

## GOALIE GAME

- ◆ Teams of 1 to 3 players
- ◆ 5 m x 10 m to 10 m area

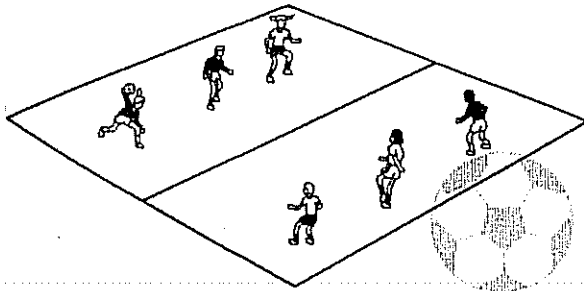
Each team must defend their goal line using any part of the body, including hands. Players can move anywhere in their own half of the field but must not cross the halfway line. A goal is scored when a player throws the ball over the opposing team's goal line.

### Progression:

Players can score by kicking the ball across the opposite goal line.

### Skills:

catching, shot stopping, kicking, agility, coordination



## GOAL ALLEY

- ◆ 6 to 12 players
- ◆ 10 m x 15 m to 10 m x 30 m area

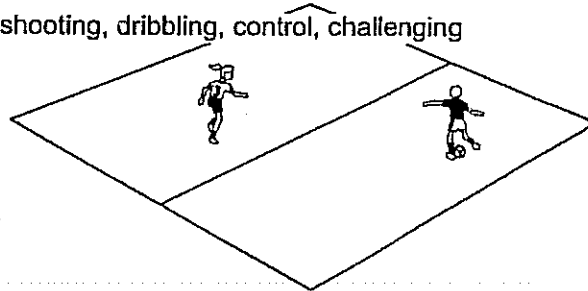
Players work in pairs with 1 ball between them. Each player defends his/her goal while trying to score on the opponent. Players have unlimited touches but must remain in their own half of the playing area. Hands cannot be used. Players try to block shots and control the ball to prevent a goal. Change partners after 5 minutes.

### Progression:

If the ball rebounds across the halfway line or out over the side line when a save is being made, possession goes to the opponent.

### Skills:

shooting, dribbling, control, challenging



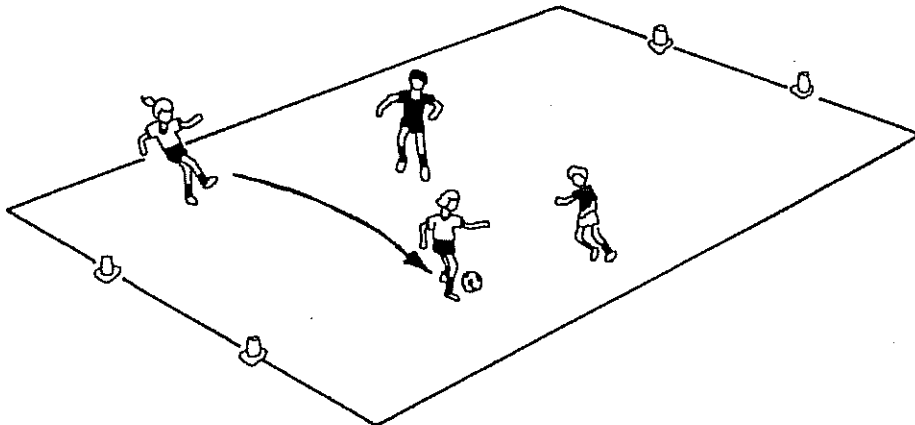
## 2 V 2

- ◆ 4 to 12 players
- ◆ 20 m x 20 m area

The normal rules of soccer apply except that kick-ins are taken instead of throw-ins and goal kicks are taken after goals are scored. After 5 minutes of play, change opponents by rotating teams.

