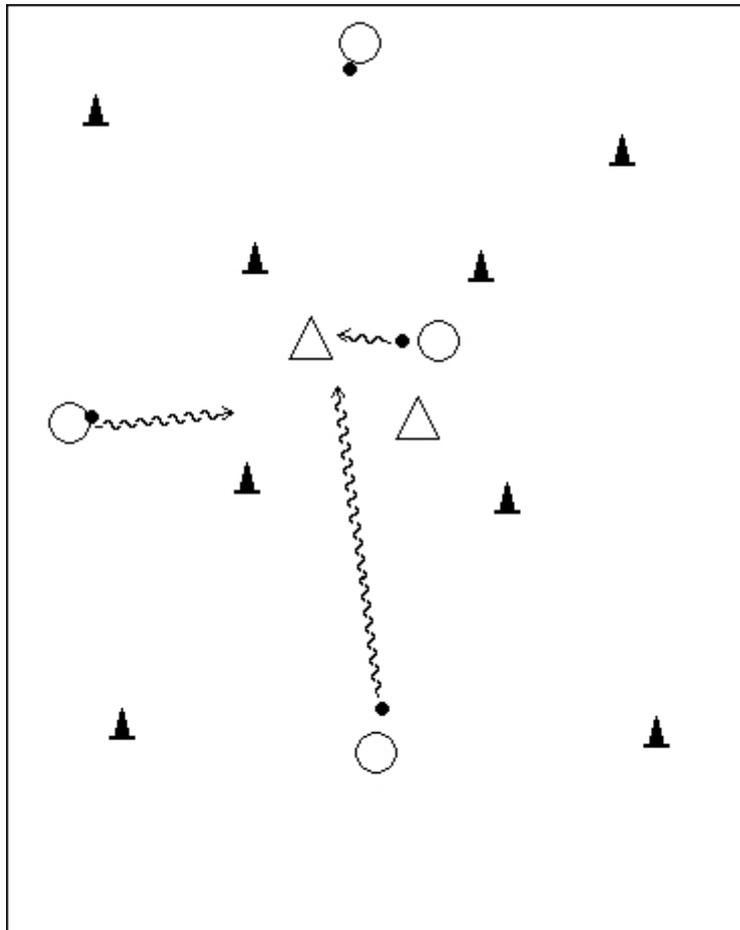


Big Square Little Square or Haunted House

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Big Square Little Square(older kids) or **Haunted House**(younger kids).

Set up one large grid 25x25(big square) and a small grid inside(little square) 10x10.

The smaller grid on the inside is the "Haunted House".

The Triangle players are the "Zombies" and start inside the "Haunted house".

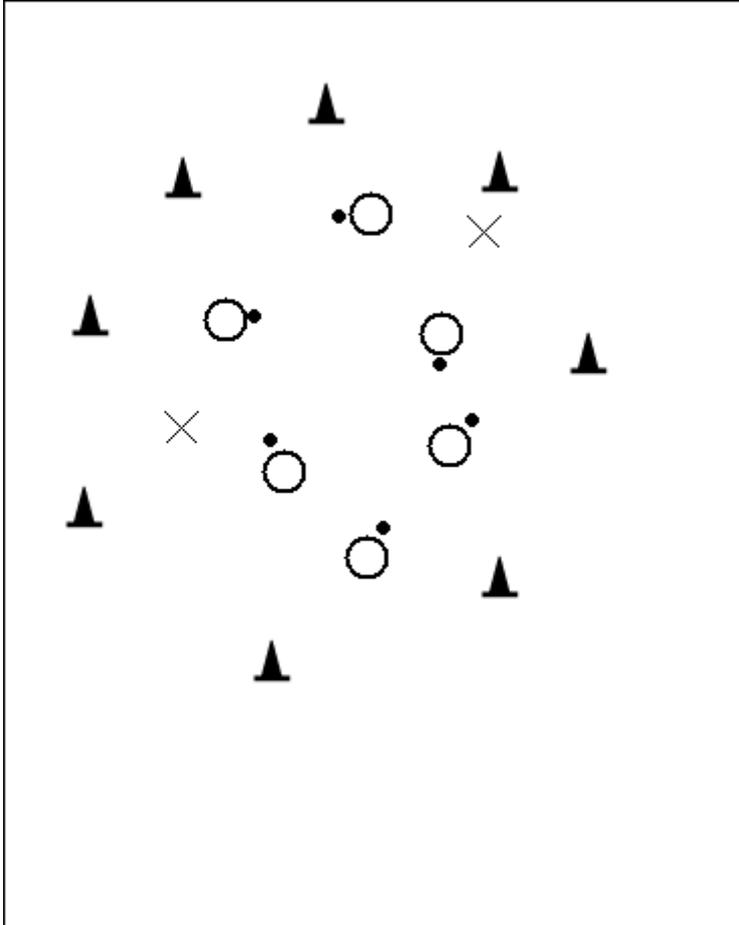
4 to 8 players on the outside dribble from one side of the grid to the other side. Dribbling through the "haunted house". If a Zombies steals the ball, they get to go to the outside and the player that lost the ball becomes a "Zombie".

