

SHARK ATTACK

Players (fishes) start at one end of the grid, each with a ball. Coaches are the sharks without a ball. The objective is for players to dribble to the other end without getting their ball kicked out. Coaches yell “Shark Attack!” When players lose their balls, they help the sharks.

Variation:

Coaches(sharks) line up at opposite end of the grid away from the players(fishes). The fish are allowed to swim in open water. When the coaches yell “Shark Attack”, players must quickly turn with their balls and try to get back to safety (behind their end of the grid).

Coaching Outcomes:

- Dribbling
- Keeping ball close
- Changing direction
- Turning away from trouble
- Having fun

