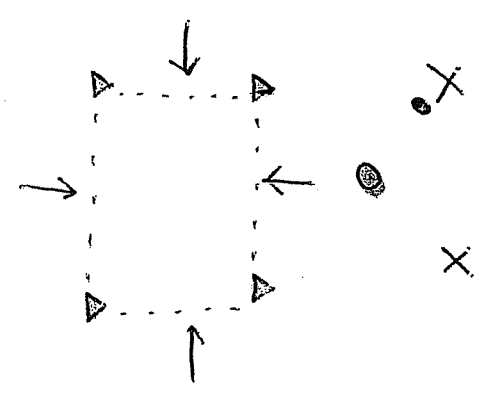


# SKILL GAMES FOR PASSING / DRIBBLING AND SUPPORT

PLAY 2V1 TRYING TO DRIBBLE THE BALL INTO THE SQUARE.

● = BALL

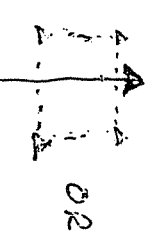


X PLAYERS CAN DRIBBLE INTO THE SQUARE FROM ANY SIDE.

PROGRESS TO :

- PASS IT TO YOUR PARTNER WHO IS IN THE SQUARE (HE CAN BE WAITING)
- PLAY THE BALL INTO THE SQUARE FOR YOUR PARTNER TO RUN OUT TO RECEIVE (NO WAITING)

- PASS THE BALL THROUGH THE SQUARE TO YOUR PARTNER - OR DIAGONALLY THROUGH ADJACENT SIDES



FURTHER PROGRESSIONS  
3V2 AND TWO "GOATS" / SQUARES

X X

● ● X



## Remember

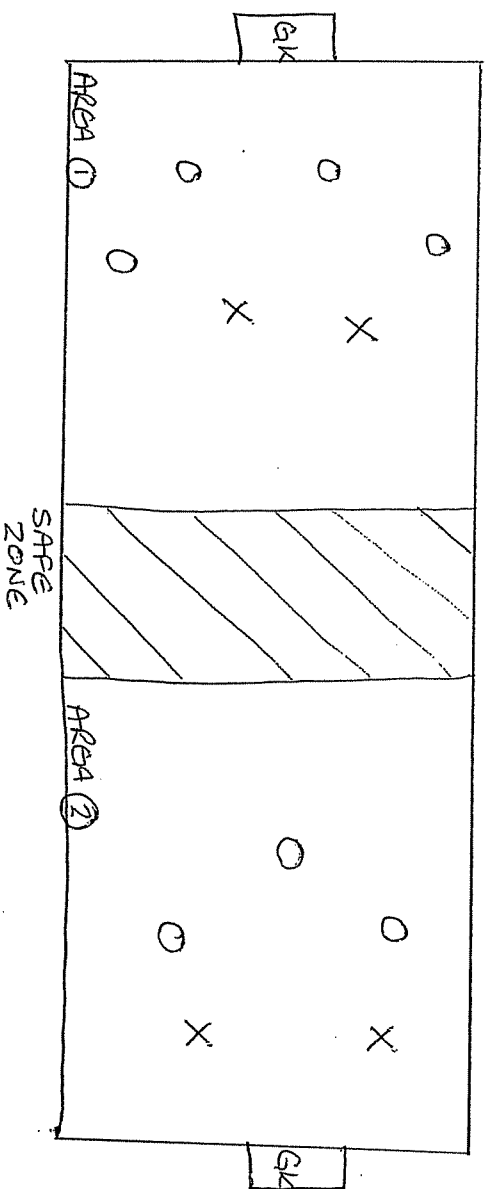
YOU CAN VARY THE SIZE / SHAPE OF THE AREAS. BIGGER / SMALLER IS ONE WAY BUT DIFFERENT PROBLEMS ARE POSED BY  RECTANGLES, △ TRIANGLE

THE POSITION / DISTANCE APART, OF THE "GOATS" CAN BE VARIED TO POSE DIFFERENT PROBLEMS.

THE SIDES CAN BE COLOURED AND POINTS AWARDED FOR THE "BLUE SIDE", "YELLOW SIDE" ETC.

## THE CONVEYOR BELT.

THIS GAME WORKS ALONG SIMILAR PRINCIPLES I.E. IT IS COMPETITIVE AND IT WILL REQUIRE HIGH LEVELS OF DECISION MAKING AND TECHNICAL ABILITY. I HAVE DECIDED ON THE OVERLAP PLAY TO DEMONSTRATE THE GAME. YOUR SKILL WILL BE IN CAREFULLY MANIPULATING THE NUMBERS TO MEET THE NEEDS OF YOUR PLAYERS.



