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Subject: U.S. TRADEMARK APPLICATION NO. 86487685 - TIP - 107594-00002 - Request for
Reconsideration Denied - Return to TTAB - Message 1 of 3

Attachment Information:

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Files: site1-01.jpg, site1-02.jpg, site1-03.jpg, site1-04.jpg, site1-05.jpg, site1-06.jpg, site1-07.jpg,
86487685.doc

**UNITED STATES PATENT AND TRADEMARK OFFICE (USPTO)
OFFICE ACTION (OFFICIAL LETTER) ABOUT APPLICANT'S TRADEMARK APPLICATION**

U.S. APPLICATION SERIAL NO. 86487685

MARK: TIP



CORRESPONDENT ADDRESS:

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GENERAL TRADEMARK INFORMATION:

<http://www.uspto.gov/trademarks/index.jsp>

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APPLICANT: MSSL, INC.

CORRESPONDENT'S REFERENCE/DOCKET NO:

107594-00002

CORRESPONDENT E-MAIL ADDRESS:

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REQUEST FOR RECONSIDERATION DENIED

ISSUE/MAILING DATE: 5/11/2016

The trademark examining attorney has carefully reviewed applicant's request for reconsideration and is denying the request for the reasons stated below. See 37 C.F.R. §2.63(b)(3); TMEP §§715.03(a)(ii)(B), 715.04(a). The following requirement(s) and/or refusal(s) made final in the Office action dated October 14, 2015 are maintained and continue to be final: §2(d) refusal with respect to U.S. Reg. No. 86118029. See TMEP §§715.03(a)(ii)(B), 715.04(a).

In the present case, applicant's request has not resolved all the outstanding issue(s), nor does it raise a new issue or provide any new or compelling evidence with regard to the outstanding issue(s) in the final Office action. In addition, applicant's analysis and arguments are not persuasive nor do they shed new light on the issues. Accordingly, the request is denied.

In addition to the previously attached evidence in support of the refusal and in response to the arguments raised by the applicant in its request for reconsideration, the examining attorney hereby attaches new evidence consisting of third-party websites in the soccer field demonstrating the relatedness of the applicant's and registrant's services; mainly, that soccer leagues and soccer teams both organize/entertain as well as offer soccer camps and instruction. The evidence focuses on the relatedness between the applicant's "entertainment in the nature of soccer games; organizing soccer sporting events, namely, leagues, tournaments, and competitions" services and the registrant's soccer training services, as the applicant's "soccer camps" and "soccer instruction" are identical to, or legally encompassing of, the registrant's "providing a training program for the development of soccer players; arranging and conducting educational demonstrations for soccer players" services.

If applicant has already filed a timely notice of appeal with the Trademark Trial and Appeal Board, the Board will be notified to resume the appeal. *See* TMEP §715.04(a).

If no appeal has been filed and time remains in the six-month response period to the final Office action, applicant has the remainder of the response period to (1) comply with and/or overcome any outstanding final requirement(s) and/or refusal(s), and/or (2) file a notice of appeal to the Board. TMEP §715.03(a)(ii)(B); *see* 37 C.F.R. §2.63(b)(1)-(3). The filing of a request for reconsideration does not stay or extend the time for filing an appeal. 37 C.F.R. §2.63(b)(3); *see* TMEP §§715.03, 715.03(a)(ii)(B), (c).

Assistance

If applicant has questions regarding this Office action, please telephone or e-mail the assigned trademark examining attorney. All relevant e-mail communications will be placed in the official application record; however, an e-mail communication will not be accepted as a response to this Office action and will not extend the deadline for filing a proper response. *See* 37 C.F.R. §2.191; TMEP §§709.04-.05. Further, although the trademark examining attorney may provide additional explanation pertaining to the refusal(s) and/or requirement(s) in this Office action, the trademark examining attorney may not provide legal advice or statements about applicant's rights. *See* TMEP §§705.02, 709.06.

