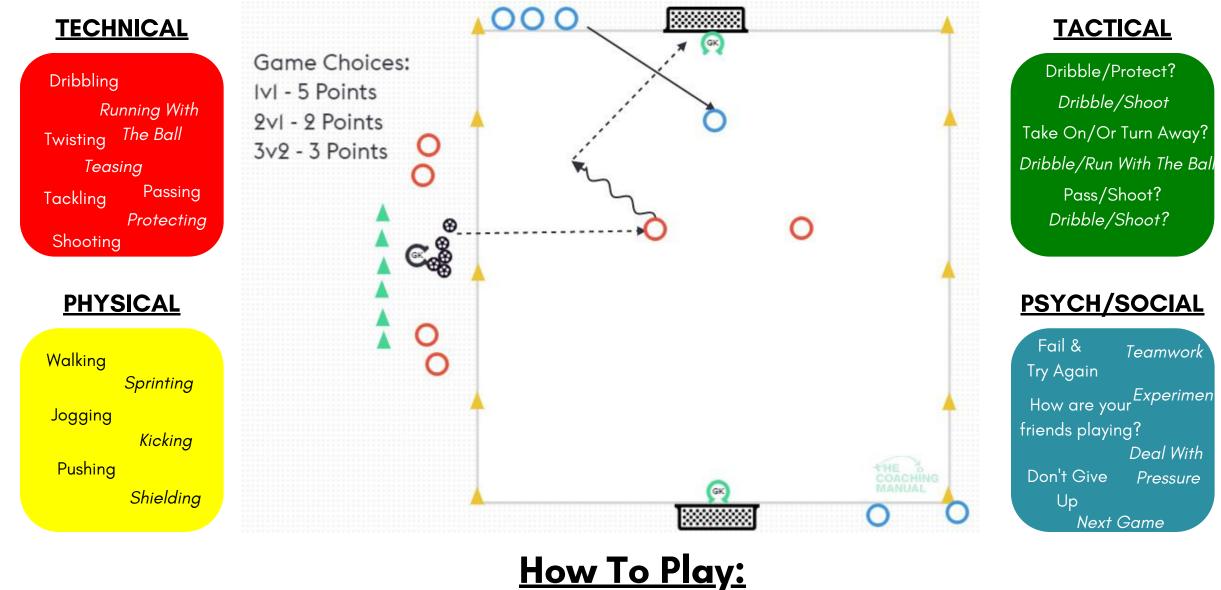
RISKY BUSINESS



- 2 Teams, Red & Blue
- 1 attacking team starts from the side of the field, 1 team 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
 - \circ 1v1 = 5 points
 - \circ 2v1 = 2 points
 - \circ 3v3 = 3 points
- 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
- Can the defending team connect a pass for 1 goal or find the coach with a pass to end the game
- When all 6 lives are used, swap over.

Progressions

- Add numbers / Balance the teams Change the game to 2v2/3v2/3v3
- Change the value on the points ie if you want to work on dribblling 1v1 give the 1v1 most points

Coaching Points		
<u>In Possession (Me)</u>	<u>In Possession We</u> (<u>Team Mate ON Ball)</u>	<u>Out Of Possession</u>
 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: Goals = 3	<u>Coaching Spectrum:</u> << <super <u="" power="">or Constraint>>></super>	<u>Constraint:</u> 1 Touch or 4 touches

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