RISKY BUSINESS

TECHNICAL

Dribbling
Running With
Twisting *The Ball*
Teasing
Tackling *Passing*
Protecting
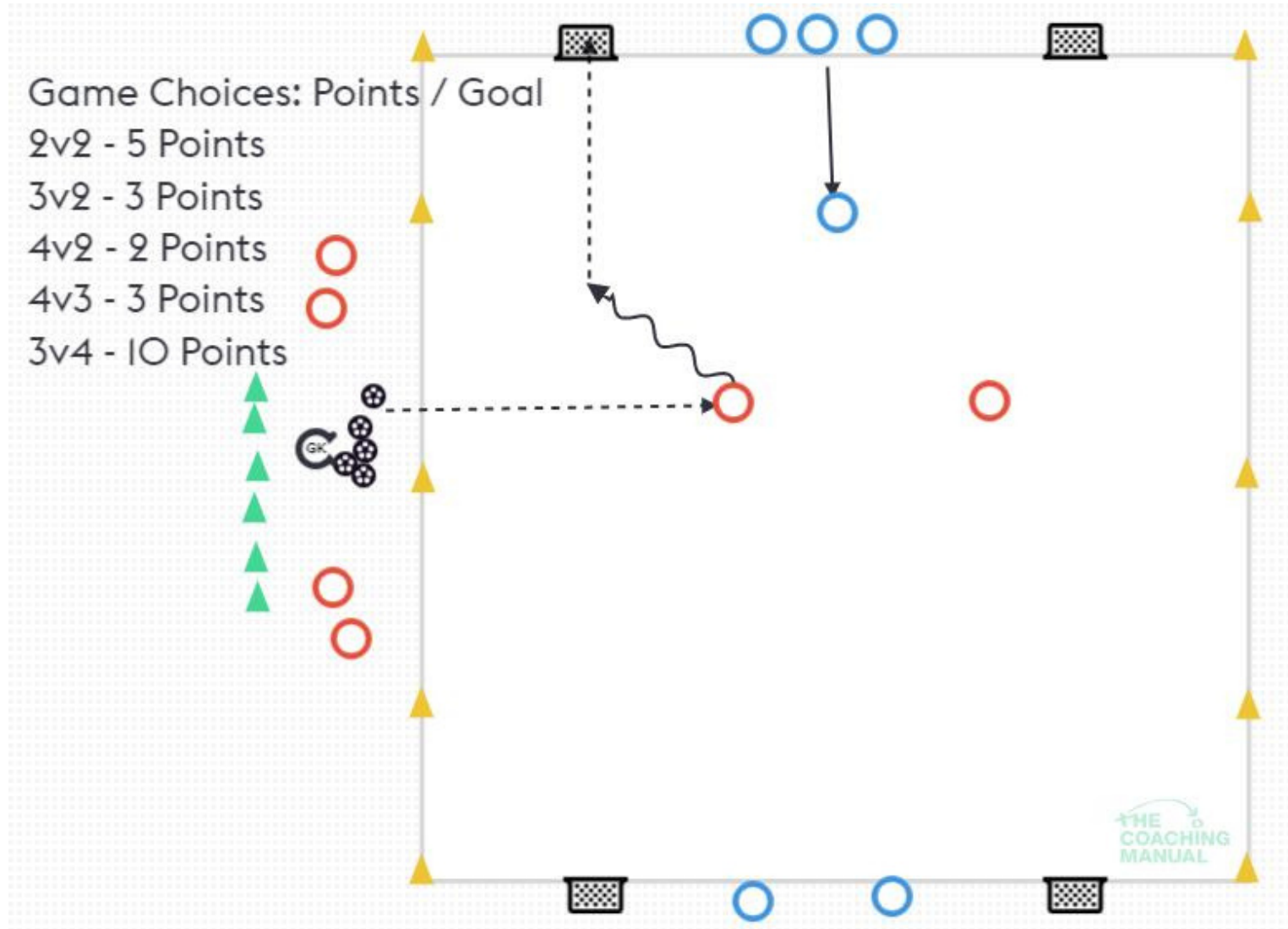Shooting

Game Choices: Points / Goal
2v2 - 5 Points
3v2 - 3 Points
4v2 - 2 Points
4v3 - 3 Points
3v4 - 10 Points

TACTICAL

Dribble/Protect?
Dribble/Shoot
Take On/Or Turn Away?
Dribble/Run With The Ball
Pass/Shoot?
Dribble/Shoot?

PHYSICAL

Walking
Sprinting
Jogging
Kicking
Pushing
Shielding

PSYCH/SOCIAL

Fail & *Teamwork*
Try Again
How are your *Experimen*
friends playing?
Deal With
Don't Give *Pressure*
Up
Next Game

How To Play:

- 2 Teams, Red & Blue – 1 attacking team – starts from the side of the field, 1 defending team split behind each goal
- The attacking team has 6 balls (lives) to play with
- Each life, they get to decide how to attack
  - 2v2 = 5 points
  - 3v2 = 3 points
  - 4v2 = 2 points
  - 4v3 = 3 points
  - 3v4 = 10 points (3 attackers vs 4 defenders)
- **When the ball is dead** (conceded a goal, ball out, keeper control), the attacking team decides what to play next
- **IF the attacking team scores**, they keep the players on the pitch, they play again, attacking the opposite goal
- When all 6 lives are used, swap over.

Progressions

- Time Limit – Set 30 seconds for the team overloaded to score – no goal = new defender to enter

Coaching Points		
In Possession (Me)	**In Possession We (Team Mate ON Ball)**	**Out Of Possession**

• **BE A MAGNET!**
  ○ Can you attract a defender to you?
• Can you **beat** your player?
  ■ Dribble/Run With The Ball
• Can you play away from the defender with a pass?
• Can I Keep The Ball?
  ○ Dribble/Protect
• Can I create a chance to score
  ○ twist, turn, tease & "create a yard" for a shot on goal
	• **Get Away From Danger**
	• **Get Away From Team Mate**
	• **Create A Clear Path**
	• Communicate
	  ○ time or man on?
	  ○ Ball to feet or in space?
	• Support the play
	  ○ movement behind the ball
	  ○ move ahead of the ball
	  ○ stretch the play wider
		• **Get The Ball back**
		  ○ Get/Stay Behind The Ball
		• Can you win and keep the ball?
		• If you can keep the ball can you score?
		  ○ With team mates, keep the ball by finding one

Super Power: Can't Be Tackled	**Coaching Spectrum:** *<<<Super Power or Constraint>>>*	**Constraint:** 1 Touch or 4 Touches