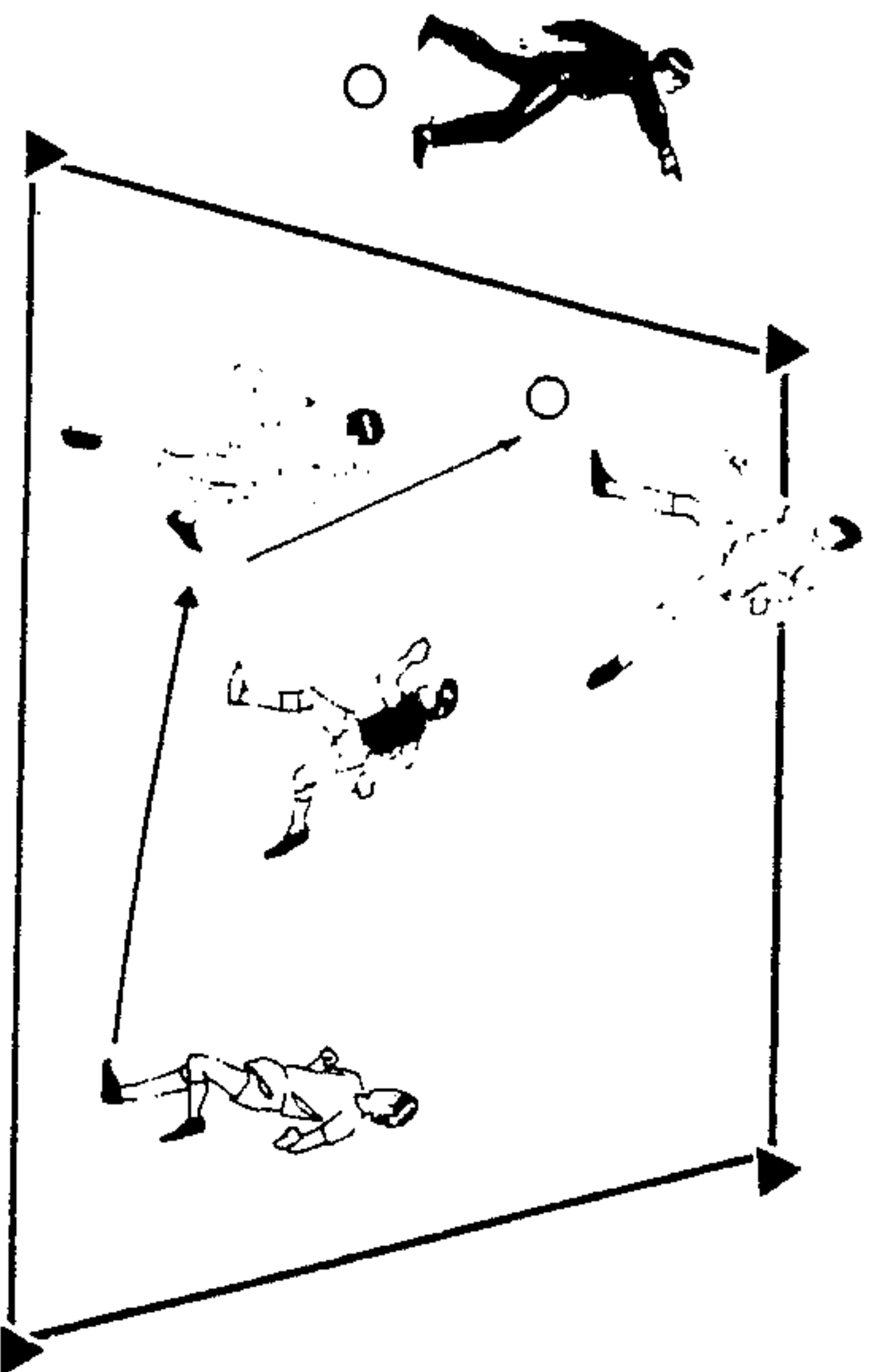


**PIG-IN-THE-MIDDLE GAME****Purpose**

To develop passing and controlling skills, and ball possession.

