## **Triangle Rondo**

Objective — Developing on ball skills in a fun environment

## **GameFocusResetProgression**

- 1. 1/8th of a pitch (depending on numbers)
- 2. 6 Attackers and 2 Defenders (you can vary numbers)
- 3. 6 cone triangles make them big for smaller kids and reduce size as skills develop
- 4. Score by taking the ball into a triangle use the time in the triangle to decide where you are going next
- 5. Play is in 2 min periods at the end of each period start counting down from 5-0 to increase desperation

## **Attackers**

- 1. Feints
- 2. Quick movements
- 3. Change of speed
- 4. Change of direction

## **Defenders**

- 1. Pressure on the ball
- 2. Double teaming
- 3. Force them into another player
- 1. Start again with new defenders after 2 minutes
- 1. Increase/Reduce size of box to add ease or difficulty
- Last man standing

