

A Single Sheet of Soccer Games



SOCCER GAMES for YOUNG CHILDREN

Topic – Dribbling to foster individual creativity with the ball

Mr. FREEZE - 30x30 yards

3 players without ball = (FREEZERS) enter game to chase players with balls.

Mr. FREEZE touches player with the ball, that player is “FROZEN”.

Frozen player then spreads their legs wide apart & holds ball on top of their head and yells “HELP!”

Players who are not frozen attempt to dribble their ball through the frozen player’s legs without Mr. Freeze touching them.

Last player frozen becomes Mr. Freeze and picks 2 more players to join in as Mr. Freeze.

MARBLES – 20X20 YARDS

All players dribble in grid. When coach yells: “MARBLES!” players try to kick each others ball out of grid while keeping their own ball in. Last player left wins. Once a player’s ball has been kick out of the grid, they cannot kick another player’s ball out.

SHARKS & MINNOWS -20x20 yards

4 Players stand outside grid. On coach’s signal, the 4 players run into the grid and kick player’s balls out of the grid. Last player left is the New “KING or QUEEN SHARK”, and picks 3 other Sharks.

RED ROVER -30X40 yard grid

Player’s with the ball at one end of the grid. RED ROVERS at the other end.

RED ROVER tags players as they try to dribble past them and cross the line.

Anyone tagged by the RED ROVER joins the Red Rover at the opposite end for the same thing. Last dribbler left wins and becomes the new RED ROVER.

BRITISH BULLDOG -40x40 yard grid

1 player without the ball is the bulldog. All other dribblers are on the end line. BULLDOG calls one player to try and beat the Bulldog to the other end. IF the dribbler is successful, then all the other dribblers try to proceed to the other side. If the Bulldog kicks the ball away from the dribbler and outside of the grid, then the dribbler joins the Bulldog. Bulldogs must hold hands and work as a team. If the number of Bulldogs is even they may pod off into groups of two. If the number of Bulldogs is uneven, they must all stay together holding hands. The last dribbler caught calls the next dribbler out to try to get across the field to the other end. Last dribbler left becomes the new Bulldog.

NUMBERS GAME TO GOAL (1v1) - 20x20 grid

Split players into two teams and pair off by numbers. Place players with the same numbers opposite each other. A number (or two) is called out by the coach. Both players run around a goal and enter the field to compete for a ball that is placed in the middle. The players compete 1v1 to score a goal for their team. First team to 5 wins.

RED LIGHT GREEN LIGHT – Half a field

Dribbling in grid, coach has back to players and then turns around and yells; “RED LIGHT”, players stop the ball with the sole of their feet quickly. GREEN LIGHT means to continue to dribble. Players, who do not keep the ball close enough to stop it, return to the starting line. First one to the end with close control wins and becomes the traffic coach.

SPIDERMAN – 20x20 yard grid

In crab position, 3 (or more) spider men try to prevent dribblers from crossing the goal line by dribbling. Spider men try to kick balls out of the grid area. If a player’s ball is kicked out of the grid he becomes a Spiderman on the next attempt. Last 3 dribblers left become the spidermen. Players who successfully dribble past the spidermen into goal area keep starting over until they are caught.