13 PLAYERS  
HOW TO PLAY THE GAME:  
THERE ARE 10 BALLS IN THE NET IN AREA 1. THE GAME STARTS BY THE GK IN AREA 1 PICKING ONE OF THE BALLS UP, THROWING IT/PASSING IT TO ANY ONE OF THE O'S IN AREA 1. THEY COMBINE TO PLAY 4V2 AGAINST THE X'S IN AREA 1.

WHEN THEY ARE ABLE, THE O'S PASS THE BALL TO AN O IN AREA 2 ACROSS THE SAFE ZONE (THIS WILL BE USED LATER ON). IF THE X DEFENDERS IN EITHER AREA THE O'S IN AREA 2 PLAY 3V2 TRYING TO SCORE. IF THE X DEFENDERS IN EITHER AREA WIN THE BALL, KICK IT OUT ETC THAT BALL IS FINISHED WITH. THE GK IN AREA 1 NOW, ONCE THE BALL IS IN AREA 2 THE GAME DOESN'T STOP. THE GK IN AREA 1 GETS THE NEXT BALL AND SAVES IT TO THE O'S IN AREA 1. THE BALL, HOWEVER, CANNOT BE PASSED INTO AREA 2 UNTIL A CONCLUSION HAS BEEN REACHED I.E. A GOAL, A SAVE OR BALL KICKED OUT. THE O'S IN AREA 1 MUST NOW KEEP POSSESSION UNTIL BALL NUMBER TWO CAN BE PASSED INTO AREA 2 (THIS COULD BE A SHORT TIME IF O'S SCORE QUICKLY OR A LONG TIME IF THE DEFENDERS DO A GOOD JOB) SAME GAME - DIFFERENT PROBLEMS. PERFECT!!! THE GAME CONTINUES UNTIL ALL TEN BALLS HAVE BEEN USED. CHANGE THE PLAYERS...

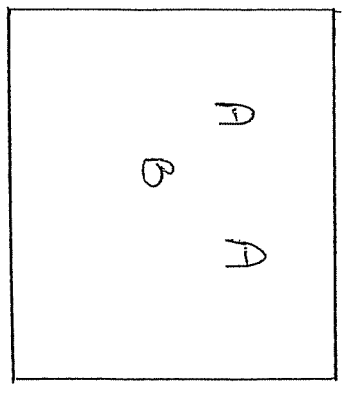
BEAT THE CLOCK

THIS PRACTICE WILL HOPEFULLY ENGAGE THE YOUNG PLAYER BECAUSE IT IS A COMPETITIVE "RACE". THE ILLUSTRATION SHOWS TWO "TEAMS" COMPETING BUT IT CAN EASILY BE CHANGED TO ACCOMMODATE MORE PLAYERS. AND MORE "TEAMS".  
HERE'S HOW YOU PLAY THE GAME.

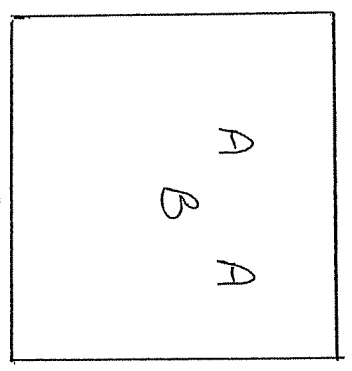
SET UP AS BELOW. THE OBJECT OF THE GAME IS TO TRANSFER THE SIX FOOTBALLS THROUGH THE TWO A'S IN THE MIDDLE, TO THE OTHER SIDE. IF YOU DO IT FASTER THAN THE TWO A'S IN THE OTHER AREA - YOU WIN! SIMPLE.

EACH 'GAME' IS A 2V1 SO THERE ARE LOTS OF TOUCHES, LOTS OF DECISIONS AND LOTS OF REPETITION (THE REPETITION THOUGH, IS OF VERY SIMILAR SITUATIONS NOT THE SAME ONE OVER AND OVER AGAIN - GOOD FOR LEARNING)

FROM AN ORGANISATIONAL POINT IT WORKS WELL AS THERE ARE TWO OF EACH COLOUR SO ROTATION OF POSITIONS AND ROLES IS EASY.



