

Magic Number

Objective –

GameFocus onTransition/ResetProgression

Creates a fun 1v1, 2v2 up to 3v3 competition that benefits attackers, defenders and goalkeepers. Good game for smaller groups or strikers and central defenders.

THE RULES

Before each set of games, attackers indicate how many goals they think they will score from six attempts and defenders say how many they think they will stop. All players are aware of the target before play begins.

Players can choose their opponent at any time to make battles more even, as long as everyone is involved!

To start the game serve a ball into an attacker on one side who is opposite a defender – play 1v1.

Switch teams around to attack and defend, you can also use a second keeper.

Keep score – the team nearest its prediction wins.

If a draw both teams get a point or they can have a playoff with a selected 1v1 (chosen by teams).

OBJECTIVES

Creates a fun 1v1, 2v2 up to 3v3 competition that benefits attackers, defenders and goalkeepers.

Good game for smaller groups or strikers and central defenders.

KEY SKILLS

Quick reactions, shooting early, defender pressure away from goal, block shot angle and speed of approach.

SET UP

Area: Third of a pitch long (approx. 35 yards), coned off to the width of a penalty area

Players: 12 plus keeper

Equipment: Goal, cones, balls

WHAT TO CALL OUT

“Play”

“Shoot”

“Block”

“Magic” when they score

DEVELOPMENT

- 2v2 additional combination play and communication for defensive cover including keeper.
- 3v3 the two support players start from the opposite side to the ball.

HINT

Use a tighter area for smaller groups or those with good ability.



Start with 1v1. Attackers must try to predict how many goals they will get before play begins.



Introduce 2v2 combination play and communication for defensive cover.



Introduce 2v2 combination play and communication for defensive cover.