

Mini-Handball

Teacher/Coach Corner



Spirit of the Games: Excellence through Competition

I will involve myself fully in the game and give 100%. I will play with enthusiasm and passion and try not to let my team down.

A penalty throw is given when a clear strong chance has been destroyed.

Spirit of the Games: Excellence through Competition

- ⊕ Focus on team organisation, roles and responsibilities.
- ⊕ Find space when attacking and return to your own D when defending.
- ⊕ Encourage players to reflect after practice.
- ⊕ Instil values of teamwork and sportsmanship while maintaining a competitive element.

Think tactics

- Players should look to move the ball as quickly and accurately as possible up the court, utilising all of their team-mates.
- Handball is about finding the balance between accuracy, speed and power.

Leadership and volunteering opportunities

- ⊕ A game of mini handball requires one on-court official, a score keeper, a timekeeper and a volunteer to make sure the court stays clear of spillages and any other health and safety issues.
- ⊕ England Handball offer an award in handball leadership, introduction to teaching handball and the introduction to refereeing handball courses, which covers full training in all of the above and comes fully certified by the National Governing Body. To find out more/book on a course, contact coachingadmin@englandhandball.com

Think Inclusively (STEP)

Space

- ⊕ Use spots to create zones on the pitch (see zone diagram). Players of similar ability should play against each other in each zone.

Task

- ⊕ Encourage players to pass the ball to everyone on court irrespective of ability.
- ⊕ Allow wheelchair players (manual or powerchair) to move up to 5m before passing the ball.
- ⊕ Allow SEN/disabled players to stand stationary with the ball for six seconds.

Equipment

- ⊕ Use a brightly coloured ball for players with visual impairments.
- ⊕ Play the game using smaller or lighter balls.

People

- ⊕ If appropriate allow SEN/disabled players to play in the D without penalty.