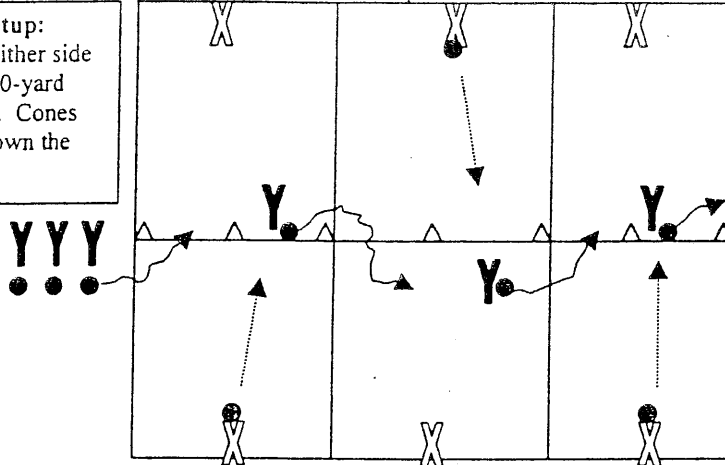


SOCCER MINI GAMES (SHOOTING)

19. Bowling

Game Setup:
2 teams either side of a 20x30-yard rectangle. Cones spaced down the middle.

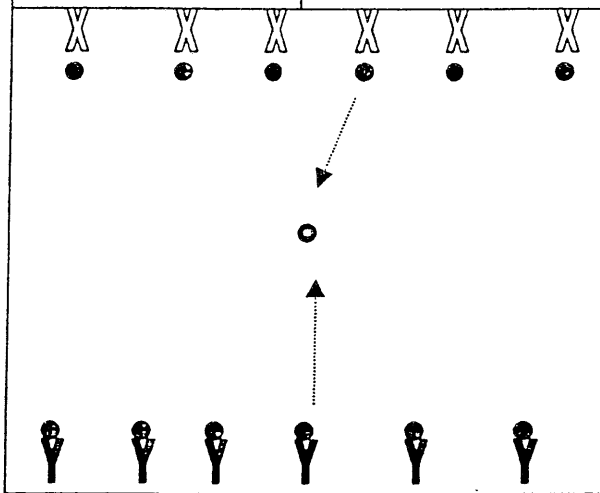


Basic Sequence:
Team Y has to run through the cones without being hit by the X team with a ball.
Guidelines:
Ball must stay knee height or below. If a player is hit, they are out of the game.

Variations:
Can have Y team run without a ball to make it more difficult to be hit.

20. Pinball

Game Setup:
2 teams on either side of a 20x30 yard rectangle. Each player has a ball.

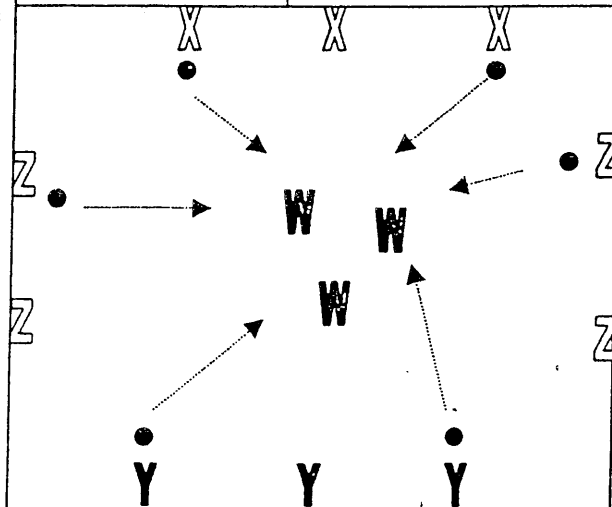


Basic Sequence:
A ball is placed in the middle of the space & players have to kick their balls against it.
Guidelines:
Winning team is able to hit the target ball past their opponent's end line.

Variations:

21. Dodgeball

Game Setup:
4 teams. 3 teams take position outside the 20x20-yard square, with 1 team in the middle.



