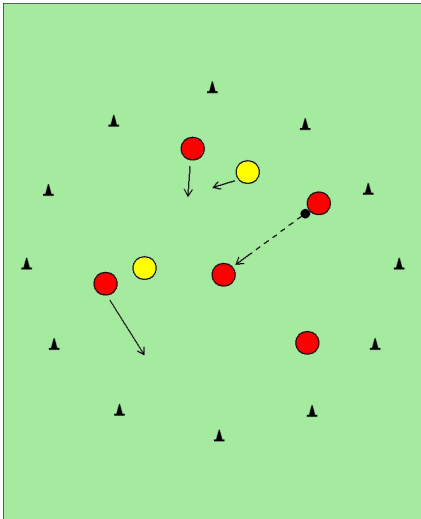




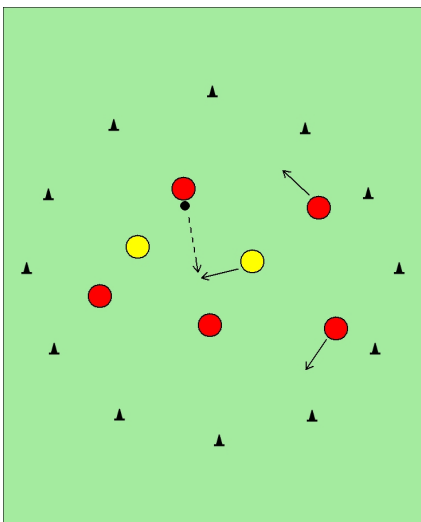
Circle knockout



How it works

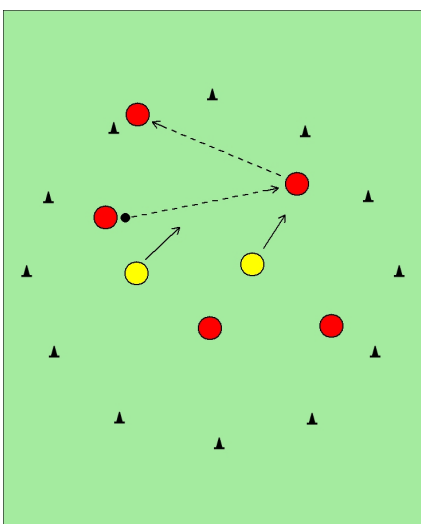
Play starts with 5 v 2 in a circular playing area.

The red team must pass to each other and keep possession of the ball.



The red team's target is to try and make 10/20 passes without losing possession.

If a red player makes a mistake and loses possession of the ball that player must then go to the outside edge of the circle.



The red team get the ball back but have to start the pass count again.

The player on the edge of the circle can still receive a pass but has to stay between the two cones.

If the red team reach the target of 15/20 passes the player on the edge is allowed to return inside the circle.

However, if a yellow player wins possession again or a red player makes a mistake and the ball goes out of the playing area, the red team lose another player to the edge of the circle.

Possible changes

The red players on the edge are not allowed to receive a pass and must stay out of the game until the red team can reach the set passing target.

Start with 5 v 3 or even 5 v 5 with any player from each side making a mistake having to go to the edge of the circle.