



Whats the time Mr Wolf

Purpose: To incorporate a turn and change of speed while dribbling the ball

Organization

1. Each player has a ball in a 20x20 yard area and stands opposite the coach
2. The game starts by players asking the coach, "What time is it Mr Wolf?"
3. The coach turns around and calls a time such as "6 o' clock ". Players and coaches then takes six steps forward and asks again "What time is it Mr Wolf?"
4. This continues until coach calls "dinner time". As soon as this happens, players must get back to the start line before being tagged
5. If the players are tagged they become a Mr Wolf with the coach

Coaching Points

1. Keep the ball close
2. Turn and accelerate away
3. Listening to calls, seeing and knowing where to be on the field