1 point for every time a player dribbles through the haunted house.

Play for 10-15 minutes,

KILLER WHALE

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KILLER WHALE- Dribbling and shielding

Setup- create a large circle with cones. Have 4-14 players inside the circle dribbling with a soccer ball. Two defensive players wearing pinnies are the "Killer Whales"

The object of the game is for one or two "killer whales" to kick as many soccer balls outside of the circle as he can. Each ball that goes out is worth a point.

The O's with a soccer ball try to shield the ball from the killer whale(X's). If his or her ball gets kicked out, they retrieve the ball and continue dribbling in circle.

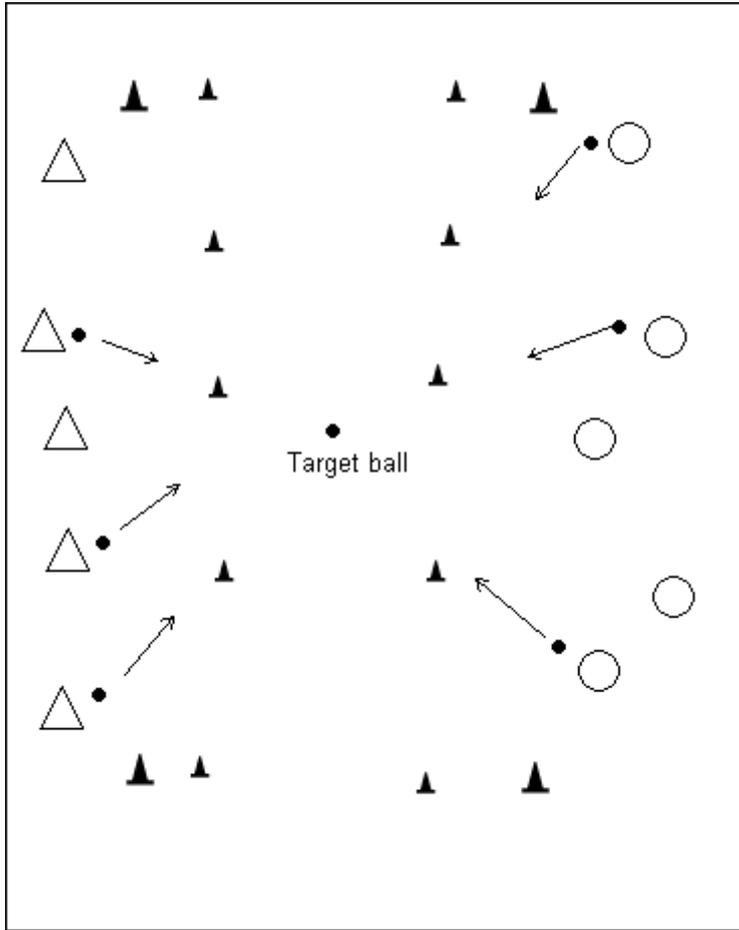
The "killer whales" can usually go for 30 to 60 seconds and keep track of their score. Make sure everyone has a chance to be killer whale. The player who kicks out the most balls wins.

Use stop watch.

You can use one or two killer whales

TUG OF WAR

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TUG OF WAR- Push pass

Setup- create four imaginary lines with cones. The inside lines about 20 yards. Put a unique colored soccer ball(target ball)in the middle.

Players on each side try make the target ball cross the opposing teams line by kicking(push passing) their soccer ball at the target ball.

Trains power and accuracy.