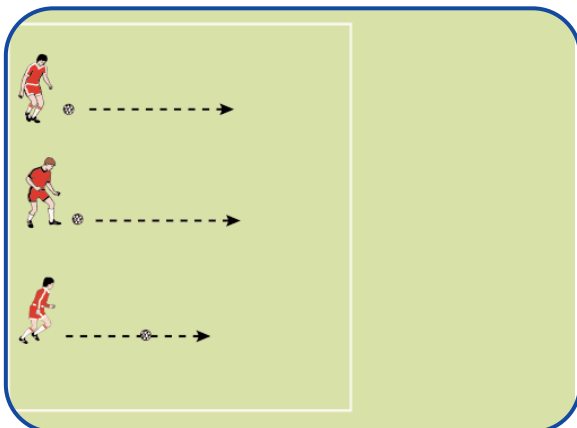


Edge of the World



Activity Organization:

Each player has a ball in a confined area.

Players start at one end and pass their ball to the other end line. They must run after their own ball and control it before it 'falls off the edge of the earth.'

Players can only strike the ball once when passing it. The challenge is to get as close to the line without going over.

Why not try it with a partner? The partners run to control each other's ball.

Implications for the Game

Technical

- Proper pacing of pass
- Passing accuracy

Physical

- Sprinting

Tactical

- Creates tendency for immediate movement after the ball following a pass

Social/Psychological

- Self-pacing activity
- Allows players to take safe risks

Related Activities

- Red Light, Green Light
- Open and Close Gates
- Bridge Passing