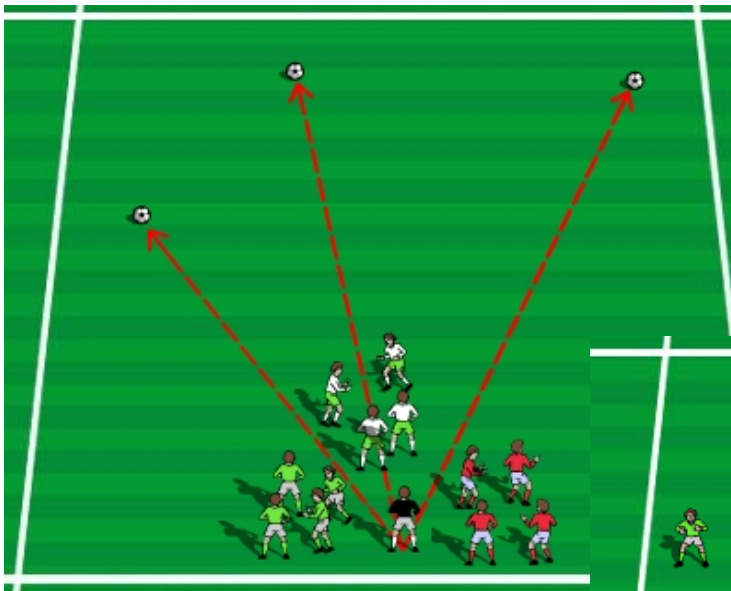


Players have pinnies tucked in back of shorts to create a "tail".

On "GO" move about grid attempting to pull out others tails.

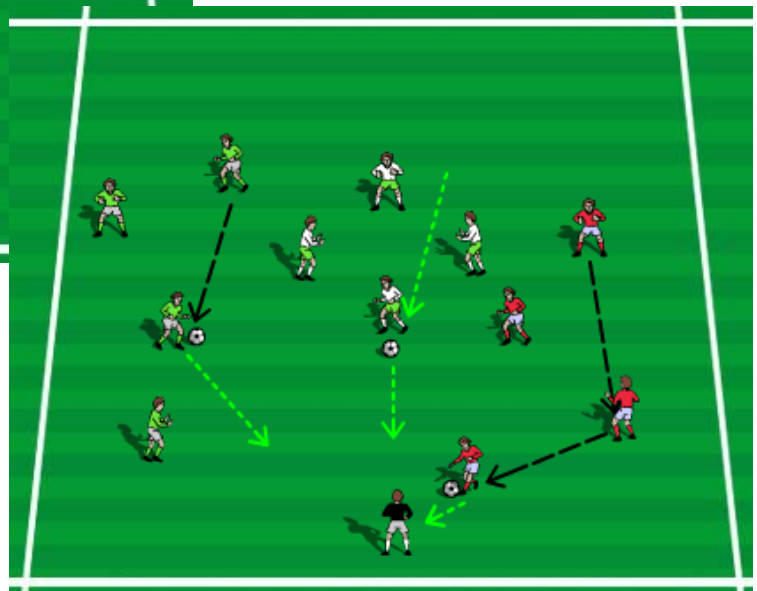
1. No ball (promote movement)
2. Ball in hand
3. Ball at feet, dribbling



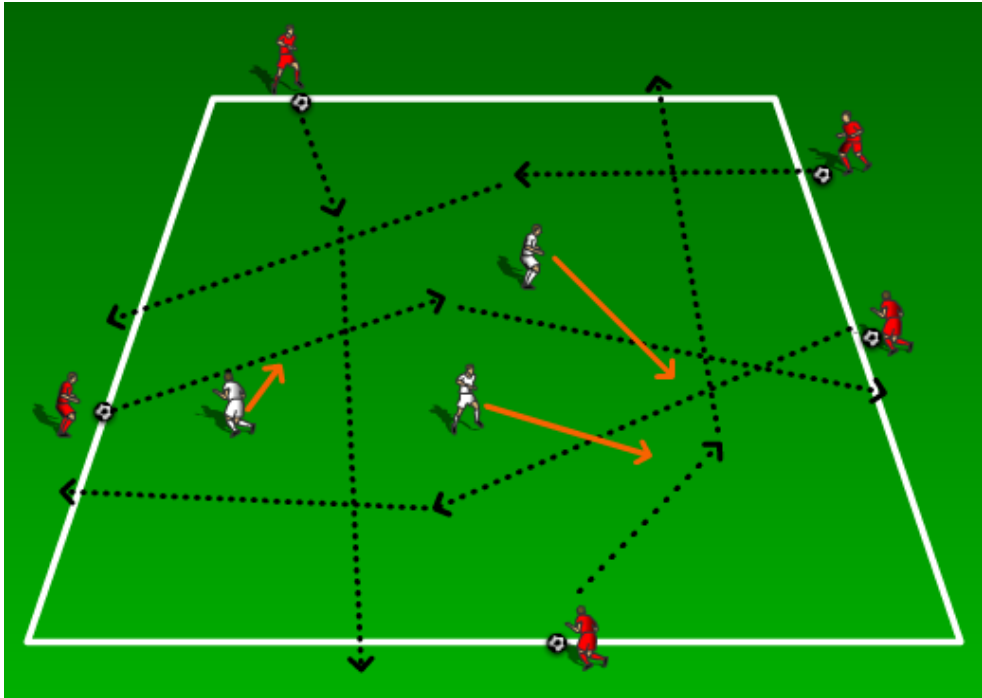
Full half field

a) Groups of 4, 1 ball per group. Coach kicks ball away, group brings ball back

- No restrictions
- Everyone must touch ball on way back to coach



- Minimum number of passes on the way back
- Exact number of passes on the way back
- Fast as you can, 2 passes or less
- As fast as you can, one player from each group defend against another group
- Coach move from initial spot, forces heads/eyes up, moves 'goal'



10x15 grid with extra room on outside

Slightly more attackers than defenders

Attackers attempt to dribble through grid.

1pt for short direction (out the side)
3pts for long direction (to opposite end)



“Eagles Nest” Game

a) Large Grid, square cone “nest” in each corner, 4 teams – one per nest

- Balls (eggs) in middle of grid. Teams start in own nest (1)
- “GO”= bring as many balls as possible back to own nest. Game ends at “STOP” (2)
- No mention of restrictions at first, see if creative problem solving follows (3)

