

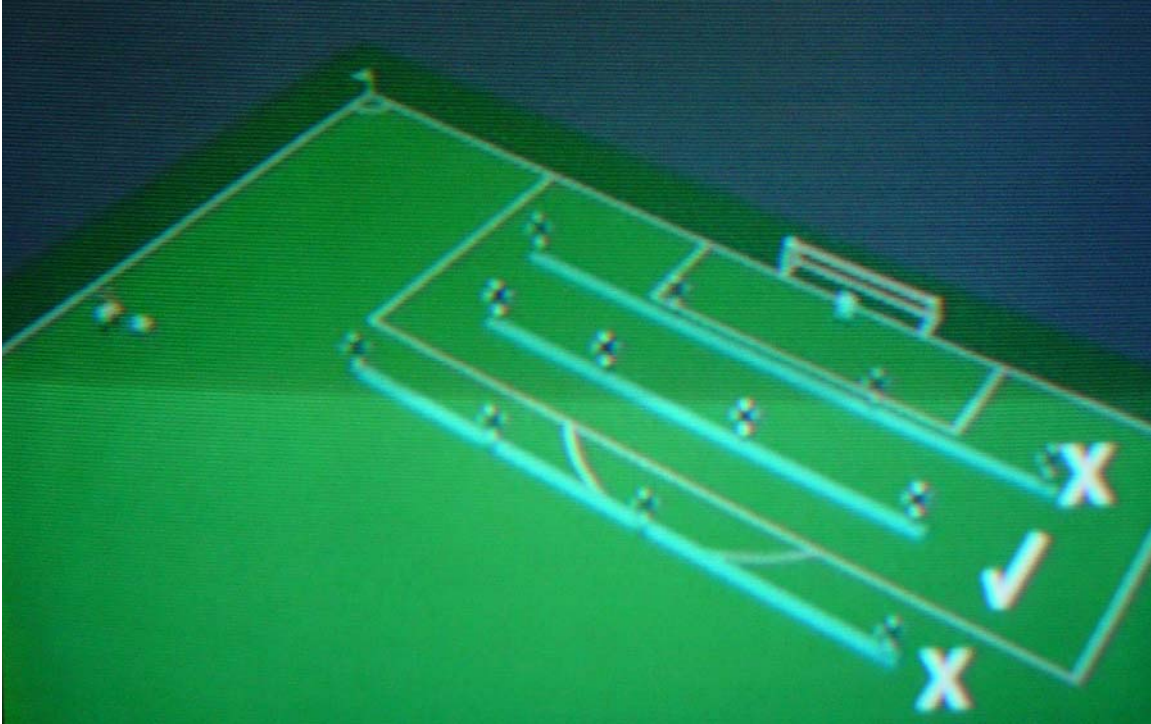
These are various zone areas where the Direct/Indirect kick may be set. The wall may be set up differently to protect from kicks from each of these zones.



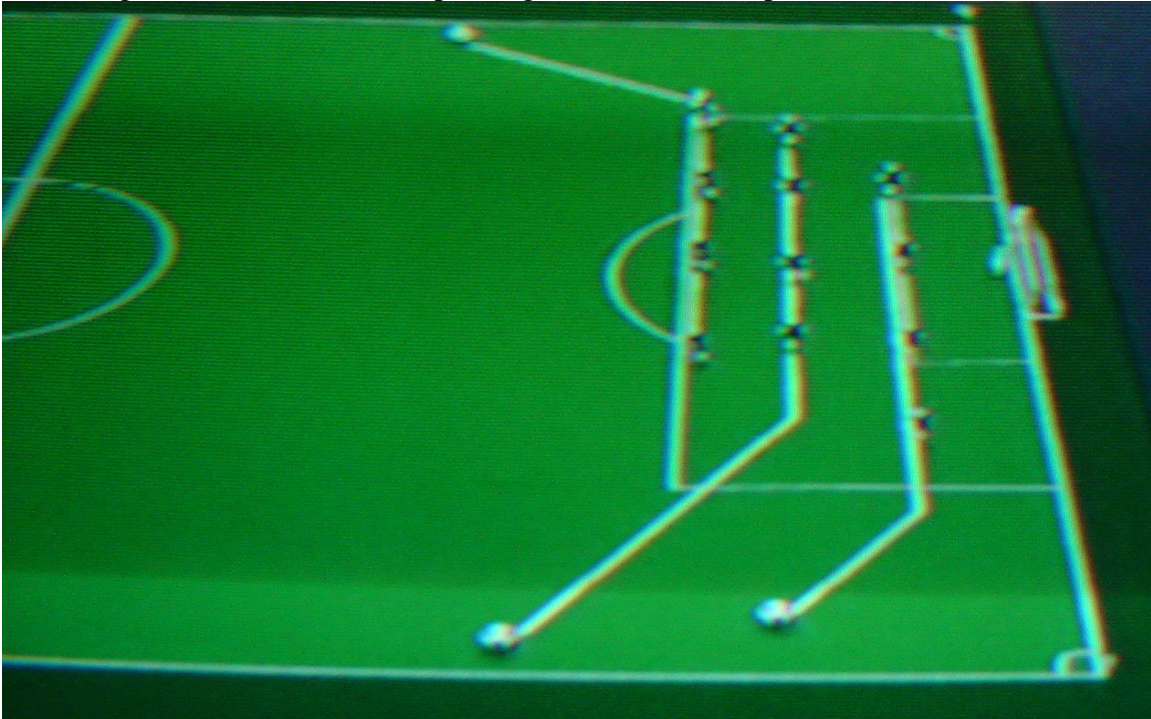
Some zones do not need a wall set up, depending on how far it is from the goal. Positioning two Bullet men in front of the kick can be substantial. If there is only one person kicking the ball and nobody next to him, then only one bullet man is needed.