/James W. Stein/

Trademark Examining Attorney

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This is Google's cache of <http://coachingamericansoccer.com/youth-soccer-instructional-coaching-manual/soccer-fun-games/>. It is a snapshot of the page as it appeared on May 10, 2016 22:03:31 GMT. The current page could have changed in the meantime. [Learn more](#)

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Soccer Fun Games

SOCCER FUN GAMES

INSTRUCTIONAL SOCCER PROGRAM

Soccer "Fun Games" are intended to provide youth with an atmosphere of enjoyment and whimsy while learning skills and teamwork. Many of these games can be introduced without using balls at first, either for ease of instruction or as a warm-up activity, and then balls can be added. In addition, a number of these games may be used as skill drills. All games are conducted in a confined space, or grid, the size of which is based on the age and number of participants.

IMPORTANT NOTES: 1.) Names given to these games are common, generic names, most of which have existed and been in use throughout the United States since 1972. Because of this, except where noted, no claim is made by Coaching American Soccer.com® to have invented or trademarked any of these names, or that they can be ascribed to a particular source. To do so would be to find that the name, and the game itself, is clearly associated with a specific entity as the indisputable originator. No such valid evidence has been found to date. 2.) Games are not identified by specific age groups. Just like the introduction of skills, coaches are left to challenge their players with the highest level of these games that they can perform successfully. 3.) A number of the games suggest using the right or left foot, or moving in a right or left direction. Coaches need to ensure that young players know their right from their left before using these games. 4.) Coaches are challenged to dream up their own games. Send them in for possible inclusion on this site - Use the "Contact Us" feature.

4 Stages to a Heart Attack



Coaching American Soccer

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- [Coaching American Soccer Recommends](#)
- [Constitution of An Open Soccer League](#)
- [Open League Notice to Players](#)
- [Contingency Planning \(NEW! Spr. '16\)](#)
- [Introductory Soccer Skills Clinic Format](#)
- [Soccer Animation & Graphics Software](#)
- [Soccer Assistant Coach \(NEW! Spr. '16\)](#)
- [Soccer Coach, Protect Yourself!](#)

Ball Master. Coach throws one or more balls into the grid in different directions and gives commands to bring the ball back or take it to a designated area. Repeat with players working in pairs.

Ball Tag. See "Tag" games. All players with ball. Instead of touching other players with their hands, dribblers must touch other players' feet or lower legs with their ball. Count touches during a timeframe. (Variation: Only certain players or coaches may be touched.)

Blob I. Two players, without ball, holding hands, start as "the blob." All other players with ball. Players dribble away from the blob. When a ball is kicked away by the blob, the player must leave his ball and join hands with the blob. Last player with ball "wins." (Also known as "Spider Web.")

Blob II. Two pairs of players without ball, holding hands, start as blobs. All other players with ball. Players dribble to avoid being tagged by a blob. If tagged, they must put their ball away and join the blob. Either blob must split into two pairs of two when it reaches four players. Last player with ball "wins."

Body Parts I. All players with ball. Players dribble until directed to stop the ball with a particular body part, upon the coach's command. For example, when the coach yells "knee," the players are to all stop the ball with their knee and then, upon the coach's command, resume dribbling. Other examples include the sole of the foot, ankle, shin, thigh, chest, arm, head, and the rear end. Command "right" or "left" parts as appropriate.

Body Parts II. All players with ball. The coach establishes a number for each body part to be used to stop the ball. Examples: 1 – right foot; 2 – left foot; 3 – rear end (sit); 4 – elbow; 5 – ear. Players dribble. When the coach calls out a number, the players must stop the ball with the associated body part. Start with a limited set of numbers and then build up. Players may be allowed to yell out the body part when the number is announced.

Box the Adult. All players with ball. Divide the team into at least two groups assigned to a coach or a parent. Ensure that the groups are spaced away from each other (two grids). Players start by facing the coach or parent, who should be about 10 feet away. On command, the coach and parents move away from the players, who are to dribble and chase and try to hit the adult with the ball by shooting at them. Players can count a point for each hit. Even with a hit, players collect their ball and continue. This can be a timed event. Adults cannot jump to avoid getting hit.

Bowling. Set up cones as pins and have players kick their ball toward the pins to see how many they can knock over.