**Procedure**

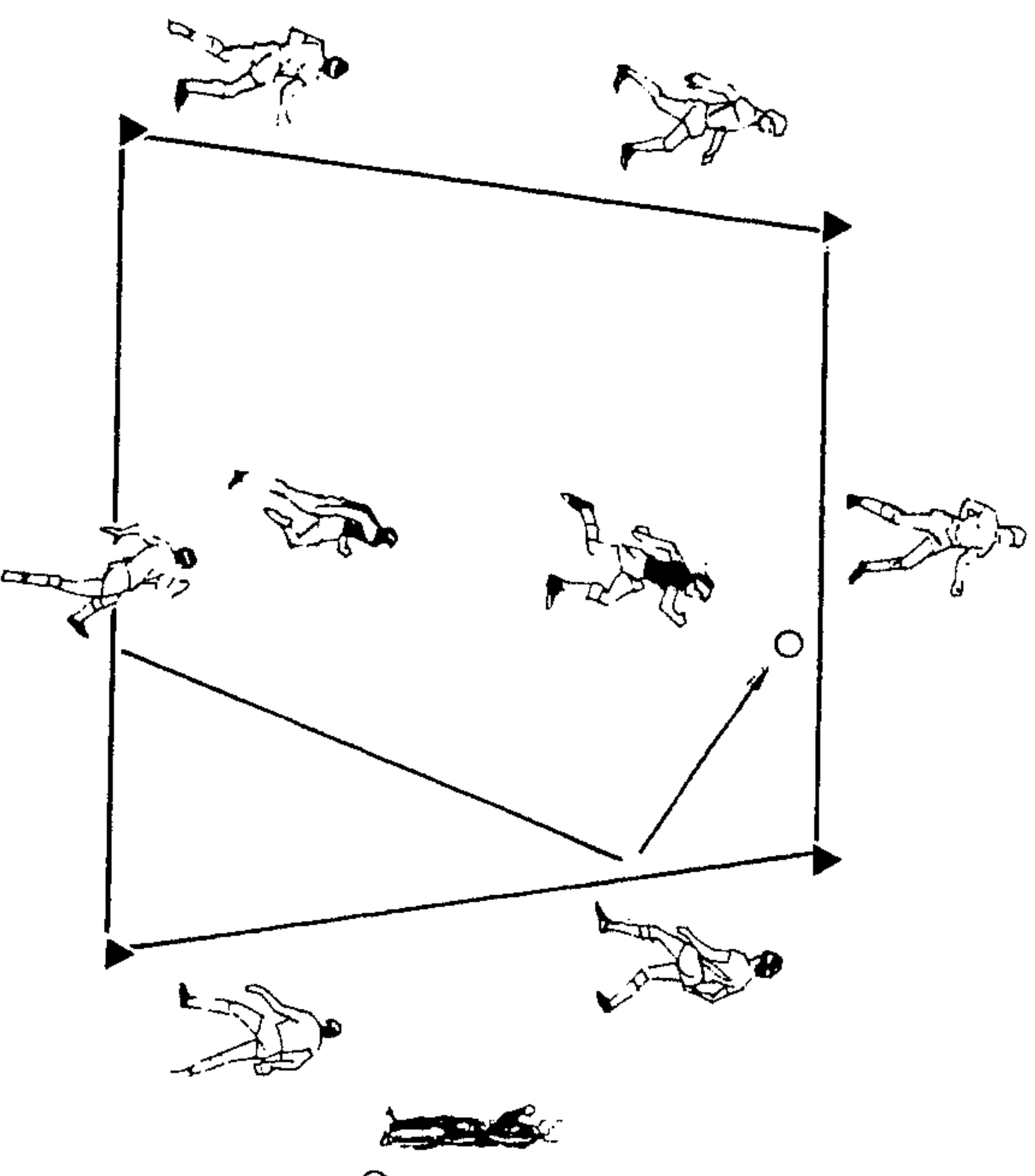
In an area 10 x 20yds, four players play 3 v 1 soccer. The player acting as the defender should wear a brightly coloured shirt or bib for clear identification. The game starts with the three attackers playing two- or three-touch soccer, with the 'pig' trying to get the ball and knock it out of the square. Groups can play for set time limits agreed by the coach, such as 45 seconds, before changing over so that another player becomes the 'pig-in-the-middle' (e.g. the last player to give the ball away). The highest number of consecutive passes attained by a group of three makes them the winners.

**Development**

- ⚽ The group with the highest number of consecutive passes wins.
- ⚽ The coach can impose conditions, such as one- or two-touch play, passing with the weaker foot where possible, control before passing, etc.
- ⚽ As players progress, groups can be increased to play 4 v 2 soccer in a 20 x 20yd area, and 6 v 3 in a 30 x 20yd area, etc.

**KEEP-BALL GAME****Purpose**

To practise basic possession play and penetration.

**Procedure**

Use an area approximately 25 x 15yds wide; six players are stationed around the outside of the rectangle with another two positioned inside. The six players who are not allowed inside the area interpass, while the two defenders who are not allowed outside the area try to intercept the ball. Whichever player has a pass intercepted should change places with one of the defenders. The coach must insist that the ball stays on the move all the time and never becomes stationary.

**Development**

- ⚽ Players can be awarded points for maintaining possession of the ball, and extra points if they manage to execute a pass which travels along the length of the rectangle and penetrates the two defenders.
- ⚽ The coach can impose conditions, such as one-touch passing, passes below knee height, or sole control before passing.