**Around the World :**

The keeper stands in the goal. Cones are placed at each corner of the Penalty Area and one on the top center of the 18. Players are positioned one each at the 5 cones each having several balls except for the center player.

These players are each given a number. (i.e., 1 through 4.) When the coach calls a number the player on the corner with the number called passes the ball to the player in the middle who then shoots the ball. After shooting the ball, the center player must run back around the middle cone to receive the next pass and shoot again.

The keeper must come from the goal line each time the shooter receives the ball to try and stop the shot. Once the shot is taken the keeper must go back and touch the goal line to reset for attack and again come out of goal to try and stop the next shot.

Continue drill until all balls have been shot. I would suggest after all balls have been shot to change the keeper as this can be a very physical drill.

(\*Variation – Instead of shooting from the center, give all the balls to the center person and when you call a number the center person passes to that player who shoots from their position. Rotate out your center person to avoid boredom or call center occasionally. *Bev*)

*This drill idea was contributed by a coach from Montgomery soccer who wished to remain anonymous.*

Courtesy of [www.eteamz.com/soccer](http://www.eteamz.com/soccer)

**Surprise!! :** for goalkeepers

The goalie turns and faces the goal. The coach or other player stands at about the 18 with a ball. The person with the ball then says "now," or some other type of call, right before they kick or throw the ball at the goal. Upon hearing the call, the keeper turns around and attempts to stop the shot not knowing where it is coming from.

If a keeper does well with this then have them listen for the sound of the shot; with this version, it's usually best to shoot closer to the keeper.

(\*Variation – instead of a single person in the center arrange players randomly around at varying distances and positions. Yell surprise and pass ball to someone who shoots without settling. Increases the randomness of play, *Bev*)

Courtesy of [www.eteamz.com](http://www.eteamz.com)