- Soccer Movies and Coaching DVDs from Services
- Special 5-Minute Segments in a Soccer Match
- Sportsmanship Upon Injury
- "Playing Up" and "Free Play"
- Instructional Soccer Coaching Manual
- Youth Soccer Instructional Manual Preface
- Program Format
- Instructional Soccer Session Format
- Instructional Soccer Sample Grid Layout
- Instructional Soccer Program General Session Rules
- Players Equipment
- Notes for Parents and Coaches
- Notes for Coaches
- Instructional Basic Soccer Rules
- Format of a Practice
- Warm Up Activities
- Soccer Fun Games
- Instruction and Drills
 - Instructional Dribbling
 - Instructional Inside of the Foot (Push) Pass and Receive
 - Instructional General Receiving
 - Instructional Positions – Attacking and Defending
 - Instructional – The Instep Drive
 - Instructional Soccer Shooting and Goal Scoring
 - Instructional General Passing
 - Instructional Juggling
 - Instructional Soccer Scrimmage
 - Instructional Soccer "Build a Practice"
- Introductions to Soccer Skills
- Learning Progressions in Soccer™
- Introduction to Passing – The Inside of the Foot Pass (also known as the "Push" Pass)
- Introduction to Soccer Tackling
- Introduction to Dribbling
- Introduction to Goalkeeping
- Introduction to Juggling
- Introduction to Receiving and Controlling
- Introduction to Shooting and Goalscoring
- Introduction to Soccer Heading
- Soccer Instep Drive
- Introduction to the Soccer Throw In
- Intermediate Skills
- Intermediate Practice – Half Volley

Capture the Balls. Set up two to four "nests" or "home bases" designated by disks or cones. Divide players into the same number of teams. Place all teams in a nest. Place all balls in the middle of the grid equidistant from the nests. Upon command, players are to retrieve balls one-at-a-time and dribble them back to their nests. Players may steal balls from the other nests! Players may not foul or lie on top of the balls. After a brief timeframe, count the number of balls in each nest.

Cattle Grazing. All players with ball. Down on hands and knees, all players move their ball around only with their heads.

Circle I. Lay out a circle with disks from ten to twenty yards in circumference, based on age and leg strength. Distribute approximately five cones near the middle of the circle. Establish approximately six players, each with balls, around the circle. The objective is to pass balls through the circle and attempt to knock down or hit the cones. Players receive balls on the opposite side of the kickers and continue to return passes until all the cones have been knocked over. Players may enter the circle to retrieve balls, but must not allow themselves to be hit.

Circle II. Lay out a circle with cones as in "Circle" above, but use fewer cones to create passing lanes. Players are to pass to teammates on the other side of the circle without hitting the cones.

Coach Freeze Tag. All players with ball dribbling in the grid. When tagged by the coach, players freeze with their legs apart. Frozen players can resume dribbling when a teammate passes a ball between their legs. (Variation: Unfreeze by counting to an established number.)

Cone Soccer. All players in pairs. One ball per pair. Each player has one cone or disc each for a goal. Play one player against the other player for a limited time, then switch pairs so that no one player sees the same opponent twice.

Cops and Robbers. Use disks to establish a "jail" in a corner of the grid. All players except two with ball. Players with ball line up on one side of the grid. These players are the robbers. The two players without ball are the "cops." They are to start from the other side. The object is for the robbers to dribble across the grid without having a cop take the ball away. If a robber loses his ball to a cop, he or she goes to the jail. Repeat the crossings until there are two players remaining. These two may become the new cops for successive iterations.

Crab Soccer. Designate players as crabs to "walk" around on their hands and feet. Other players with ball try to dribble from one side of the grid to the other without getting caught by the crabs. Crabs may touch players or their balls with their hands or feet. Players who are touched become crabs. Be very diligent to ensure that young players are not going to get their hands stepped on.

