

# GAMES

All games can be altered to suit the priority of the team at the time.

## ‘WAR’

(shooting, goalkeeping, crossing)

This game is used to teach shooting as a priority. Therefore, looking for the shot should be the first thought, passing should be secondary.

Create a clearly defined playing area with two goals (if playing on a lined field, the 18 yard box is ideal). Have a goalkeeper in each goal. Divide your team into 3 or 4 different teams of 3-4 players. 2 teams start out in the playing area, the remaining team(s) serve(s) the ball from outside the playing area. If you are working on crossing the ball, make that the required serve. Otherwise, any pass into the playing field is considered a serve. Teams may score in either goal. Rotate teams every 1-3 goals.

Rules: If the ball goes out of bounds or a goal is scored, a new ball is served IMMEDIATELY. During the rotation, the ball should still be served immediately (this will only work with 4 teams) as to encourage quick transition. Balls deflected off of the keeper are considered in play. Balls caught by the keeper should be returned to a serving team, a new ball should be served immediately. Serving teams are responsible for fetching balls to keep game going.

