

2 Hand Carry Game

Skill - Attacking Fundamentals

TYPF AGE 13+ Game

Aim

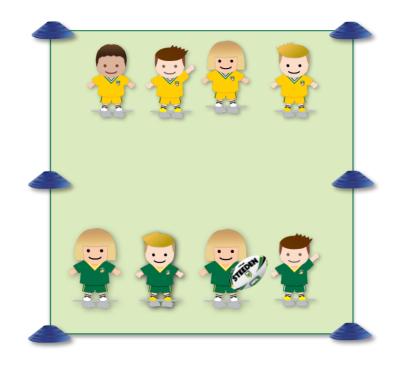
The aim of the game is to **>>** encourage players to run with the ball in two hands.

Description

The ball carrier MUST always » carry the ball in two hands whilst running

Consequence

If the ball carrier runs with a one >> hand carry, it can be counted as a tackle, or a changeover.



Equipment



Whistle



x (1) Football



The coach can determine the amount of players per team. Usually you will just split the players into two even teams.

How to Stop Play

You can choose between touch, tag, 2 hand touch, tackle or any other.

How to Restart Play

You can choose between play the ball, hit the ground and then play the ball, tap, or any other.

Amount of Plays

Coach to choose how many plays each team receives per set.

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