

KNOCKOUT

- Organization:** Each player with a ball.
- Structure:** Random formation in a confined area (15x15 yards).
- Procedure:** This game is often played when teaching shielding. Each player dribbles under control and attempts to kick opponents ball away. Traditionally, when a player's ball is out of the area they are knocked out of the game! The new approach says that when the player's ball gets kicked out of the area; give them a task to get back into the game (10 ball taps, 2 juggles). After a few minutes, you may want to say there are 30 seconds left. If player's ball is knocked out now, they must stay out.
- Coaching:** Keep the ball close.
Head up so you can see the opponents.
Use both feet.
Bend your knees and stay low.
- Analysis:** Improves dribbling, shielding, balance, coordination, and vision.
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MINI-WORLD CUP

- Organization:** Coach is in the goal with the balls. The players are out in a 20X20 yard area in front of the goal.
- Procedures:** The object is to score goals on the coach. The coach starts play by throwing a few balls into the area. It is every man for himself and as soon as a player scores, they qualify for round two of the world cup and go sit behind the goal. This continues until one player is left and that player is out of the cup. Everyone that qualified for round two is back in the area and the coach serves a few more balls out to begin play. Continue until a world cup champion is crowned
- Coaching:** Aim for the corners.
Keep your head up to see the field.
Strike the ball with the top of your foot, not the toe.
Step into your shot and follow through.
- Analysis:** Improves dribbling, shooting, vision, coordination, and balance.