

# Gateball

## Strategies and Tactics

A collection of suggested strategies and tactics  
for Gateball games

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# 1. Openings Strategies

## 1.1 First Ball - Making Gate 1

The first ball through Gate 1 gives that team an advantage because Gate 2 can be loaded thus prevents the opponent team from setting up near Gate 2.

### Tactic 1

Winning the toss and being the leading (Red) team (odd numbers) is an advantage.

### Tactic 2

Players 1 and 3, and Players 2 and 4, being the Players most likely to be the first to make Gate 1, should be the team's best gate - makers.

## First Ball - Continuation After Making Gate 1

After making Gate 1, the first ball should cover Gate 2.

### Tactic 3

The first ball through Gate 1 should set up about 1 metre in front of Gate 2 and be positioned close to the second line boundary.

### Tactic 4

The first ball to make Gate 1 should be a strong shot that takes the ball near the second line boundary and thereby gives a better opportunity for a leave within half metre of the second line boundary with minimal risk of becoming an out-ball.

## First Ball Opponent Team - Making Gate 1

If the first ball through Gate 1 covers Gate 2, the first ball of the opponent team through Gate 1 should cover Gate 3.

### Tactic 5

The first ball of the opponent team through Gate 1 should set up about 1 metre in front of Gate 3 and be positioned close to the fourth line boundary.

### Tactic 6

The first ball of the opponent team to make Gate 1 should be a soft stroke that keeps the ball near Gate 1 and thereby gives a better opportunity for a leave within half metre of the fourth line boundary with minimal risk of becoming an out-ball.

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## **Other Balls - After Making Gate 1**

### **1.1.1 Team With Balls at Gate 2**

If two or three balls are set up at Gate 2, the other balls of this team can be positioned to provide Touch opportunities after the balls make Gate 2.

#### **Tactic 7**

If Gate 2 is covered with two or three balls, the other balls this team after making Gate 1 can be positioned with the continuous stroke close to the middle of the third line boundary to provide for a touch by balls making Gate 2.

### **1.1.2 Team With Balls at Gate 3**

If two or three balls are set up at Gate 3, the other balls of this team should be positioned elsewhere on the Court depending upon the state of play at the time. This is to defend against the possibility of the opponent team achieving an extra continuation stroke by a 'Gate and Touch' or a 'Double Touch'.

#### **Tactic 8**

If Gate 3 is covered with two or three balls, the other balls of this team after making Gate 1, should be positioned elsewhere on the Court and not clustered with the balls at Gate 3.

## **2. Strategies When Gate 2 is Covered**

If Team A has Gate 2 covered, a strategy for Team B to dislodge Team A's balls from in front of Gate 2 is essential in order for Team B to gain control of the game. While Gate 2 is covered by Team A's balls, Team A has the opportunity not only to make that Gate, but also to prevent access to the Gate by Team B. When Team A makes Gate 2 with 3 or 4 of its balls, it can move on to attack the balls of Team B at Gate 3 in the knowledge that it has a comfortable lead in the game.

#### **Tactic 9**

The appropriate strategy for Team B when Gate 2 is covered by Team A's balls will depend upon the circumstances, but the captain of Team B should consider:

- > a set up of balls to achieve a double touch (and therefore an additional continuation stroke)
- > a strong stroke by a Team B player making Gate 1 that takes the ball near the second line boundary, followed by an aggressive continuation stroke to touch a Team A ball at Gate 2
- > an aggressive stroke to touch a Team A ball at Gate 2

## **3. General Playing Strategies**

### **Gate and Touch**

The Gate and Touch stroke, by giving the player two continuous strokes, is a very powerful stroke that gives a team an opportunity to take command of the game.

#### **Tactic 10**

When two or more balls of the same team are at a gate, try to set up for a 'Gate and Touch' stroke.

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## ***Double Touch***

The Double Touch is also a powerful stroke that gives a team an opportunity to take command of the game

Tactic 11

When balls are close together, consider trying for a Double Touch.

## ***Setting Up Behind a Gate***

Setting up behind a gate is dangerous unless the front of the gate is guarded. If an opponent team's ball makes the gate, the ball behind the gate is available for a continuation stroke Touch.

Tactic 12

Avoid setting up behind a gate unless the front of the gate is guarded by a ball of your team.

## ***Keeping Close to the Boundaries***

By keeping your team's balls close to the Court boundaries, the risk of a Touch by an opponent team's ball is reduced.

Tactic 13

Set up close to the boundary line and try to keep your team's balls about 1 metre apart.

## ***Keeping Balls Together***

If all the team's balls are clustered together, the risk that one of these ball will be Touched by an opponent team's ball is high. Also, the balls are exposed if the opponent team gains an extra continuous stroke.

Tactic 14

Don't cluster balls. If three balls are together, set up the other two balls at a distance.

Tactic 15

Don't cluster balls away from the boundary as this exposes them to a Touch by an aggressive stroke by the opponent team.

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## 4. Out-balls

### ***Playing In***

For defence, an Out-ball can be played in just a few centimetres inside the boundary.

Tactic 16

Consider playing in an Out-ball just inside the boundary in defence.

### ***Opponent Team's Out-ball***

If an opponent team's ball is an Out-ball, join up your team's balls that are numbered each side of the opponent team's Out-ball, eg if 2 is an Out-ball, join up 1 and 3.

Tactic 17

Take advantage of an opponent team's Out-ball by joining up your balls numbered each side of the Out-ball number.

If an opponent team's ball is an Out-ball, and you are playing the number before the number of the Out-ball, send your team's next numbered ball to the opponent team's ball cluster to spark them out.

Tactic 18

If you are playing and the opponent team's next numbered ball is an Out-ball, send your team's next numbered ball to the opponent team's ball cluster.

## 5. End of Game

### ***Making the Goal-pole***

If the time is close to the end, and your team has balls for the goal-pole, consider a tactic to peg these balls out to obtain the 2 points rather than a tactic to continue to try to make gates with the other balls.

Tactic 19

Near the end of the game, consider pegging balls on the goal-pole to obtain the extra points.

### ***Playing Balls Out***

If your team is in front on points and the game is close to the end, for lone balls, consider strokes that are aggressive and if not successful will place the ball outside the boundary. This can achieve two objectives: the first is to Touch a distant ball or to make a gate; if the aggressive move fails, then the second is that the ball will become an out-ball and will not be available for use by the opponent team in the final minutes of the game.

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Tactic 20

Near the end of the game, consider aggressive strokes by lone balls.

### ***Team Is Likely to Lose the Game***

Near the end of the game, if your team is behind on points and likely to lose the game, consider using aggressive play to turn the game around. This usually involves attempts at touching distant opponent balls.

Tactic 21

Near the end of the game if your team is behind on points and likely to lose the game, consider using aggressive play to turn the game around.