

Push up Game Skill - Catching, Passing, & **Attacking Fundamentals** 

TYPF AGE 11+ Game

### Aim

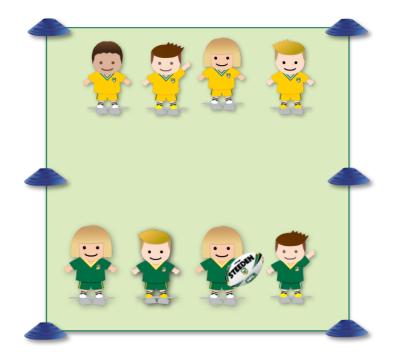
Encourage players to push up in **>>** support of the ball carrier.

# Description

The ball carrier must have a **>>** genuine support runner at all times.

# Consequence

If the ball carrier does not have a >> genuine support runner, they lose possession of the ball.



#### 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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