

How can we begin a game?

A game of one team against the other, which involves simple rules, can be developed by simply changing or adding different varieties. What are the things we change or add?

- The numbers involved, the area in which we play, making it narrower, wider or changing to a different shape.
- There are other ways a game changes its focus or aim. For example, how the participants enter the playing area: side, back, do they walk or jog.
- How the players begin the activity either moving, facing away from each other, arriving at different times or coming from different directions can all change the type of game played.
- The shape of the attack and defence, bunched, lines, groups circle.
- How the football or sliotar is introduced, passed, rolled or lobbed.
- The key is we can develop our own games and help players come up with their own ideas for games. All it takes is a little imagination.

Guidelines for teaching the game

- Have an aim or theme and explain the game.
- Set out the rules and restrictions of the game at the start.
- Let the game begin and observe before making any changes.
- Ask yourself is the game working, if not modify it.
- Vary the level of pressure e.g. extra defender or attacker. Increase the time.
- Always ask your players questions during the game. E.g. “What would help you move the ball quicker?”
- Freeze frame the play and replay the game.
- Give players feedback in the form of questions; ask how players think they did in the game.



Game Finder (A-Z)

The game finder will help you find the game that suits your player's age, and ability and teach the desired skills. All games are arranged in alphabetical order and the page number of your chosen game is in the last column. The game finder also gives recommended ages for each of the games.



Football Games



Hurling Games



Football & Hurling Games



Chasing Games

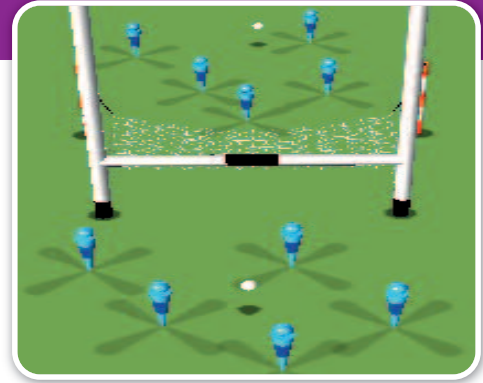
Game	Game Type	Skills/Game Sense	Age Level	Code	Page
All Coned Out	Target	Accuracy	Any		15
All up and all back	Full Invasion	Attacking and defending	16-adult		55
Astride Ball	Chasing	Accuracy	Any		2
Back to Back	Chasing	Evasion	Any		2
Batters Bonanza	Field	Striking and fielding	5-12		36
Batting & Fielding Game	Field	Striking and Catching	5-12		36
Bean Bag Tag	Chasing	Evasion	4-10		2
Be on your Guard	Court	Attacking and defending	Any		22
Beat the man Tommy	Full Invasion	Evading the tackle/defending	16-adult		55
Beat the 2 Corner Men	Full Invasion	Evading the tackle/defending	16-adult		55
Bench Ball	Part Invasion	Team work and passing	5-12		42
Best of 5	Full Invasion	Defending/attacking	16-adult		56
Big Hitter	Field	Striking and catching	5-12		36
Bombardment	Target	Accurate kick passing	5-12		15
Border Raiders	Part Invasion	Defending skills/ evasion skills	10-adult		42
Boxing	Part Invasion	Team work and catching	16-adult		42
Breaks win matches	Full Invasion	Long passing and winning breaking ball	16-adult		56
Breakout	Full Invasion	Evading the tackle/tackling	16-adult		56
Bridge Ball	Court	Pick up	4-10		22
By-Pass Midfield	Full Invasion	Hand passing and defending	16-adult		57
Captains Ball	Court	Hand passing and team play	Any		22
Catch and kick if you can	Target	Hop and solo	Any		15
Catch the Train	Chasing	Evasion	5-10		3
Catching Game	Part Invasion	Evasion and catching	5-10		43
Cats and Mice	Chasing	Evasion	5-10		3
Chase your Partner	Chasing	Evasion	Any		3
Chasing Cars	Chasing	Evasion	4-10		4
Chaos	Chasing	Evasion	4-10		4
Chase the Hound	Part Invasion	Attacking and defending	16-adult		43
Chuck it Out	Court	Evasion and throwing	5-12		23
Circle in Circle out	Target	Ground striking and blocking	5-12		16
Circle Chase	Chasing	Evasion	4-10		4
Clear the Circle	Target	Kick passing	5-12		16
Coach Tag	Chasing	Evasion and concentration	4-10		5
Commando	Chasing	Evasion	4-10		5
Cone Bombardment	Target	Kick-passing/Ground Striking	5-12		16

Over the Bar

HOW TO PLAY • Two teams • One team either side of the goals • Kick the ball over bar and if it bounces, kicker gets a point • If player(s) behind goal catches the ball, then they get a point

PROGRESSION Mark out a square and if ball goes out of the square then your team loses all their points.

