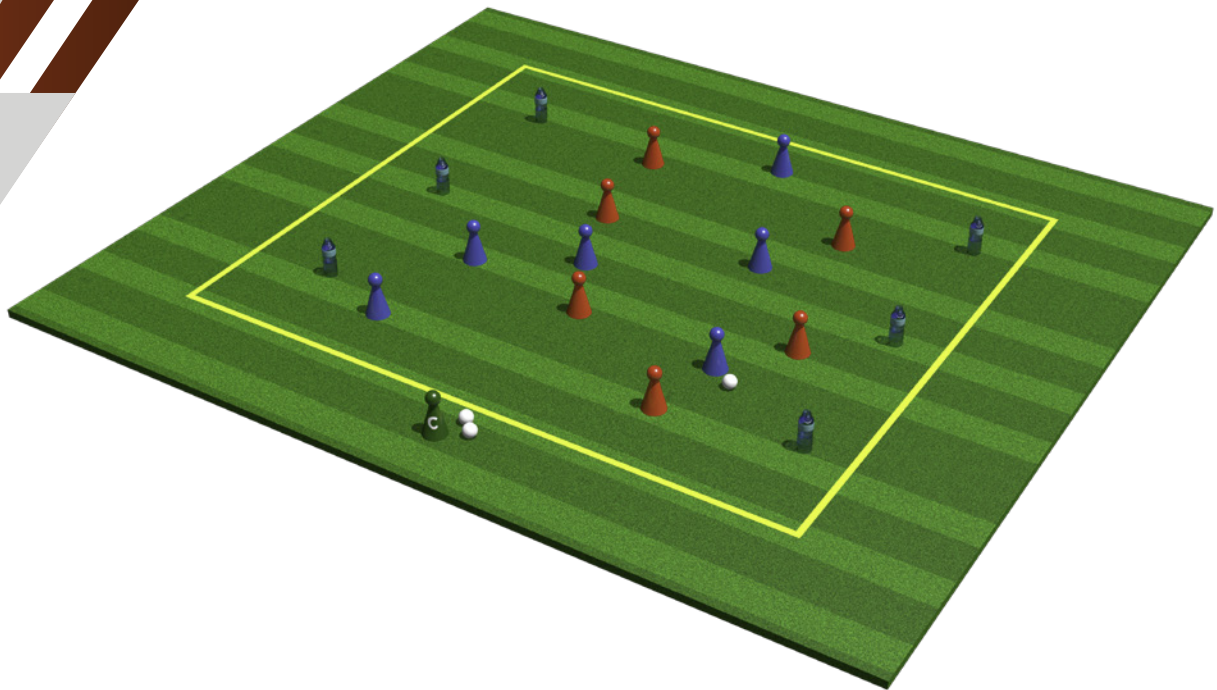


SMALL SIDED GAME 3

WATER BOY



GAME DESCRIPTION

WATER BOY: Similar to Game [2]. Two teams must try to knock the other team's water bottles over by using the game ball. The team with the most water left in their bottle wins.

Initially the coach can suggest a location for the bottles, but once the first game has finished, encourage the teams to think of their own location on the pitch.

Teams are then encouraged to think of attacking and defending strategies. To make it more fun, add additional bottles. On hot days, the winning team pour the remaining water over the other side. This game can be played with any number of players from 1v1 to 8v8.

SET UP

- Make one pitch of 25x25m or smaller pitches 10x10m
- Each game can have 1-10 bottles of water, just ensure you have a means of refilling.
- Take caps off bottles!
- More bottles more team work required.

COACH TIPS

- Game intelligence - players need to react and move quickly to the locations of the bottles while knowing when to switch play.
- When down to the last bottle they can work the ball and draw defenders out while working out ways to empty the bottles.
- Encourage outside of the box thinking - there may not be a direct path to the bottle - however can we fool the defender into making a mistake, kicking the bottle over with their leg, poor control or getting them off balance.