

Steal the treasure

How it works

Every player will start with a soccer ball on their part of the island, they will act as the pirates.

The pirates will try to steal the pinnies (treasure) on the opposite island, however, the coaches acting as sailors are trying to stop them.

If a coach (sailor) tags a player (pirate) they must go to the jail (2x2-yard area).

A pirate can be freed from jail if another pirate who is not in jail is able to give them a high-five.

The game will end once all of the treasure has been collected by the pirates and brought back onto their island.



Purpose

The purpose of this soccer drill is to encourage dribbling and quick turns

Set up

- 1 soccer ball per player
- Pinnies
- 15 x 20 -ard area
- 2 x 2-yard area in the larger area
- Cones to mark out the island

Coaching points

- Use small touches to keep control of the soccer ball
- Dribble with your head up
- Run away fast with the soccer ball if you are being chased by a sailor

Questions

- What type of touches should you take to keep the ball close?
- How can you see where you are going?

Intermediate