

GAMES I

World Cup:

All the balls should be in the goal. A coach or other adult can play goal. The players form 2-person teams and position themselves in front of the goal. The coach should set a no-shoot zone in front of the goal that players must stay out of. The coach tosses out any number of balls (2-3 is a good number). The 2-person teams then try to win the ball and score against all the other teams. If either member of the team scores then that team can take a position behind the goal and wait for the round to end. The last team without a goal is eliminated from the next round. Thus each round starts with one less team until you have the final two. As goals are scored the coach can toss more balls in to keep play progressing. Goals scored in the no-shoot zone don't count. *This is a game you should keep control over as it can get crazy with all the players around the goal and shots coming from everywhere.*

Extras:

- If a player misses the goal they must retrieve the ball, carry it back to the goal and put it inside the goal before they can continue with their teammate (puts more attention on good shots). Deflections by the keeper or other players aren't penalized. While they are "chasing" their teammate plays as a 1-person team.
- For older players - you can make the no-shoot zone a header zone. If a player is inside the zone and heads the ball in then it counts.
- For younger players - you may not want to eliminate teams each round. Just let everyone join back in and don't play for a winner.

Knock Out:

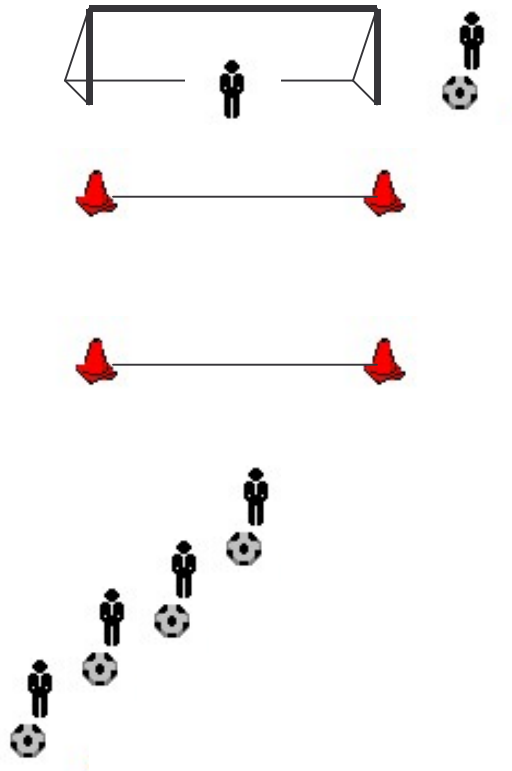
Set up a grid or circle that is big enough for all you players to dribble in. Let your players dribble around. On your signal they try to kick the other players balls out of the designated area and they try to protect their ball at the same time. The last player in the grid wins.

Extras:

- For older players – if the ball stops moving then you are eliminated
- For older players – if you leave your ball to attack someone else's ball you are eliminated. This applies more toward the end of the game when there are only a few players left. It encourages players to maintain control of their ball at all times.
- Players of all ages love it when their coach plays this game with them. You are the target of the team so be ready.
- For older players or really big teams – as the number of players gets smaller the field may be too big so the coach can walk onto the field and declare that all the space behind them is now out of bounds. This will keep things interesting because the space shrinks with the number of kids.

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Power - Finesse:



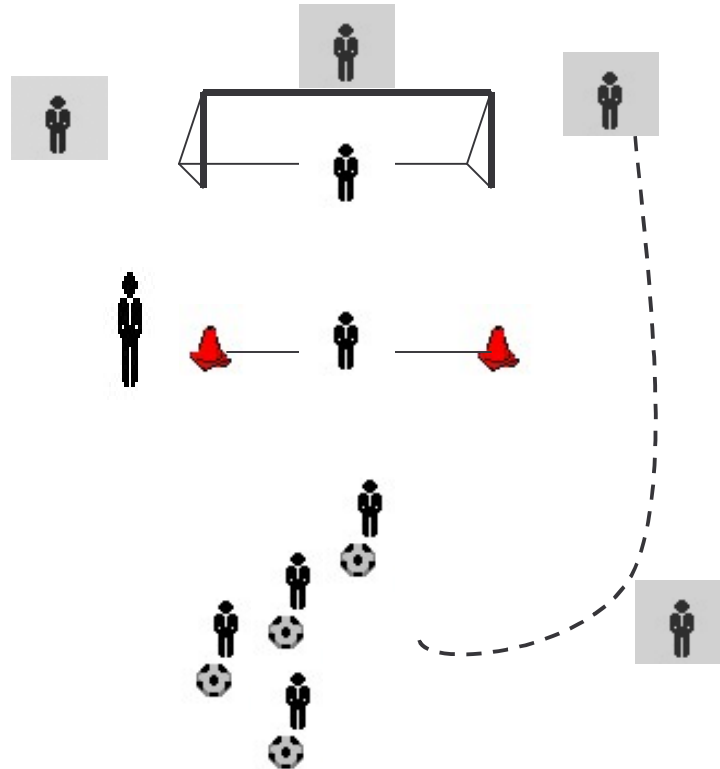
Set up two lines in front of the goal with cones. One should be around 10 yards in front of the goal and one should be around the 18-yard box. This can be shorter for smaller players. Divide the team into two teams (it does not matter if they are even teams). The players form a line 10 yards away from the second cone line. Each player will need to have a ball when they get to the front of the line. The two teams will alternate turns so have them line up accordingly. If the teams are uneven someone can just go twice. You will need a keeper or a coach in the goal. You will also need a coach off to one side of the goal with a supply of balls. The player at the front of the line will dribble to the first line and shoot before crossing the line (this is the power shot). As soon as the shot is taken the coach will pass a ball in from the side of the goal. The idea is to have the ball and the player meet at the second line where the player will 1-touch this ball into the net (this is the finesse shot). The player scores one point for each goal (max 2 points). These points are added to the team's total as they play. The coach should constantly shout out the totals for the teams as the game is going. Once everyone has had a turn the game ends.

Extras:

- If a player missed the goal, subtract a point (to emphasize finishing)
- Instead of using teams you can have players play alone. In that case each player must score 1 point to continue into the next round. If they don't they are eliminated until the game resets.
- The ball served from the coach can be in the air for a header

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Team Shooting Race:



This game is timed (2 – 3 minutes per side). The coach is the keeper of the time. Divide the team into two smaller teams (a keeper on each if possible or a neutral player can play goal for both teams). It does not matter if they are even. Set up a shooting line 10 to 15 yards in front of the goal. The coach should stay on this line to insure that no player shoots in front of it. The shooting team will have one player at the shooting line without a ball. The rest of the players will form a line 10 yards away. These players all need balls. The non-shooting team will be responsible for supplying the shooting team with balls. They will need to get behind the goal to chase balls that miss the goal. They will also need to retrieve balls from inside the goal (just have them be careful). Position one of the non-shooting players off to the side of the line so that balls can be sent to this player and prevent them from interfering with the shooting team (the non-shooting team should lose points if they throw balls into the shooting area or fail to keep the shooting team supplied with balls). On the coach's signal, the first player in the line will pass the ball to the standing player at the shooting line. This player will touch the ball back to the player for a shot (they should also get out of the way once they make the pass, once they have made the pass they go to the back of the shooting line). The player who shot the ball takes the place of the one who just left. The shot must be taken behind the shooting line (coach is the referee on this). This continues until the time expires. If the team is quick each player will shoot many times in a short period of time. Some players will forget that they need to become the "wall" and they will watch their shots. Try to help them out the first time you play then let them help each other stay on track.