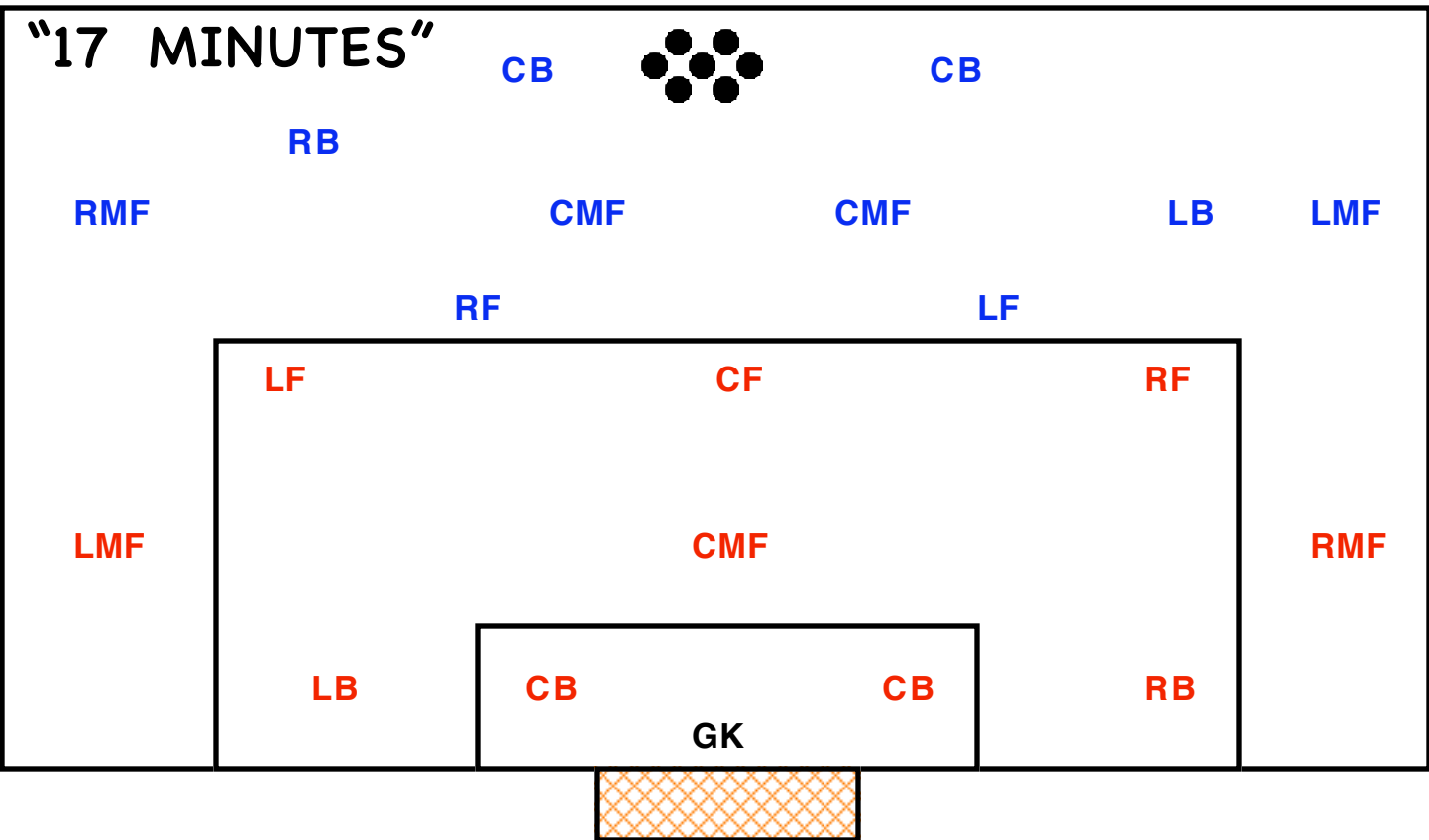


# TACTICS: Match Prep



**GRID SIZE:** Half of a regulation field  
**NO. of PLAYERS:** 21 -- 10 Attackers vs. 10 Defenders + Goalkeeper  
**GRID SETUP:** place several balls at the center circle  
**GAME PLAY:**

- > Attacking team has 8 minutes to score as many goals as possible
- > Halftime of 1 minute to switch roles
  - above, Blue team attacks for 8 minutes; after switch, Red team attacks for 8 minutes

**GAME RULES:**

- > Defending team has to possess ball upon gaining possession
- > if defending team just clears ball away, clock stops
- > any ball that goes over goalline or center line, attacking team starts another attack from the center circle; clock does not stop
- > any ball that goes over touchline is returned to play by attacking team with a throw-in
- > if score is tied after "17 Minutes" play two overtime halves of 3-5 minutes
- > if 2nd team to attack outscores 1st attacking, the 1st attacking team has "stoppage time" period of 3-5 minutes to tie or go ahead
- > if this happens, the 2nd attacking team has same amount of time to tie or win