



Season: Fall 2014

Age Group: U12

Week: 10

Topic: Fantastic 3's or 4

Stage	Activity Description Field #1	Activity Description Field #2	Field Set Up
<p>Round 1</p>	<p>One Touch Goals: Goals can only be scored from a first touch shot which means the pass must come from a teammate.</p>	<p>Number of Passes = the Value of the Goal: However many consecutive passes a team makes prior to scoring is how many points the goal is worth (5 passes + a goal = 6 points, 2 passes + a goal is worth 3 points.) A goal is always worth 1 point.</p>	 <p>© Copyright www.academysoccercoach.co.uk 2014</p>
<p>Round 2</p>	<p>Gone in 60 Seconds: If a team scores a goal, they must protect their lead for 60 seconds. If the other team scores within the 60 seconds, the first goal does not count. If you score a second goal without giving up a goal, your first goal is yours to keep.</p>	<p>Can't Be Winning By More Than 1 Goal: If you are winning by 1 goal, you cannot score again unless the other team scores. Your team can never be up by more than 1 goal (you can't put goals into a bank to use later.)</p>	
<p>Round 3</p>	<p>Everyone Must Touch the ball in Order for a Goal to Count: Everyone on the attacking team must touch the ball consecutively in order for a goal to count. If an opponent touches the ball, the attacking team must start counting over.</p>	<p>Everyone Across the Halfway line: All players on the attacking team must be across the halfway line in order for a goal to count. If any players do not make it across, the goal is not good.</p>	
<p>Round 4</p>	<p>Everyone Must Score Once Before Anyone can Score a Second Goal: If you score a goal, you cannot score a second goal until all your teammates have scored their first.</p>	<p>Play the Game: Play a 4v4 soccer game with no additional conditions; only use the rules of soccer.</p>	