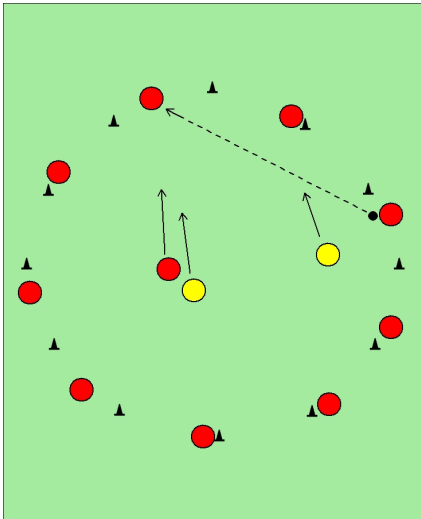




Get out of there

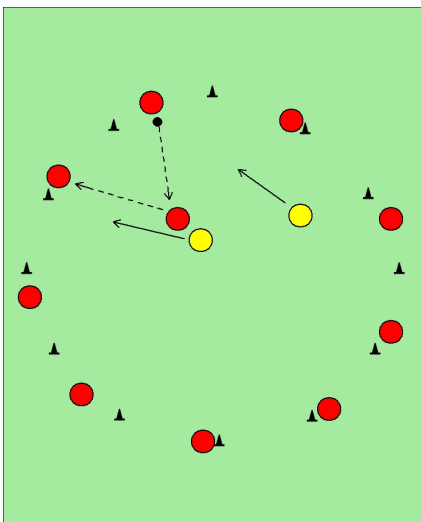


How it works

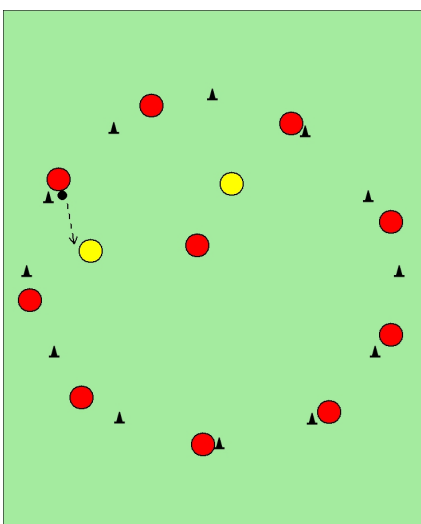
Players stand evenly spaced around the circle and must try and pass to each other to keep possession of the ball.

They can also pass to the one red player inside the circle.

The yellow players must try to intercept a pass or force an error through pressure on players in and around the circle.



Play continues with the red players trying to achieve as many passes as possible without an error being made.



If one of the red players around the circle makes a mistake and loses control then that player takes the place of the red player in the middle.

If the yellow players intercept a pass they must try and make three passes between them. Only the red player in the middle is allowed to try and prevent this from happening.

If successful the yellow players can 'get out of there' and each of them chooses a red player to take their place inside the circle.

Each time there is a change to the group of red players they must try to beat the previous record number of passes made.

Possible changes

When an error is made by any of the red players they must immediately swap with one of the yellow defenders.