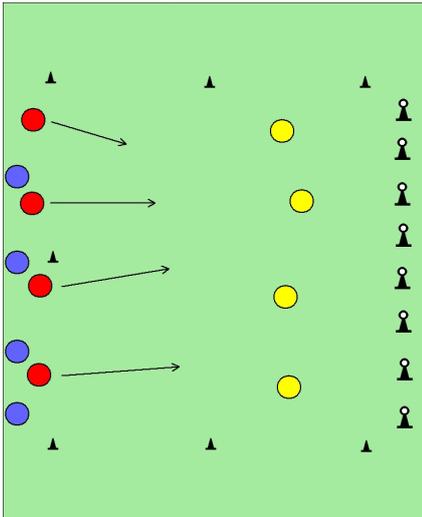




Tin cone alley

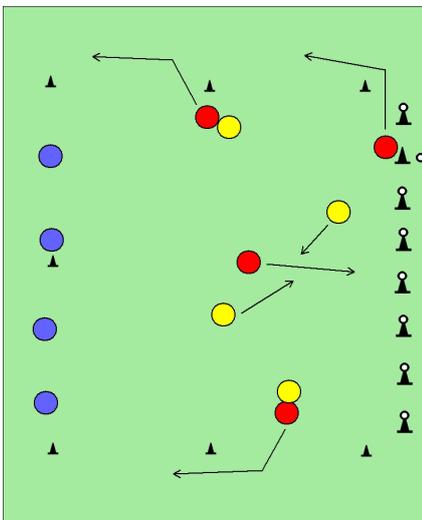


How it works

Four yellow players defend the cones with balls balanced on top of them at one end of a large playing area.

On a signal from the coach, the red players must try and run across the playing area and kick a ball off one of the cones. If you don't have enough balls then use the taller cones that can be toppled over.

The yellow players must try and tag them to send them back to the start to wait for the team to go again next time.

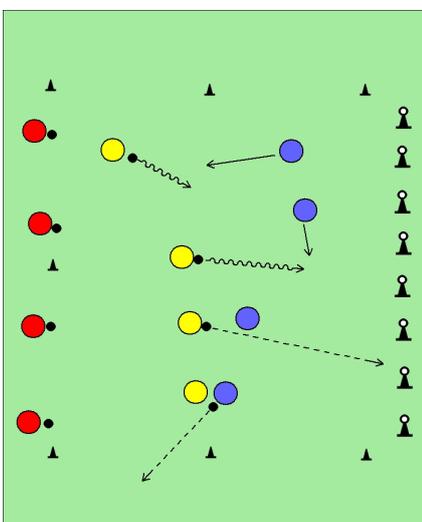


Two red players have been tagged and must return to the start by going around the edge of the playing area.

One red player has managed to escape the taggers and has kicked a ball off a cone. The fourth red player is still being chased by two yellow taggers.

When the yellow team have finished the blue team can start their turn and try to do the same thing.

Play a few rounds and then the red team become the taggers.



This time the players have to try and dribble a ball across the playing area to knock a ball off a cone. Players can pass from a distance to hit a ball or can try and dribble past the blue defenders to get much closer.

The blue players must try and tackle to win possession and kick a ball out of the playing area. Alternatively they try to make the yellow players pass/shoot at a ball from as far away as possible to limit their chances of knocking a ball down.

When the yellow team have finished the red team can start their turn and try to do the same thing. Play a few rounds and then the red team become the taggers.