## GOALIE WARS <br> GOALKEEPER \& SHOOTING GAME



How To Play: (4 or 5 minute games)

- 2 Teams Red \&Yellow
- Field Split in Half - Yellow side \& Red Side - 1 goals for each half
- First goalkeeper gets a ball out of the goal and tries to score
- Goalkeepers can score via:
- Place down and kick = 1 goal
- Dropkick = 2 goals
- Throw/Bowl = 3 goals
- Roll = 5 goals
- Goalkeepers cannot cross the halfway line to score
- If the goalkeeper:
- Scores - Stay in, get another ball, try to score again
- Shot Missed/Save - They are out, NEXT KEEPER GETS IN OUICK
- Saves a shot/shot versus them is missed = GET A BALL AND SHOOT!


## Progressions

- Rebounds - if your shot is saved but not held you can finish on the second attempt
- Poacher - Add a striker/poacher who can be awkward in front of either keeper and finish any miss saved shots/shots of the post or bar.

| Coaching Points |  |  |
| :---: | :---: | :---: |
| Pre Save | Post Save | Distribution |
| - Set position <br> - Loaded like a spring <br> - crouched <br> - small steps on toes <br> - eyes on the ball <br> - hands ready <br> - Close the angle <br> - cover the side of the goal closest to the ball <br> - Feet first <br> - Small steps <br> - Move feet to get inlne with the ball <br> - Get body behind the shot <br> - Ready to stretch arms and legs if needed <br> - Catch or Parry | - Recover post save - Get up quickly <br> - Set to save again | - Make a decision <br> - Place and Kick <br> - Roll ball out in front <br> - Select target <br> - Step in <br> - Select Surface of foot (Laces/instep) <br> - Pick spot on ball to strike <br> - Step through the strike <br> - Drop Kick <br> - Pick target <br> - light toss of the ball up <br> - Pick spot on the ball <br> - strike through the ball <br> - Throw <br> - Roll |
| Super Power: <br> Instant Replay | Cocching Spectrum: <<<<Super Power or Constraint>>> | Constraint: <br> 2 Keepers |

