

### **Sharks and Minnows**

The minnows, the players with a ball, line up shoulder to shoulder on one end of the grid. Two players are designated as sharks and are positioned inside of the grid without soccer balls. On the coach's command, the minnows must dribble their ball through the grid and get to the other side without getting their ball stolen or kicked away by the sharks. If a player loses their ball while crossing the grid, he/she becomes a shark.

### **Leap Frog Race**

Players leap and duck over each other

### **Hit the coach**

Players try to manipulate their ball and kick it into the coach's feet. If they hit the coach then the coach has to imitate an animal the successful player chooses.

Introduce striking surfaces

### **Clean up your yard**

Play area is divided in half with a neutral space in the middle. Players are divided into two teams; each player has a ball. The object of the game is to try and get as much trash into the other team's yard before time runs out.

Progressions:

Players have to use a particular surface to get the ball across the "Fence"

Players have to get the ball from another player, coach, or parent before it goes over the fence