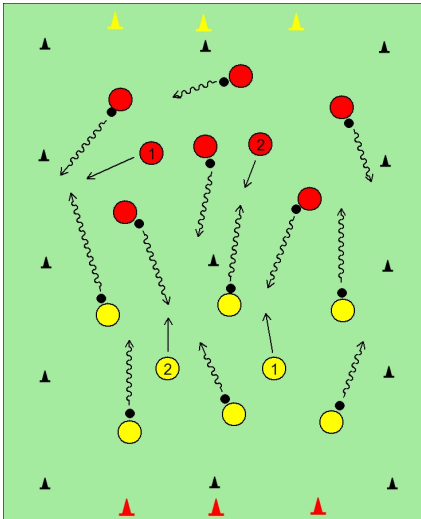




Large area - dribbling

Cone rescue

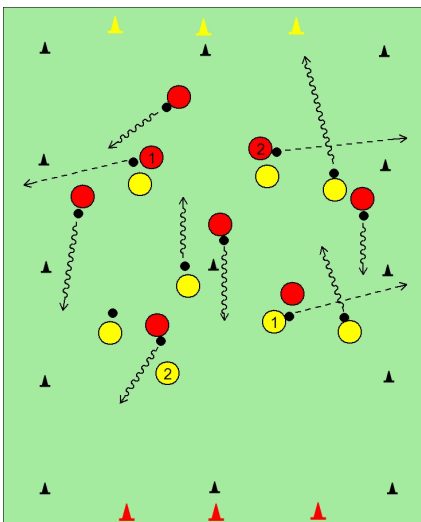


How it works

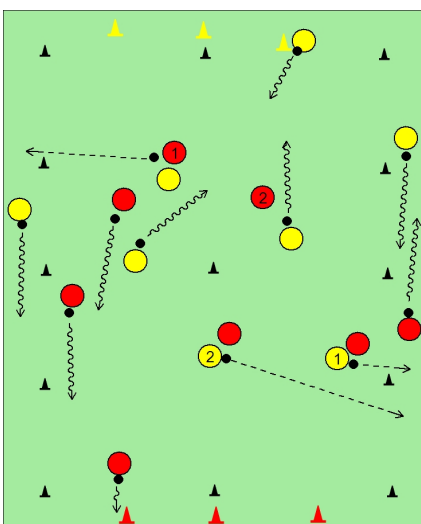
Two teams start in opposite sides of the playing area. Most players in each team have a ball but one or two players don't, depending on numbers of the whole group.

On a signal from the coach, the red and yellow teams have to try and capture and return a cone of their own colour to their end of the playing area.

Red and Yellow Players 1 and 2 have to try and stop the opposing team from capturing and rescuing a cone.



They do this by tackling opposing players and kicking their ball out of the playing area. That player then has to go and fetch their ball and re-enter the game by dribbling the ball back in at their end of the playing area only (not from the side).



When a red or yellow player reaches the other end and picks up a cone they must try and bring it back into their own half of the playing area. They do this by carrying it whilst dribbling. If they get into their own half of the playing area the cone is rescued and can be placed at their own end.

If Player 1 or 2 tackles them and kicks their ball out of the playing area whilst carrying the cone they must replace it. They can only then run to fetch their ball and re-enter the game as previously stated. The cone can be passed to another player on their team to rescue as long as it was done before the player was tackled.

Play until all a team's cones have been rescued or for a certain time limit.

Possible changes

Play as a tagging only game at first. Keep 1, 2 or 3 players who are only allowed to tag opponents (depending on numbers) and the rest of the team

trying to rescue the cones.