



GAME NAME: Steal a Ball, Lose a Player

In this game players need to look up before shooting or they may find that their goal is blocked

SETUP

Start with a evenly matched game (e.g. 8v8).
Each team has equal amount of empty cones by the side of the pitch (e.g. 3-5).

HOW IT WORKS

The game starts as normal until the first goal is scored.
The team that scores the first goal gets to keep the ball and place it on one of their cones.
However, they now lose a player to the opposition team (the other team or coach select the player to join their team). In an 8v8 game the game would now restart as a 9v7.
To help inclusion players can only be 'transferred' once, or a maximum of two times. If using GKs it is best if they cannot be 'transferred'.
This process repeats every time a goal is scored. The team that scores a goal gets a ball but loses a player. In the diagram you can see that the game is currently 10v6 as the reds have had two players taken by the yellows and are winning 4-2.
Which team can steal five balls and fill their cones first?
The players on the team when the fifth cone is filled are the winners and gain the points.
Re select the teams and play again!

OPTIONS, PROGRESSIONS & VARIATIONS

The winning team gain the number of points related to the number of spare cones held by their opposition at the end of the game (i.e if the reds in the diagram score the next goal they would all gain 3 points because the yellows have three empty cones).
Use a variety of balls for each 'round' (e.g. Size 3, tennis ball, futsal)
The players transferred can be selected at random (e.g. The coach pulls a name out of 'a hat', or players swap in order of their birthday)
Play this games as small as a 2v2 game with each team having two cones to fill.