000000  
6 FOOTBALLS



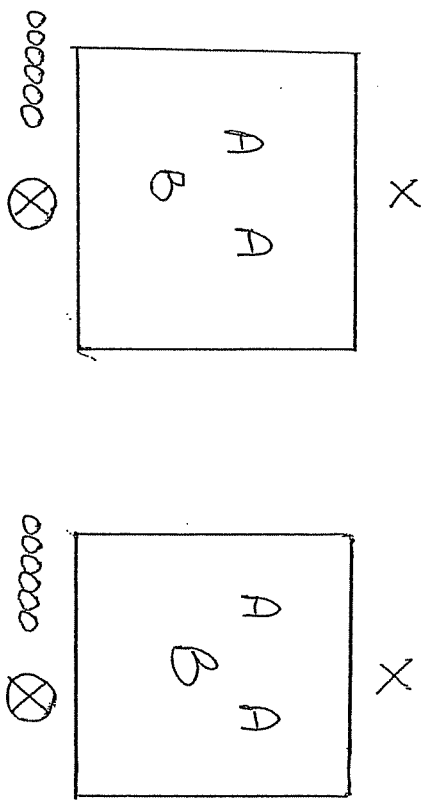
000000  
6 FOOTBALLS



TIP:

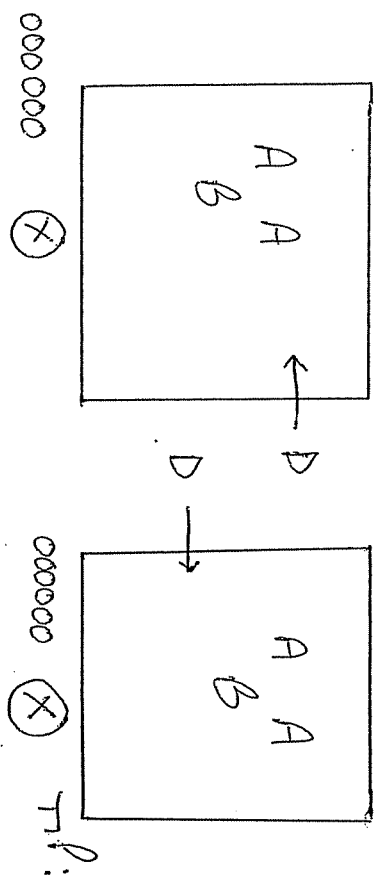
LOOK TO LET THE PLAYER PASSING THE BALLS IN, JOIN IN (MAKING A 3V1)

HERE ARE A FEW OTHER PROGRESSIONS YOU MIGHT THINK ABOUT:



PROGRESSION ③

FOR THIS PROGRESSION, TWO OTHER DEFENDERS ARE ADDED. (D) OUT OF THE SIX TO BEGIN WITH THEIR INVOLVEMENT IS LIMITED BY THE COACH. OUT OF THE SIX BALLS THE D DEFENDERS CAN SELECT WHEN TO GO IN AND HELP B (MAKING 2V2) THE TWO D'S GET TOGETHER TO DECIDE ON WHICH BALL THEY WILL GO IN AND HELP. THEY CAN TAKE B, BUT THE A'S DON'T KNOW.



PROGRESSION ①

TRANSFER ALL SIX BALLS TO X, THEN BACK AGAIN TO  $\otimes$  (DON'T FORGET, IF THE DEFENDER (B) GETS THE BALL YOU CAN'T GET THE MAXIMUM SCORE)

PROGRESSION ②

PLAY 2V1 BUT IF YOU ARE THE PLAYER WITH PASS THE BALL OUT (IE TO X OR  $\otimes$ ) THEN YOU CHANGE PLACES WITH THAT PLAYER. IN THIS WAY THE TWO PLAYERS IN THE MIDDLE ARE CONSTANTLY CHANGING SO MAKE SURE THEY WEAR THE SAME COLOUR BIB.

UPON THE INTRODUCTION OF THE EXTRA DEFENDERS THE DECISIONS AND THE SITUATIONS CHANGE. PERFECT!! SAME GAME - DIFFERENT PROBLEMS. PERFECT!!

THE COACH CAN WORK TO THE NEEDS OF THE GROUP AND ALLOW THE D'S TO JOIN IN AS MUCH OR AS LITTLE AS THE A'S CAN COPE WITH. JOIN IN ON ONLY ONE BALL, OR ALL SIX.

I DELIBERATELY HAVEN'T GIVEN DIMENSIONS :- USE AN AREA THAT WILL CHALLENGE YOU