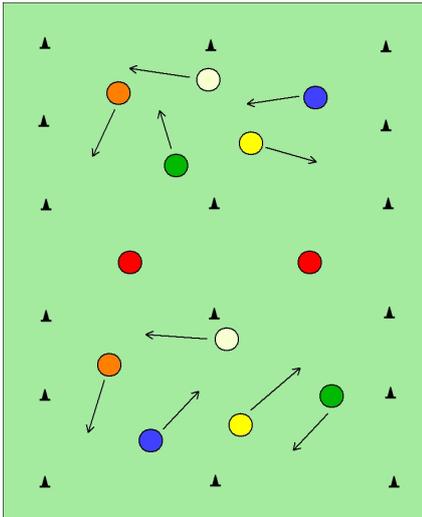




### Cross the void

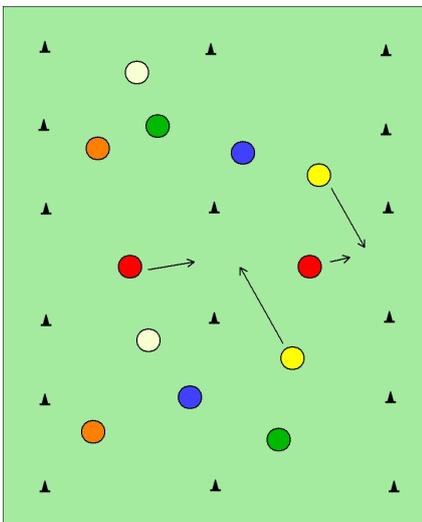


#### How it works

Players work with a partner and jog/run within each of the two safe areas either side of the void.

One pair starts in the central zone.

Each pair starts with ten points.



The coach then calls out a colour and that pair have to try and cross the void without being tagged by either of the red players in the middle.

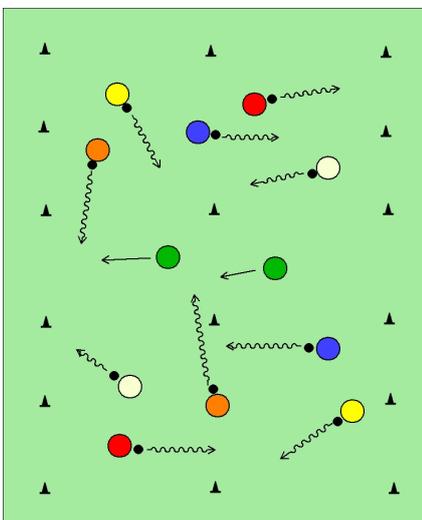
In this diagram the coach has called 'Yellow' and both players have reacted quickly to get safely across the void. Each player who gets across receives an extra point to their team score.

The middle pair get an extra point for any player that they tag within the void.

Whatever happens the pair still cross and keep playing. The players continue to jog/run around until the coach calls another colour or more than one colour if they so wish.

Several rounds are played and then the middle pair are swapped. After all the pairs have taken a turn in the middle the team with the highest point

score wins the game.



This time the players dribble a ball within each of the two safe areas either side of the void.

When a colour is called that pair have to try and dribble their ball safely across the void. They are not allowed to just kick the ball across and chase after it. The pair in the middle have to try and win possession of a ball and kick it out of the playing area.

Points are scored in the same way and the winners are the pair with the most points after each has taken a turn in the middle.

#### Possible changes

Pair in the middle swap out as soon as they tag or tackle a player within the void. Play for 5 minutes and try not to be in the void when the time is up.