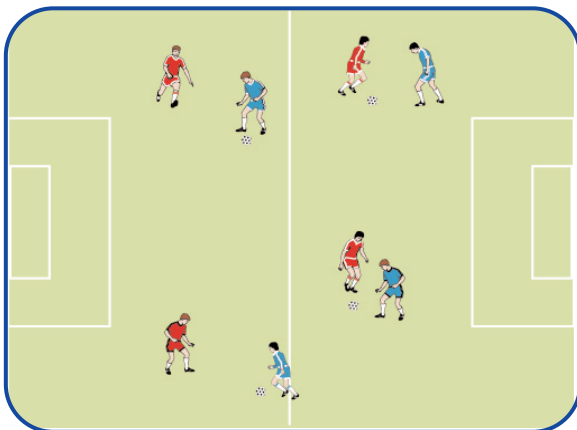


## Balls Galore



### Activity Organization:

Play on a half or full field with goals. Divide the players into two teams of 6-11 per team, including goal keepers, with 3-6 balls.

Play a normal small-sided game, with the exception of playing with more than one ball. If the players always chase after one ball in a beehive fashion, give them more honey!

### Implications for the Game

#### *Technical*

- Dribbling
- Passing
- Receiving
- Heading
- Shooting

#### *Physical*

- All the physical demands of a game
- Short and long distance running
- Changing direction, fighting for the ball, etc.

#### *Tactical*

- A great opportunity for the execution of individual and group tactics
- The game breaks down into many 1v1 duels, 2v1, 2v2, 3v1 3v2, 3v3, and so on under real pressure of a match
- Some players will stay in the back and defend calling for help; some players will track others the length of the field; some will take leadership role

#### *Social/Psychological*

- A very high opportunity for success in scoring goals and becoming very involved in the game
- Players call for help from teammates Opportunity for creativity through a highly motivating game
- Problem solving and risk taking skills

### Related Activities

- Many Goals
- Four Corners
- Touch the Cones