

# Circle Dribble Tag

## Equipment for Two Circle Games

12 soccer balls, 6 – 12 pinnies (pinnies on only one team if not enough) and lots of cones.

## Set Up

With six cones, create a circle approximately five metres in diameter. Just beyond the six-cone circle, create a one- to two-yard freeway zone with many cones. Give players on each team a number 1/2/3. Try to match the numbers with ability. Opposing players will need different coloured pinnies in order to recognize who is the tagger. Make two of these circles to accommodate the 12 players for both teams in Micros.

Have players stand at a cone directly across from their opposing number. Put six balls into centre of the circle.

When the coach yells a colour and number (yellow – three), the two players numbered “three” run to the middle of the circle, collect a ball, use a pull-back or inside turn super skill to bring their ball back to the cone. The yellow player is the tagger.

The tagger has 30 – 40 seconds to catch the other player with a ball while both players are dribbling. The tagger may cut through the circle, but the player being chased may not.

## Variation

Same as above through make the circle much smaller, both the tagger and the runner are only allowed to run around the outside of the circle.

## Coaching Tip

If the chaser or runner are having too much success, have them perform a super skill or two as they chase or run.

