

Superhero Soccer



Set up

Total Duration = 15 minutes

- Total Grid Size = 20 - 30 yards Width x 20 - 30 yards Length
- Number of Players = 12 - 16 players, in groups of 2
- Number of Soccer Balls = 1 ball per pair
- Number of Goals = 2 big goals

Organization

- Each team will give their players 1 super power for the game. Players will either be identified as Dribblers, Distributors, Shooters or Blockers.
- Players will play the game as normal, however, they must play this game using only their superpowers.
- If a player uses their super power, their team gets a point. Their team can also get a point for scoring a goal.

Superpowers

- ⇒ The Dribbler = every time they have the ball, they must take a minimum of 3 steps.
- ⇒ The Distributor = every time they have the ball, they must connect a pass to a teammate within 2 touches
- ⇒ The Shooter = every time they have the ball, they must take a shot within 2 touches
- ⇒ The Blocker = every time the opposition have the ball, they must try and block the pass or shot

Progressions

- ⇒ Switch the player's superpowers
- ⇒ Players can have two superpowers