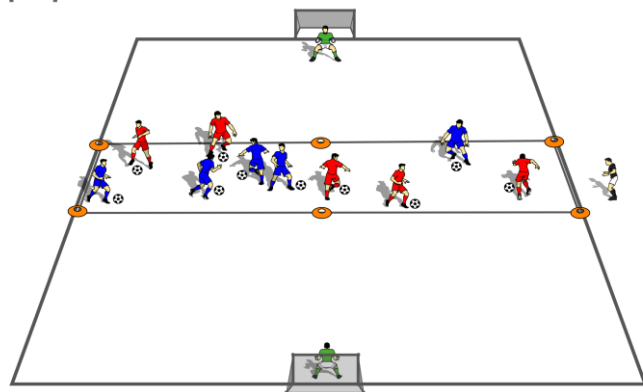
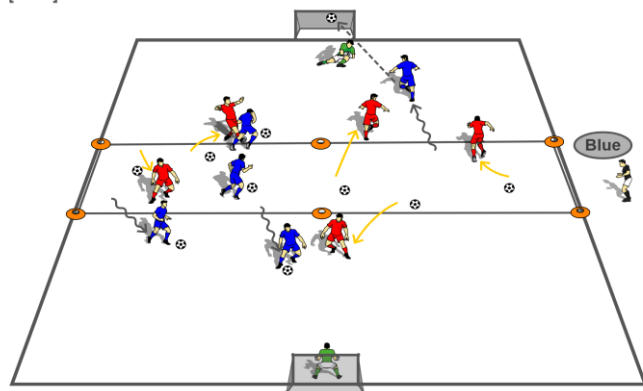


[Pic.1]



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[Pic.2]



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#### Grid Size:

- 50m x 20m.

#### Players:

- 12

#### Explanation:

- Divide players into two teams, with a GK at each end.
- All players have a ball and begin by dribbling anywhere inside the central zone (orange) **[Pic.1]**.
- Next, the Coach will call out either Blue or Red.
- If the Coach calls Blue, the Blues must run their ball towards either goal and try to score past the Goalkeepers **[Pic.2]**.
- The other team (Reds), will leave their ball in the central zone and try to prevent the Blues from scoring.
- If any Reds win possession of the ball from their opponent, they should run the ball out of the area to finish the move.
- Once all the players have finished, count how many goals were scored.
- Rotate the Goalkeepers and return for the next round.

#### More Advanced:

- Players have limited time to finish (e.g. 6 seconds).

#### Less Advanced:

- No Goalkeepers.

#### Other possibilities:

- Defenders tag their opponents rather than tackle.
- Players run their ball over the end line to score (no goals).
- Players are paired up and can only challenge their partner.