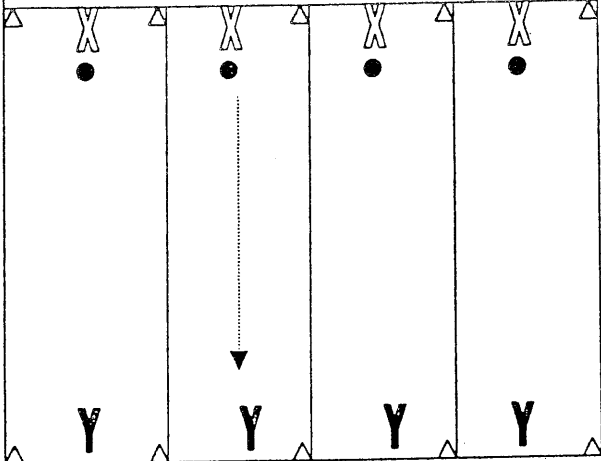
Basic Sequence:
Team in the middle (W's) have to dodge the balls delivered from opponents on the sides of the square.
Guidelines:
Must pass at knees or below. When hit, defenders are out of game.

Variations:

SOCCER MINI GAMES (SHOOTING)

22. Shooting Technique

Game Setup:
2 player's 20 yards apart in a 10 yard wide channel.

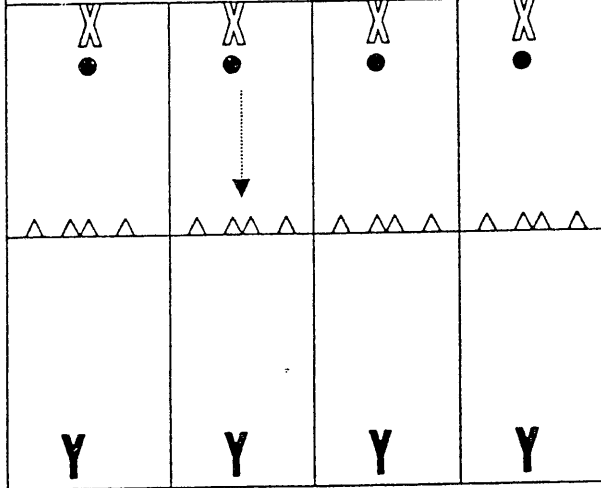


Basic Sequence:
Players take turns striking the ball to each other.
Guidelines:
Looking for accuracy not necessarily power.

Variations:
Players now have to shoot the ball past their partner to score.

23. Coconut Shy

Game Setup:
As above with 4 cones spaced apart in center of channel.

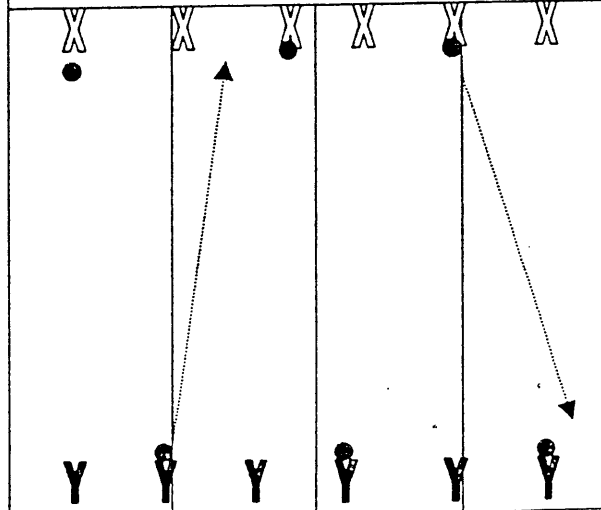


Basic Sequence:
Players score points by knocking down the cones.
Guidelines:
Each player takes turns to knock over cones.

Variations:
Form 2 teams & have players on each side by in competition with each other.

24. Cross-fire

Game Setup:
As above with no cones in center.



Basic Sequence:
As above, with players scoring by shooting the ball past their opponents end line. Coach records the # of goals each team scores in 45 sec. Players must shoot from own end line.
Guidelines:
Players can use hands to stop balls. If they move off end line to retrieve balls and are hit by opponents, then they are out of game.

Variations: