Number bingo

Objective – dynamic communication and restructuring

GameFocusResetProgression

1. 2 goal pitch with 2 teams each team divides their players into the corners
2. Each corner is numbered
3. Coach shouts out 4 numbers each number represents the number of players who can join the game from each corner
4. Coach throws the ball in

Example – 2,1,2,2

- 2 players from corner 1 join
- 1 players from corner 2 joins
- 2 players from corner 3 joins
- 2 players from corner 4 joins

1. Communicating whilst on the run
2. Structuring on the fly
3. Attacking at pace
4. Pressure on the ball

Coach sends ball in if sideline otherwise reset

1. Each team gets x goes
2. Time to score
3. Overloads and underloads