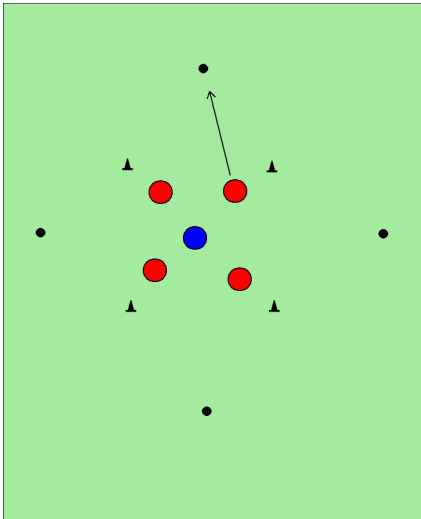




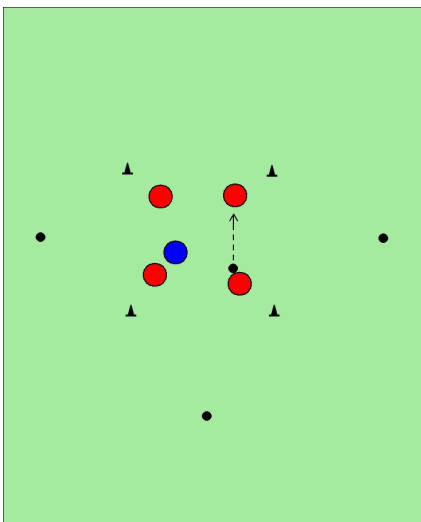
Fourball



How it works

Red player runs out of the grid to collect a ball. Player must pass the ball into the grid to another red player and then joins them to help keep possession of the ball.

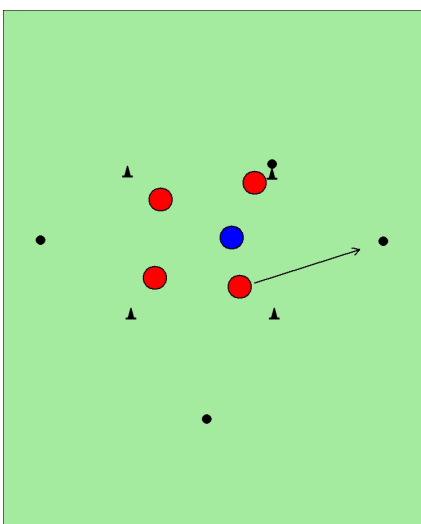
Blue player acts as a defender and tries to tackle or intercept the ball.



Red players try to complete a set number of passes eg. 10.

If the blue player gains possession of the ball and kicks it out of the grid then that ball is lost.

A red player then has to run out of the grid to get another ball to start the set number of passes again.



If 10 passes are completed a red player can dribble the ball to a corner cone and place it on top.

A different red player then runs out of the grid to collect another ball and the possession game is repeated.

The red players have to try to get all four balls on top of the cones to win the game outright.

However, the blue player can win the game outright by gaining possession of a ball and passing it to knock another ball off a corner cone. If this is achieved then the game stops.

Possible changes

Can be played 3 v 1, 5 v 1, 5 v 2 or any combination of numbers.



Grid - passing

Set a stopwatch and create a record time for different teams to try and beat.