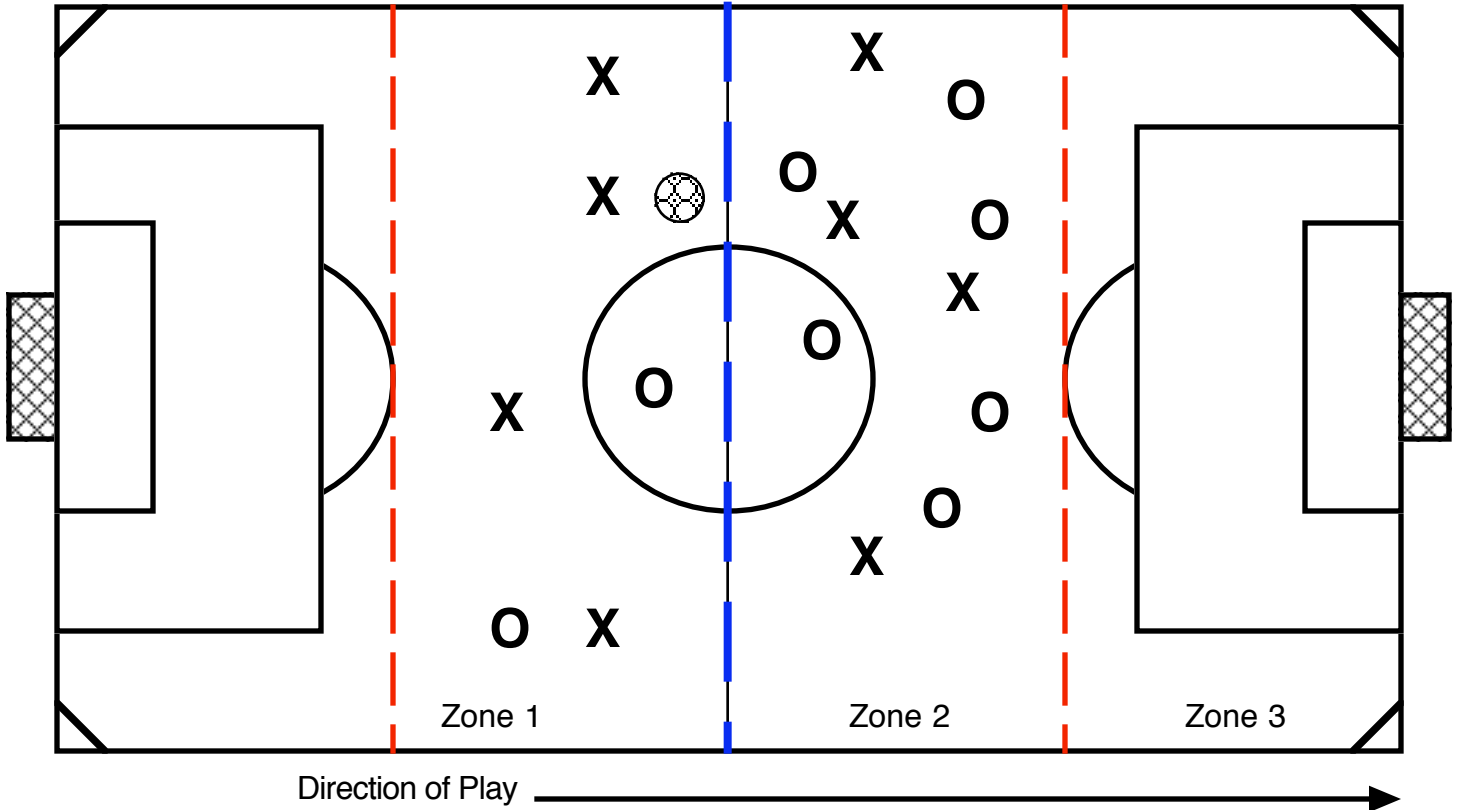


**"BREAKOUT: GO TO GOAL"**



**NUMBER OF PLAYERS:** two (2) teams of 6-10 players

**GRID SIZE:** use 3/4 of regulation field and divide field into three (3) zones as shown above

**GAME:**

- > Each team takes turns as "Attacking Team" & "Defending Team"
- > Above, Team "X" is the attacking team with Team "O" defending
- > Team "O" plays "keepaway" in "Zone 1" and "Zone 2"
- > Team "X" can attack to goal upon gaining possession of the ball

**Rules/Restrictions:**

- only Players inside "Zone 2" are allowed inside "Zone 3" when ball enters "Zone 3"
- in other words, if Team "X" plays a long ball from "Zone 1" into "Zone 3", only those players--from both teams--who were in "Zone 2" can enter "Zone 3"
- Team "O" has to get ball back into "Zone 2" to stop attack and can be awarded a point for getting ball into "Zone 1" before a player from Team "X" touches ball

**Coaching Points:**

- < Keeping players in "Zone 2" as support
- < Decision making as both attacker and defender
- < Quick attack to goal
- < Balance on defense