2: If the driver does not get open ball-side then they immediately swim to the weak-side wing position. The driver can get a back door pass for a shot.

Goal

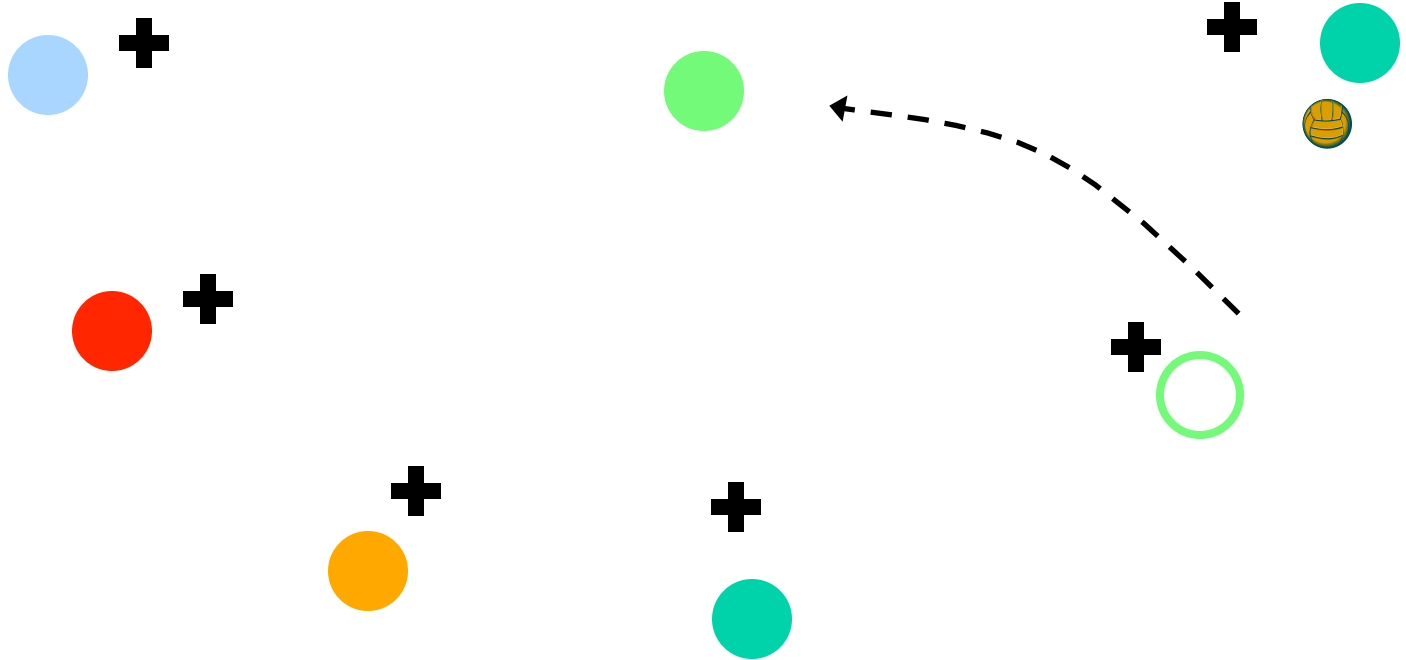
2M



Option #3: If the driver does not get ball-side then they immediately swim to the weak-side wing position. The driver can set a pick on the current wing (Fb) allowing the this player to get open for a cross pass and shot.

Goal

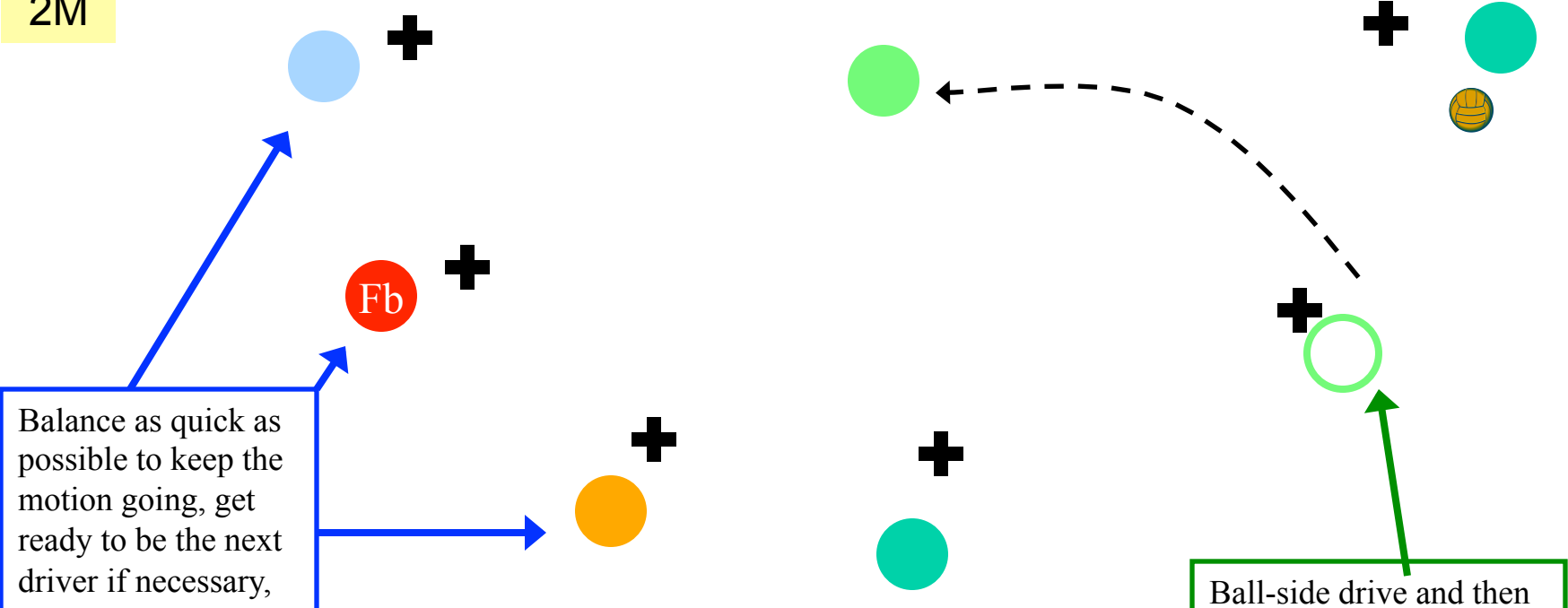
2M



Option #4: All players shift up to reform the umbrella and the play starts over. The new point drives to get ball side position, setting up options 1 through 3 again.

Goal

2M



Balance as quick as possible to keep the motion going, get ready to be the next driver if necessary, and prepare for the counter-attack.

V-back to help the wing player if they need it. If you get the ball then your responsibilities are the same passes as the wing. Be prepared for the counter-attack, since everyone else is driving or balancing.

Ball-side drive and then clear out quickly if you don't get the ball.

Each player's responsibilities....

This offense continues until there is a goal, a drawn ejection from the drives, or shot clock is complete.