

# Rondo – 3v3v3 (6v3)

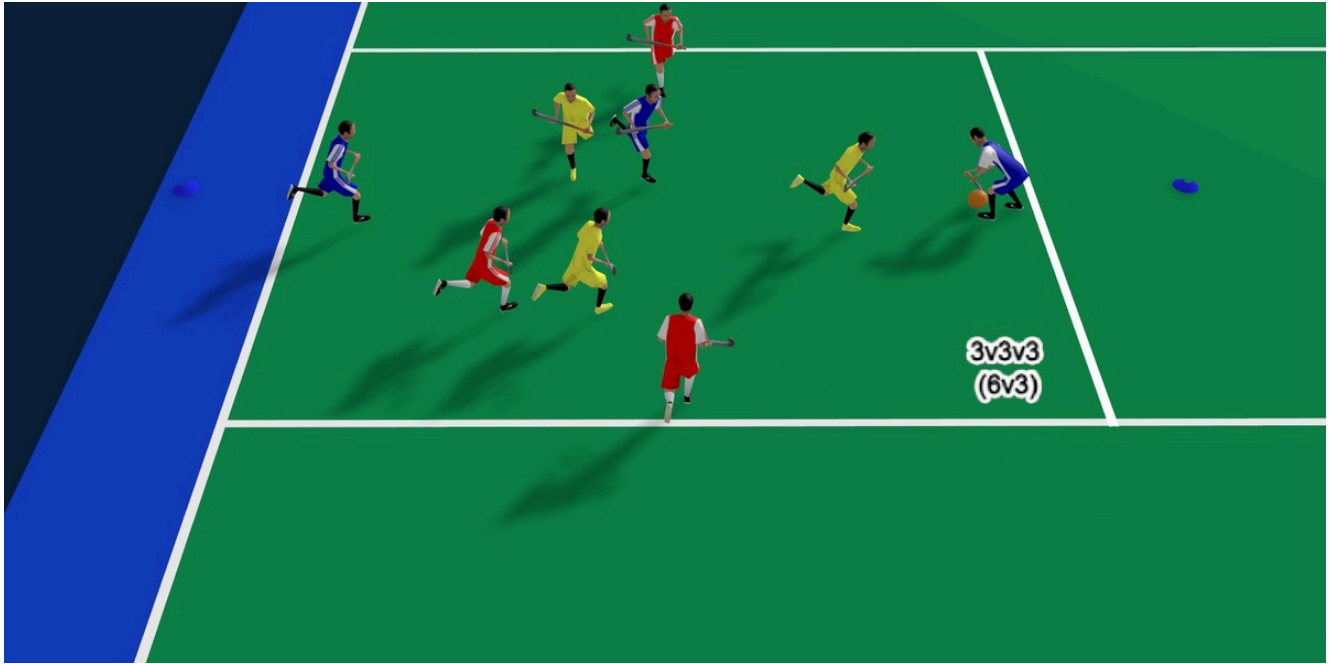
**Objective** – Move the ball fast into space

GameFocus/PrinciplesResetProgression

A 6v3 non directional game with players working in teams of 3. Chasing team looking to win back possession in order to transition into attack. The team of the player who loses possession become the chasers.

If the attacking teams connect 8 passes, the chasers need to complete a running forfeit, the remaining teams are in a 3v3 and whoever is out of possession when the forfeit is complete become the next chasers.





3v3v3  
(6v3)