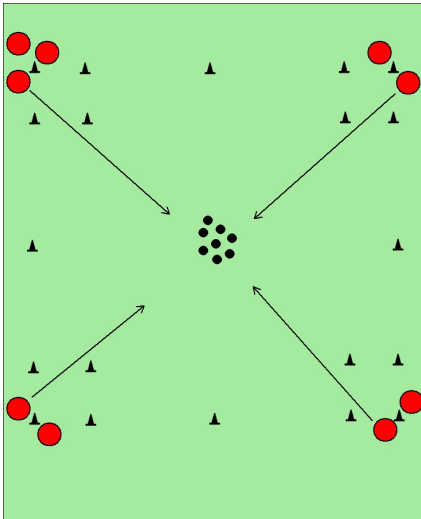




Ball thief

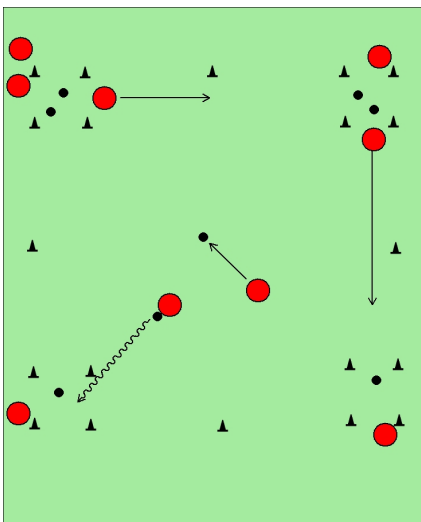


How it works

Teams of 2/3 start outside each grid at the corners of the playing area.

On a signal from the coach the first player from each team runs into the middle and dribbles a ball back to the team's square.

The ball must be stopped inside the square before the next player in the team can go and do the same.



In this diagram the bottom right team are just about to get the last ball from the middle of the playing area.

When this happens players are allowed to become a ball thief and steal one from another team's square.

The first team to get three balls inside their square is the winner. Put the balls back in the middle and play again.

Possible changes

Take a ball out of the middle after each game to make it harder.

One player from each team can play the whole game rather than doing a relay - could have a competition with knock-out rounds and semi-finals/finals to get a Ball Thief champion. (This can be very tiring so allow recovery team between rounds).

Ultimate Ball Thief - start the game as normal but on signal from the coach any player on any team is allowed to steal a ball from another team's square. Either players can only steal from a square or you can allow players to tackle others to win a ball anywhere inside the playing area. Equal teams are needed for this one and a second pair of eyes is often handy as a lot of cheating can go on - but it's great fun!