

Hospital Tag

The players dribble around within Soccer town. When the coach gives the signal they try to tag each other with their hands, while still dribbling and maintaining control over the ball. When a player is tagged, he/she has to hold onto the part of your body that was tagged with a free hand. The second time they are tagged they hold that body part with the other free hand. The third time they are tagged they are out.

To regain entry into the game a player must dribble to the hospital designated to be in one corner of the square and pay 3 juggles for the cure. Encourage all players to keep their head up to see where the other players are approaching.

Pong

This is a simple game. Two players play against each other and share a ball. They place two cones anywhere from 2-8 yards apart. They choose! Players pass back and forth to each other. The rules are that the ball must never stop, must always stay on the ground and must go through the two cones without touching them. Whenever this is violated the other person receives a point. Because of the rule that the ball must never stop, players have to play 1-2 touch. The closer the two cones are the closer the pairs are probably going to be. The farther apart they are, the more they will have to move laterally and look more like the old arcade "pong" game. Play for time and see who can become the Champ!

Gauntlet

Hit the coach variation. Coaches run the gauntlet. Players deal with moving balls
Introduce receiving concentration

Get'em

Collective dodge ball game. Players all start with a pinny in hand and without a ball. Balls are placed on the perimeter. One or two players start with a ball inside the grid. Once a player is tagged they lose the pinny then they help tag the other players. For every player they tag they get a point.

- Play stops when the last player gets tagged (the winner)
- Players announce their scores highest score (also the winner)
- The two winners start the next round

1. Dribble across the field.

2. Dribble through some pylons.

3. Play "Pirate", all the kids dribble the ball in a marked area and the coach tries to kick a ball out.

Skills should be broken down into smaller components. For example, passing may be learned by one kid rolling the ball to a passer, who tries to pass it back. Then have the kids slowly push the balls with the inside of their feet and finally have them pass it back and forth at regular speed.

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.