Double Dribble. All players try to control two balls. (If necessary, in order to have

- Intermediate Passing - Half-Volley
- Intermediate Shooting (A)
- Soccer Intermediate Shooting (B)
- Intermediate Dribbling - Speed Dribbling
- Intermediate Dribbling - First Fakes and Feints
- Intermediate Passing - General
- Intermediate Passing - The Personal Pass
- Intermediate Passing - The Back Pass
- Intermediate Passing - The Give-and-Go
- Modifying the Instep Drive
- Intermediate Passing - The Driven Pass
- Intermediate Passing - The Through Pass
- Intermediate Passing - The Lofted Drive
- Intermediate Passing - Crossing
- Intermediate Passing - Chipping
- Intermediate Passing - The Outside of the Foot Pass
- Intermediate Passing - Volley
- Intermediate Soccer Juggling
- Intermediate Throw Ins
- Soccer Drills
- Soccer Rondo Drills (NEW! Spr. '16)
- U. S. Men's National Soccer Team Practices
- Instructional Drills
- The Sideline-to-Sideline Dribbling Drills Series
- 2 Players, 1 Ball, Skill Drills (aka Brazilians)
- The "Rules" of Free Shooting in Soccer
- American Soccer Golf
- American Soccer Speedball
- American Soccer Tennis
- American Soccer Volleyball
- Tactics & Teamwork
- Introducing the Corner Kick - Offense
- Types of Corner Kicks
- An American Soccer Player's "General Rules of the Road"TM
- Soccer Positions
- Initially Placing Players in Positions
- Soccer Oral Communication
- Introduction to Soccer Formations
- On-Field Non-Verbal Communications in Soccer
- Fitness



Double Dribble. All players try to control two balls. (If necessary, in order to have enough balls, coaches may put only half the team in the grid at a time. If this is done, coaches should use rounds of a minute or less. Non-participating players could be asked to do strengthening exercises or jog around the grid.)

Dribble Snake. Everyone with ball follows the leader in a line anywhere the leader goes inside the grid. Leader breaks off upon request of the coach and dribbles to the back of the line, establishing the next player in line as the leader. This can be done until everyone leads. Players must understand that, when they are the leader, they must make a number of turns, including even going in a circle around the line. (Also known as "Follow The Leader.")

Dribbling Relay. All players with ball. Dribble from line to line or to cone and back – two or more teams. Make sure the number of players on each team is low and even.

Driving Test. – All players with ball. After demonstrating the commands, the coach calls out: Go, Stop, Slow Down, Speed Up, Right Turn, Left Turn, and "U"-Turn, as appropriate. [A Coaching American Soccer.com® original.]

Egg Hunt. Use discs to define a "basket" in a corner of the grid. This activity requires more balls than players. This may be done by using extra balls from the coach or by dividing the team in half. Spread the balls around the grid. Line the (first set) of players up on one end of the grid. The object is for the players to collect all the balls (eggs) and put them in the basket as quickly as possible and return to the starting line. Coach defines whether this is to be done with hands or by dribbling. Everyone is on the same team; no one is to take a ball away from a teammate. The event can be timed against themselves or against the other group.

Fetch. Pairs with one ball. One coach or parent per pair. The coach or parent tosses the ball into the grid and the pair must bring it back in the manner directed by the coach. For example, the coach will yell "four hands" and the pair must return the ball to the coach with all four hands in contact with the ball. Others may include (at least) three hands and a thigh, or two heads.

Forest. Parents are asked to stand tightly-packed like "trees" in a forest. (Parents are reminded that trees are stationary and don't move.) Players are asked to dribble among the trees.

Fox Tails. Cut up an old sheet into strips approximately 4" wide and 24" long. These are the "tails." Each player sticks one tail in the back of their shorts. First play the game without balls. Add all players with ball. All players dribble while simultaneously trying to grab others' tails while protecting their own. (You can use pinnies as tails.) See **Foxes and Chickens** for a variation.

Foxes and Chickens. Cut up an old sheet into strips approximately 4" wide and 24" long. These are the "tails." Each parent is to place a tail in the back of their shorts and

