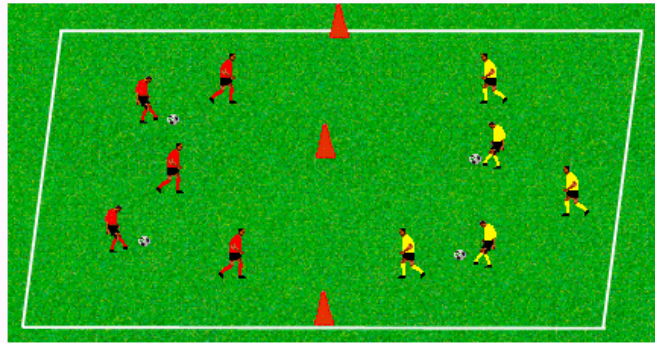


Shooting/Striking the Ball

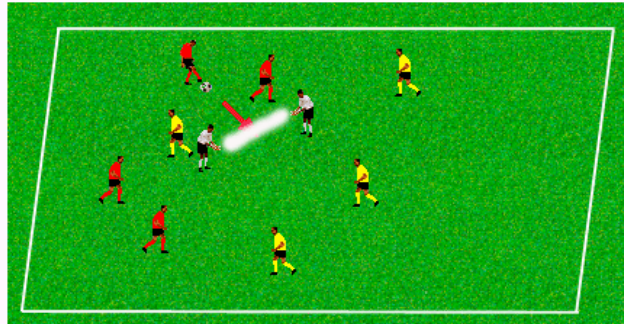
Junkyard Soccer (U6 to U10)

Divide team into two teams. Each team goes to a half. Use an odd number of balls, like 5. The objective of the game is to strike the ball into the other team's yard. Each team wants to have a clean yard when time is called by the coach. The team that has the fewest balls on their side when time is called gets a point. Play to a certain amount of points or for time. Variation: Give each team a point every time they can strike the ball past the back line of the playing area. Another variation is to require a pass to be made to a teammate before the ball can be struck back to the other half.



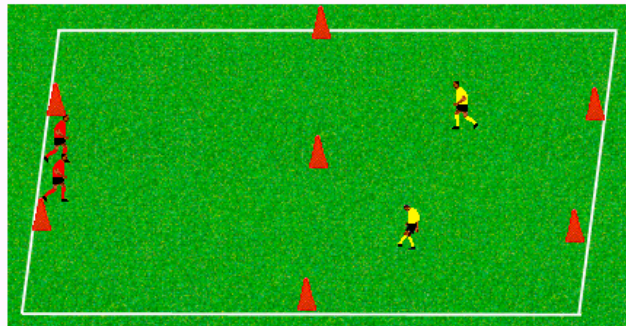
Moving Goals (U6 to U10)

Two teams play a normal game except the coach and a helper or holding a rope, vest, large pole, etc between them. This represents a goal. The goal moves around and the two teams play around the goal and try and shoot the ball under the goal, which is constantly moving around the area



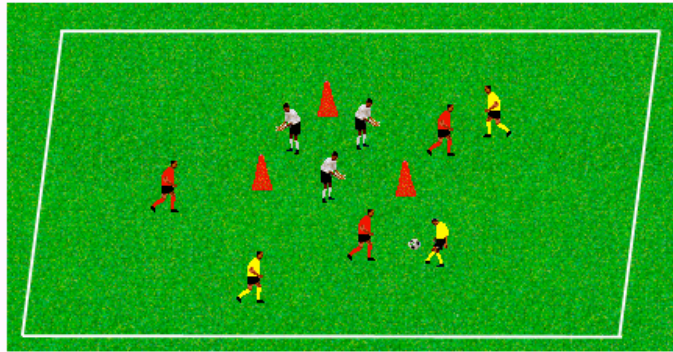
Partner Shooting (U6 to U10)

Two pairs play against another pair. Each pair is one half of an area. Goals are marked out. Each pair must stay on their defending half of the area. As a pair, they work together to try and shoot the ball past the other two players and between a goal or a line. At first, have one player roll a ball to their teammate who shoots. Then progress to passing to their teammate. The two players, who attempted a shot, run back and go into goal. Pairs should take turns. Play for a certain number of points or for time.



Triangle Goal (U8 and U10)

Two teams play around a triangular shaped goal. Play like a normal game. Each side of the triangle has a goalkeeper between two cones. Two teams play against each other and try and shoot the ball past one of the goalkeepers in between the triangle. Play for time and then rotate the goalkeepers.



Olympics (U6-U10)

Three teams of 2-3 players. Game is played to one goal. As a coach, you have a pile of balls ready to go on the side. Each team of three picks a country name. When a team scores a goal, then run off the field and yell their country name. The first team to score gets “Gold”. The remaining two teams play until one of the two teams scores a goal and then they run off. For being second, they get “Silver”. The last team that was scored on gets “Bronze”. Play more rounds and then tally up the medals to see who had most Gold medals. You could also give each medal a point value and at the end, tally the amount of points.



Shootout (U8 and U10)

Two teams each take a place behind the goals. The coach will yell out a number of players and a direction like “2 Right”. Two players from each team run by the right side of the goal and then come in. The coach can call any number and direction. After the coach yells out a number and a direction, they roll in a ball for the players. Play for time or a certain amount of points.