Where the Line of Defense is set is very important. If the line is close to the Goalie, it can block his view and impair their chance from defending the kick. If the line is too far away from the Goalie, the ball could be lobbed into the area behind the defenders where the Offense may attack.



This is a good Line of Defense depending where the ball is placed.



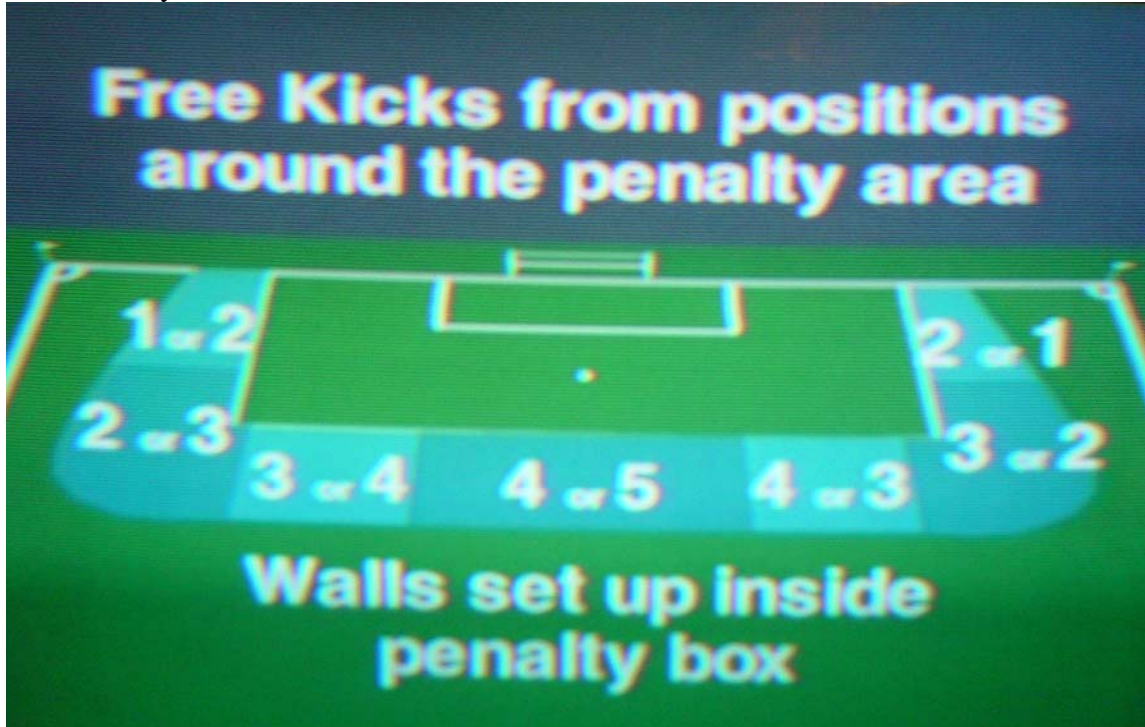
The Line of Defense has areas that each defender needs to protect.



When is a Wall necessary? Zone 3 does not need it. This area would be better protected (show below) by two Bullet Men and the rest in a set area/man on man positions.



This Chart helps to give a guide line of how many defenders to have in a wall when close or in the 18 yard area.



This is a sample of a Zone 2 Wall. There is a three man wall with a Bullet Man to cover the two people surrounding the ball. The rest of the defenders are back in front of the goal with one being the Garbage Collector even with the ball.



The Offence may put a person in front of the Wall (he does not have to be 10 yards back) to block the view of the Goalie (see below). There is nothing to do about this but let it be.



Goalies may elect to have a spotter to help move the Wall in a correct position. After directing the Wall they usually move to the Garbage Collector spot.



Positioning the Wall: Tallest players on the outsides or second in from the outside closest to the Goalie side. The person farthest from the Goalie is even or slightly to the side of the goal post (see below).



Positioning for an Indirect Kick. This is less that 10 yards from the goal.