WHAT IT DEVELOPS Accurate shooting & high catching

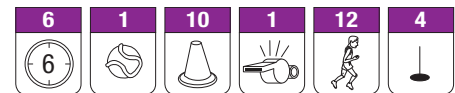
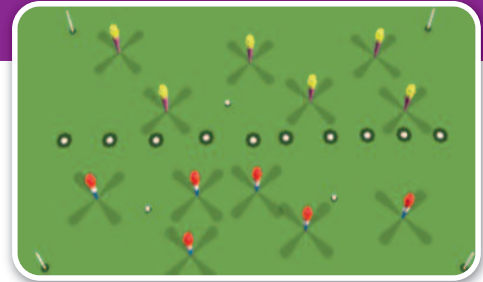


Over the Border

HOW TO PLAY • Teams of equal numbers • Games played on the ground • No goals required • Each side tries to keep the ball moving over the border line • Players may not cross the border • Each time the team is allowed to touch the ball twice but only once per player • Points are awarded if ball goes out of the grid or if the opposition play more than twice

PROGRESSION Increase number of touches. Decrease number of touches.

WHAT IT DEVELOPS Striking first time & accurate strikes

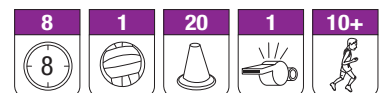
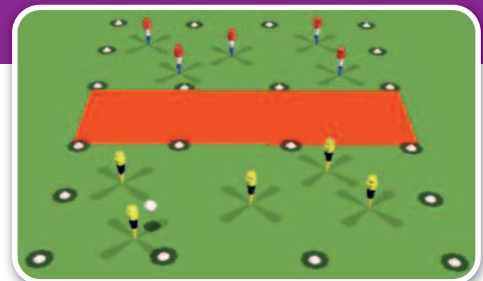


Over the River

HOW TO PLAY • Players are split into 2 teams • They must punt kick “over the river” into the opposition’s area • The team receiving the punt kick are aiming to complete a clean catch • Implement a scoring system for catches i.e. 2 points for overhead catch, 1 point for standard catch, 1 point for a ball that hits the ground

PROGRESSION Increase the size of the playing area including the river. Use more than one ball.

WHAT IT DEVELOPS Accurate kicking, high catching & vision



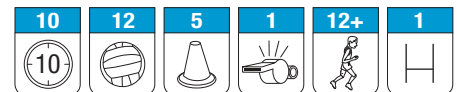
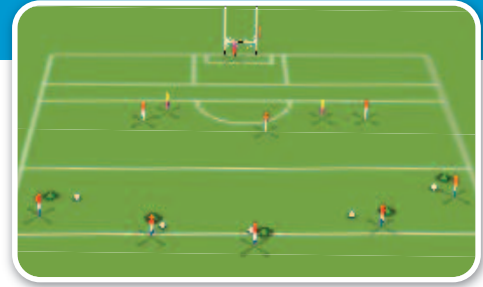
Best of 5

HOW TO PLAY

- Place 5 fielders around the pitch on the 45 in a half circle set up
- Place 3 attackers and 2 defenders inside the 45
- The aim of the game is for the feeder to make the correct decision and pick out the free forward
- The free forward must carry the ball and create space for the other 2 attackers and make the correct pass to avail of this space and create a scoring opportunity

PROGRESSION Add in another defender.

