



Tactics Manager

Hungry Hippo's



Date: 8/Mar/2016

Measurement: 20 x 20 Yards

Time: N/A:N/A

Players: 6

Duration: N/A

Level: U5 - 18+

Objective: Speed, awareness of when/where to run, ball control, dribbling skills, FUN!!!!

Description: Objective of the game is to run from one end of the square to the other without being tagged by the 'hippo'. If player gets tagged, they then become another tagger/Hippo. Game ends when there is only 1 player who hasn't been tagged.

As the amount of Hippo's in the middle increases, ensure hippo's hold hands in pairs to make it harder to tag runners.

Coaching Points: For younger ones it's all about having fun in this game. Make up a story about going on a journey from point A-B, which soccer team do we visit next, where do we go next on vacation etc. Older ones can work at ball control, keeping it under control whilst running with that ball.

Progression: Begin without soccer balls & make it a basic running/tag game. add soccer balls to make it more difficult. Ensure parents are involved with younger age groups.