- Soccer Eyestight
- Foot Care for Soccer
- Soccer Game Endurance
- Intermediate Strengthening Exercises
- Outdoor Soccer Shoes ("Cleats")
- Why Stretch
- Standing Stretches
- Tying Soccer Shoe Laces
- Initial Treatment of Injury
- Basic Strengthening Exercises
- Soccer Field Player's Kit
- Goalkeeper's Kit
- Soccer Rules
 - The Rule Book: FIFA Laws of the Game
 - Annual Amendments to FIFA Law (NEW! Spr. '16)
 - Ball "Live" or "Not Live" in Soccer
 - Checklist for Teaching Basic Soccer Rules
 - Hand Ball (Handling)
 - Introduction to Offside
 - Soccer Local Rules
 - Soccer IS a Contact Sport
 - Spirit and Intent of the Laws of Soccer
 - The Advantage Rule in Soccer
 - The Ball – Law 2
 - The Ball In and Out of Play – Law 9
 - The Corner Kick – Law 17
 - The Number of Players – Law 3 (NEW! Spr. '16)
 - The Unwritten Rules of Soccer
 - The Field of Play – Law 1
- Soccer Team Administration
 - About Your Coach
 - Coach's Kit
 - Data Collection and Statistics
 - First Aid Kit for Soccer
 - Net Securing Option
 - Sample Letters to Soccer Parents
 - Sample Soccer Match Results and Standings (spreadsheet)
 - Soccer Field Diagram
 - Soccer Mom (NEW! Spr. '16)
 - Trainers Kit
 - Water Kit for Soccer Games
 - Waiver of Liability and Release Form
 - Pre-Season Schedule
 - Sample Soccer Schedule
 - Information and Policy Sheet
 - Uniform Order Form
 - Medical Release
 - Player Questionnaire
 - Finances Spreadsheet

Tagging. A FREEZE TAG variation. Players pretend to be foxes or use the backs of their shirts to make act as the "chickens." Players act as the "foxes" and are to chase the parents and remove the tail. First play the game without balls. Add all players with ball. All players dribble while simultaneously trying to grab others' tails while protecting their own. (You can use pinnies as tails.) See **Fox Tails** for a variation.

Freeze Tag. All players with ball except for designated "tagger." Players dribble within the grid while avoiding the tagger. The tagger runs around and touches any players to freeze them. Players can unfreeze themselves by performing the "Irish Jig" for ten touches. Continue briefly and then switch taggers. (Variations: Taggers can also be dribblers. Can use two taggers. Can separate team into two groups.)

Gates. Split the team in half, one half with ball and one without. The group without a ball is to spread out randomly within the grid and stand with their legs spread a little more than shoulder-width apart. These are the "gates." Each player with a ball dribbles around the grid trying to put their ball through as many gates as possible. Time the event for two minutes. Players should count the number of gates they split. The teams then switch roles. "Score" may be kept by individuals or teams. (Variation: For younger players, use parents for the "gates" and have all players with ball.) (See **Tunnel** for another variation.)

Hospital Tag. All players with ball. Start as in regular "Tag." When a player is tagged, however, they must place their hand on the spot where they were tagged. By the third tag, they must dribble to the coach ("doctor") to get fixed up. After being "healed," they go back to the group to continue.

Kangaroos. All players with ball except two players who are the first kangaroos. Kangaroos must hop to tag players. Tagged players become kangaroos until all players are tagged. (Reduce size of grid for success, if necessary.)

Keep-Away. Also known as 1 v. 1 without goals. Players in pairs with one ball. One player starts in possession of the ball and the other tries to take it away. Play for approximately one minute. Player in possession at end may be declared "winner." May switch player starting in possession, then switch partners.

Knock Off. Divide the team in half. One group each has balls. Place several discs randomly spread out in the grid. Place a ball on each disc. One group goes at a time. The objective is to knock all the balls off the discs by kicking a ball into them. Each team gets a turn and the team that knocks off all the balls in the quickest time wins. Have the group that knocked the balls off re-set them and return their ball to a player in the other group.

Knockout. All players with ball. Have players kick other player's balls out of the grid while retaining possession of their own. Have players count the number of times they knocked out a ball. When a ball is kicked out, it is to be retrieved and play resumed. After a certain amount of time, stop and ask for the number of knockouts. (Variations:

- [Finances Spreadsheet](#)
- [Sample Soccer Philosophy](#)
- [Call for Soccer Stories](#)
- [Soccer Coaching Stories](#)
- [Soccer Glossary of American Terms](#)
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[Instructional Soccer Coaching Manual \(PDF\)](#)



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Don't ask for the number of knockouts. Vary the size of the grid. Have the players who are knocked out go to a side activity until only one or two players are left.) (The variation with one player remaining is also known as "Top Dog.")

