# Small-Sided Game Variations

A variety of small-sided games, with different field set-ups or other conditions to challenge players in different ways while letting them play the game without much coach-direction or interruption.

All In
When a team scores, all players have to be in the attacking half for goal to count. If opposing team doesn't have all players back in defensive half when goal is scored against them it's doubled.
Rationale: Gets players to move up and down the field together, and encourage all to help attack and all to help defend.
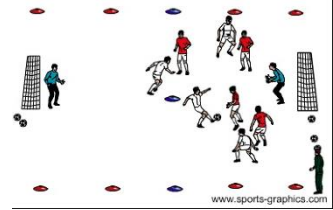
Game to Targets
Instead of goals to score into, each team passes to a teammate (target) behind the endline to score. Pass must be received in control to count. Can progress to having the pass into the target be passed back in (1-touch) to a teammate to score.
Rationale: Targets must move to find good passing lanes and players must have vision to see where and when to pass. Including the pass back into a teammate requires players to support the forward pass, like a midfielder supporting a forward.

Four Goals
Two small goals at each end, a few yards in from the corners of the field.
Rationale: Encourages changing the point of attack from one side to the other if one goal is well defended.
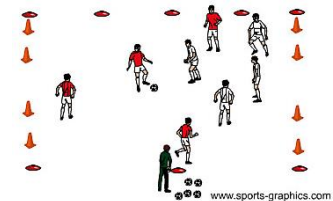
Gates
Spread small gates randomly on field. Point for going through a gate. Pass only, or dribble is 1 pt and pass is 2 pts.
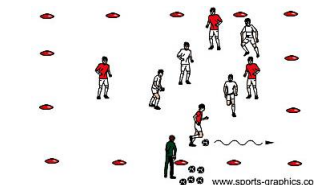Rationale: Multiple goals on the field can help players learn to spread out, have good vision of the field, and get in the habit of passing and moving.
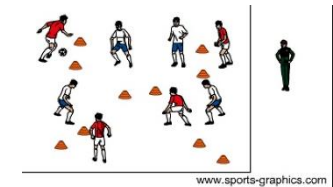
End Line
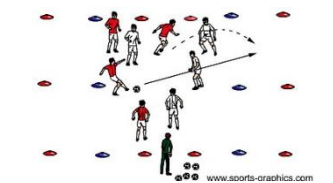To score, players must dribble across the end line.
Rationale: Encourage players to dribble when there is space or to take on defenders when 1v1 opportunities arise.

End Zone
Mark 5-8 yard end zones for teams to score in. Can play it has to be passed into the end zone and it's offside to be in the end zone before the pass is made. Or award 1 pt. for dribble and 2 pts. for pass.
Rationale: Challenges timing of pass and run and pace/accuracy of pass

Last One Back

Big goals at each end but with no designated GK's. Last one back for team not in possession becomes GK and can use hands. When team has possession all players attack.
Rationale: Useful for when no one wants to play as all-time GK, and attacking team always has a 1-player advantage vs. the other team's field players.

More to Score

Each goal is worth the number of players who touched ball before it went in, e.g. if 4 players touched the ball on that possession the goal is worth 4 points. Each change of possession starts the count over.
Rationale: Encourages players to pass and share the ball before trying to score. Might get some of the less talented players more involved.
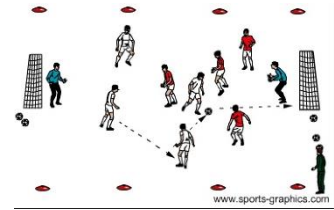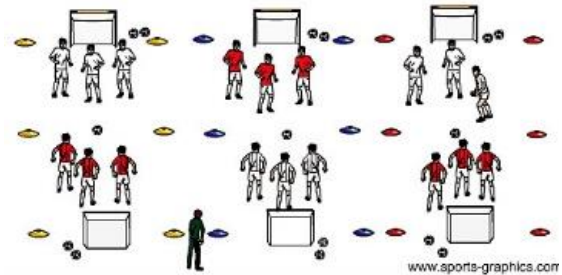
Flying Changes

Two teams of 6-8 players behind their own end line on a small field with big or small goals. 1-3 players at a time from each team play until goal is scored or ball goes out of bounds. As soon as ball is out of play a new group from that end of the field where the ball went out comes in with a new ball. Their teammates rotate off and the opposing team stays on to defend.
Rationale: Encourages communication and quick transitions to attack and defense.

Individual Small-Sided Tournament

Set up small-sided game fields with one set of vests at each field. Sort players randomly onto 4 or more teams of 3-4 and assign them to fields to play a game for 4 or 5 minutes. After each game, players report back to be re-sorted onto new teams. Players keep track of their individual score based on each game result. Play at least 4 rounds or more.
Scoring: Win = 10 pts. Tie = 5 pts. Loss = 0 pts. Plus 1 point for each goal scored by their team regardless of result. Example: Team A beats Team B 3-2. Each Team A player gets 13 points (10 for win + 3 for goals). Each Team B player get 2 points (0 for loss + 2 for goals).
Rationale: Players have to adapt to new teammates each game, take on different roles, and likely with unbalanced teams. Every goal counts so players should play hard all the time.