Game Sim 5 – ST (pairs)

Duration: 2x5 mins In pairs

H is the Boundary ump F is the partner. After 5 mins swap roles

(This can be replicated by other groups in other positions around the ground)

F H is the umpire. He/she does a throw in from a cone and runs off the throw into position "for the hypothetical next act of play", incorporating backwards and forwards movement. F catches/collects the ball and returns it to the cone, either placing it there, or a small dribble kick next to the line, so that H has to make a decision. H then throws again and repeat. Rotate after 5 minutes