### Skills:

passing, dribbling, shooting, attacking, defending, challenging, vision and awareness, reading the game



## 3 V 3

- ◆ 6 to 12 players
- ◆ 30 m x 20 m area

The normal rules of soccer apply except that kick-ins are taken instead of throw-ins and goal kicks are taken after goals are scored. After 10 minutes of play, change opponents by rotating teams.

### Skills:

passing, dribbling, shooting, attacking, defending, challenging, vision awareness, reading the game

# MORE GAMES

## 4 GOAL GAME

- ♦ 6 to 12 players
- ♦ 30 m x 20 m to 40 m x 30 m area

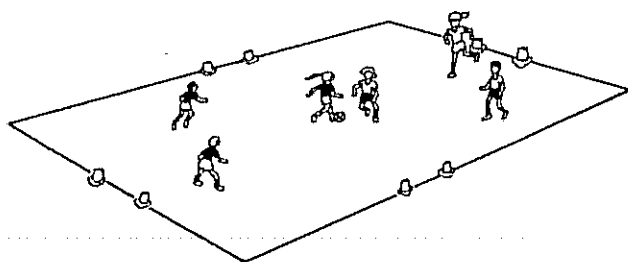
2 equal teams play against one another. There are no goalkeepers. Each team can score in any of the 4 goals. All restarts are "kick-ins" from where the ball leaves the field.

### Progression:

Introduce 4 parents as goalkeepers.

### Skills:

dribbling, shooting, passing, control, challenging, vision and awareness.



## SCORE ON A GROWN-UP

- ♦ 6 to 12 players
- ♦ Mini-Soccer field

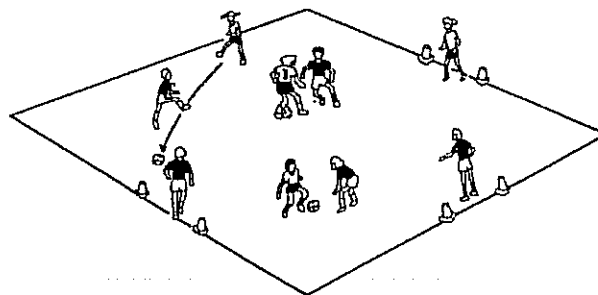
Players work in pairs with 1 ball between them. 3 to 6 goals are set up around the field with a parent acting as goalkeeper in each one. Parents serve the ball to the 2 players facing them to start the game. Players try to beat their partner to the ball and score against a parent. After 2 minutes of play, players attack a different goal.

### Variation:

Change partners every 2 minutes.

### Skills:

control, shooting, dribbling



## LINE SOCCER

- ♦ 6 to 12 players
- ♦ 30 m x 20 m to 40 m x 30 m area

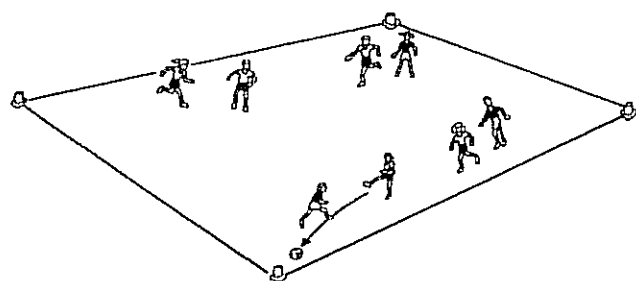
2 equal teams play against one another on a field where the goals are the 2 end lines. There are no goalkeepers. Each team attacks the opposite end line and tries to score by dribbling or shooting the ball across it. All restarts are by kick-ins.

### Progression:

Add a parent to each team as goalkeeper.

### Skills:

dribbling, shooting, passing, control, challenging, vision and awareness, team work



## TRIOS

- ♦ 6 to 12 players
- ♦ Mini-Soccer field

As with "Score on a Grown-up" but with 3 players playing against one another. After 3 minutes of play, the players attack a different goal.

### Skills:

shooting, dribbling, control, challenging

