

### **Hit the Coach**

- **Each player has a ball**
- **The game is played in a small area (within a coned off area)**
- **Players stand shoulder to shoulder facing the coach who is about 10 feet away**
- **On “Go”, the coach runs slowly away while players dribble to chase him & try to hit him with the ball by shooting at him**
- **A player gets a point each time they hit the coach with the ball**
- **The player with the most points wins the game**
- **Play the game to a certain point total**

### **Monster Invasion**

- **Each player has a ball**
- **The game is played in a small area (within a coned off area)**
- **Tell the players that a monster (the coach) is coming to steal their pet ball and that they must keep it away from the monster**
- **The players must control their ball within the coned off field and they can not go out of bounds or they are out of the game**
- **Play the game for a fixed duration**

### **Red Light Green Light**

- **Every player has a ball**
- **Players line up on one touchline**
- **Coach stands on the other touchline**
- **Coach blows whistle (green light) and turns around**
- **Coach blows whistle (red light) and faces players**
- **Players must stop the ball and place their foot on top of it, before the coach sees them**
- **Players whom the coach catches go back to the start line**
- **First player to cross the touchline wins**

### **Odd Man out – Played in a confined Space (20 x 20 feet)**

- **All Players except for one have a ball**
- **The “Odd Man” (player without a ball) has to kick each of the other players’ balls out of the square (When a player’s ball gets kicked out, he should retrieve his ball and dribble it over to the coach.)**
- **The last player left in the square becomes the “Odd Man”**
- **Drill continues until each player has been the “Odd Man” one time**