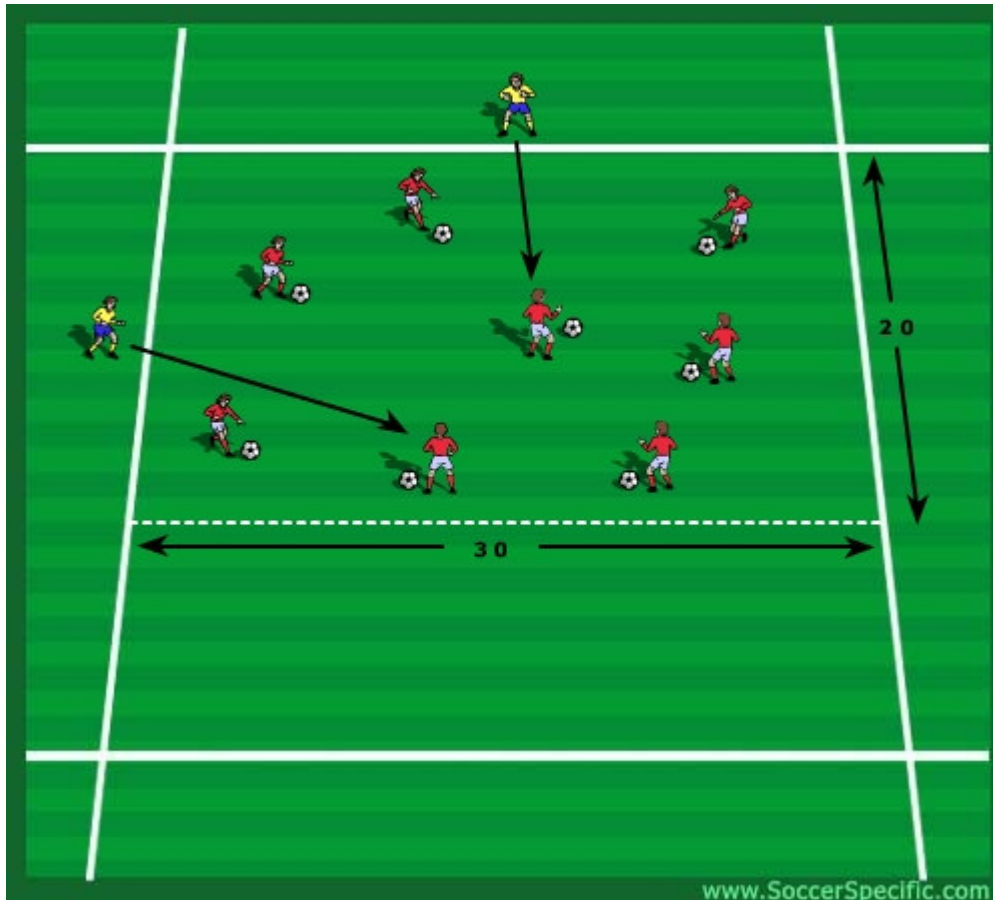


## Ambush

**Emphasis:** Dribbling, passing, receiving, and tackling



### Set-up:

Make a 20x30 yard grid. Place two players (hunters) on the outside of the grid in bright colored pennies. The remaining players are inside the grid with a ball each.

### Objective:

The hunters yell “ambush”, and enter the grid and try and kick the balls away from the dribblers and out of the grid. If the ball is kicked out, those players remain in the game and can now combine passes with the remaining players with balls. The game ends when the last ball is kicked out of the grid. Assign new “hunters” after each game.

### Progression:

1. Increase the number of hunters.
2. Make the grid smaller.

### Coaching Points:

- Dribble away from pressure.
- Shield the ball if attacked.