WHAT IT DEVELOPS Decision making, vision, creating space, shooting & tackling



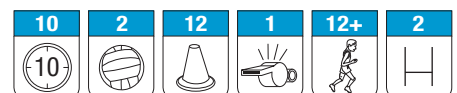
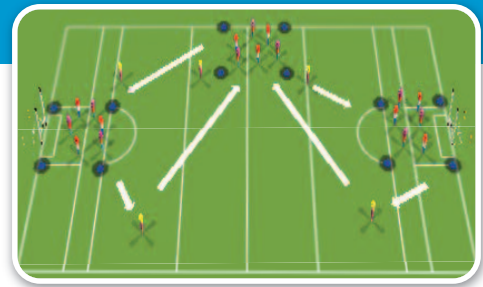
Breaks win Matches

HOW TO PLAY

- Set up players as is shown
- This game works on the breaking ball and long kick-passing and decision making
- The ball is played long from midfield into the square
- Backs and forwards compete for the break
- If the back wins it he plays it to the wing back, who sends it cross field to the middle section
- If the forward wins it they turn and attempt to score
- If they are successful the back must retrieve the ball and work it out

PROGRESSION Increase numbers in groups. Increase duration of drill.

WHAT IT DEVELOPS Winning breaking ball, high-catching & accurate long kick-passes



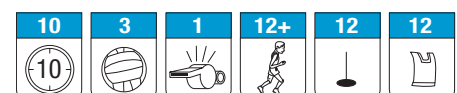
Breakout

HOW TO PLAY

- Attackers attempt to get outside the border line by evading the defenders' efforts at tackling
- Defenders must stay within their zone
- Defenders attempt to dispossess the attackers as they attempt to pass through their zone - (normal/near hand tackle)
- 2 points are scored for every 'Breakout' and 1 for every dispossession

PROGRESSION Increase number of defenders.

WHAT IT DEVELOPS Breaking the tackle, carrying the ball under pressure & tackling



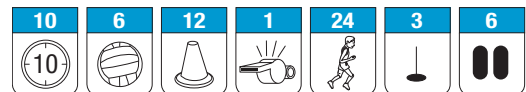
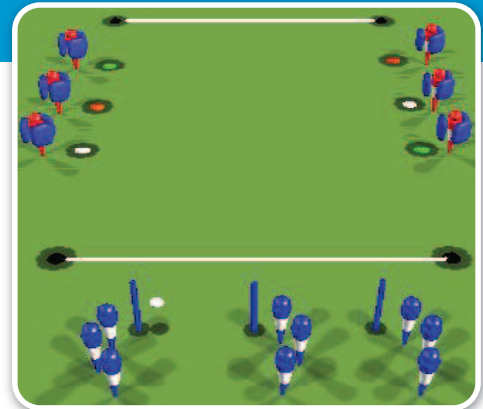
Run the Rapids

HOW TO PLAY

- 3 players start the drill by moving forward while passing a ball
- 6 players with tackle bags assigned to 6 cones of 3 different colours
- Coach calls a colour & the players at that colour must react and enter the grid to make a hit on any one player
- Players with the ball must maintain control of it and reach the end of the grid

PROGRESSION Coach calls more than 1 colour.

WHAT IT DEVELOPS Maintaining ball under pressure, offloading through tackle & taking a hit



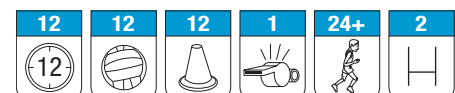
Shoot On Sight

HOW TO PLAY

- Use a small pitch with the small portable goals e.g. 45m x 40m
- 2 uneven teams e.g. 5 v 2/3: 5 players with coloured tops play against an unequal number for a set time i.e. 3 mins
- This makes it easier for one team to get plenty of shooting action
- Have a good supply of balls behind either goals
- Aim is to shoot as soon as you have possession or one hand pass only to get the scorer into a favourable position
- Less skilled players may be permitted one solo or bounce before shooting
- Have extra balls at the side of the goals to keep the game in action
- Allow the other team an even number after a set time i.e. 3 mins

PROGRESSION The ball must be played inside a specific line e.g. 15/20m from goals and then played back out again before a shot on goal may be attempted.

WHAT IT DEVELOPS Taking the first option, quick shooting & blocking



Silent Game

HOW TO PLAY

- Start the game you want to play, be it a small-sided or full-sided one, on a shortened pitch or not
- Let the game run for a few minutes to get the flow going and then introduce a single rule
- NO SPEECH ON THE PITCH! That includes...no calling for passes, no reminding team-mates to mark opponents, no speaking to the referee, no issuing instructions of any kind
- Should any player break the 'no speech' rule, award a 'free' to the opposition
- This game forces players to look up when passing and to make themselves available for that pass

PROGRESSION Alternate with normal game.

WHAT IT DEVELOPS Quicker movements & makes players play with their heads up

