

62 NUMBERS GAME

Purpose: Winning your own ball.

ORGANISATION

- ▶ 10 players per game.
- ▶ F calls, for example, No 1, then feeds the ball into the rectangle.
- ▶ The 1's enter the rectangle and compete. The winner kicks to teammate who is the target at a hat at each end.
- ▶ The coach can call any single or multiple numbers (e.g. 3 and 4), or odds/evens.
- ▶ If only 1 player from each team is called then teammates can move into the rectangle to participate, but only after the first possession is gained.
- ▶ If the ball goes out of play then the play can be resumed by a "ball-up" or "boundary throw-in" or any method the coach wishes.
- ▶ For a point to be scored:
 - a. The ball has to be kicked from within the rectangle.
 - b. The target player has to maintain contact with the hat while completing the mark.
- ▶ The winner is the team with the most points after a certain time.