Marbles I. Each player with ball. Divide the team into two groups and set them on opposite sides of the grid. Place a distinctly-colored or different-sized ball in the middle of the grid. This is the marble. Have each team try to move the marble to the other team's line by striking it with a ball. Tell the players that after the game starts, they can kick at the marble with anyone's ball. If a player kicks the marble directly, stop play and remind all players of the requirement to hit it only with a ball. (Variation: Everyone works to get the marble out of the grid.)

Marbles II. Each player with ball. Players in pairs. Players alternate using a single push pass to try to strike the other player's ball.

Moving Goal. All players with ball. Two parents or coaches acting as "goalposts" carry a piece of rope as their "crossbar" and walk around in the grid as a moving goal. Players must shoot the ball between them and under the rope to score. Players may score from either direction. (Thin plastic ("Caution") tape may be used instead of rope. If rope or tape is unavailable, the adults may hold hands at arms length.

Mud Monster. Two or three players start as the monsters. They then chase the rest of the players and try to tag them. Once they are tagged, they must spread their legs wide, pick up their ball and hold it over their head, and stay "stuck in the mud." They can be freed if another child crawls or kicks a ball through their legs.

Not in My Yard. Set up a "fence" of cones or discs dividing the grid in half in order to establish two "yards." All players with ball. Divide the team into two equal groups and place each group in a yard. This is a timed event. Upon command, players are to kick their ball into the other team's yard. The objective is to keep each yard free of balls. Parents should be used around the perimeter of the grid to keep the balls in play. At the end of time, the group with the least number of balls in their yard wins. (Variation: As players kick get stronger, the fence can be modified with a second set of parallel cones or discs to create a "no player zone," and the size of the yards increased.)

Numbers I. Set up a goal at each end, marked by cones. Divide the team into two groups, with approximately five players per group. Assign each player a number from one to five. Try to ensure that players with the same number are evenly matched. Have the players of each group spread out on opposite sidelines. Tell each group which goal they are to attack and which to defend. Put a ball in the center. Call out one or more numbers, and those players are to run out and play. Re-set when a goal is scored or if the ball goes out of bounds. (Variations: Have players start from the end lines. Throw the ball into the center.)

Numbers II. All players with ball. While dribbling, coach calls out random numbers 1

through 5 and players must form groups of that number.

Nutmeg. Two players with one ball. One player stands with legs spread. During time limit, see how many nutmegs a player can get. Switch.

Pass in the Night. Two small goals are established with disks or cones at each end of the grid. Players are divided into two groups at each goal. Coach has all balls in the center. When coach serves a ball, one player from each group sprints out to contest for the ball and try to score at the other player's goal. Players must quit if the ball goes outside of the grid or a goal is scored. Multiple pairs may be in the grid at the same time. Coach may serve the ball anywhere inside the grid.

Passing Count. Players in pairs with one ball, approximately three yards apart. Inside of foot pass and trap, using "two-touch" passing. The pairs can count the number of passes made in one minute. (Variation: Older may be asked to move and pass.)

Pirates. Define a circle with discs inside the grid. All players with ball except one, who is the first pirate. Players dribble to retain possession while the pirate tries to steal a ball and kick it out of the circle. As players lose their ball, they also become pirates until one player with a ball is left. This player can become the starting pirate for the next iteration.

Planets. Set up three large circles designated with disks. Tell the players that they are going to visit parts of our solar system. Name the circles as "Venus," "Mars," and "Neptune." All players with ball. Coach calls out the name of the next planet to visit. Can visit in groups in a rotation. Add more planets if memory can handle it.

Receive/Dribble/Shoot. Use cones to define at least two goals and set a disc approximately ten yards in front of both to define a starting point. Divide the team into groups for each set of goals and place the groups at the starting point, without balls. A coach and at least one parent should have the balls next to the goal. The coach should feed a ball to the first player, using "bowling." The player should come to meet the ball, receive (trap) it properly, dribble and shoot. The player should retrieve the ball and return it to the coach. You should increase the number of groups if players aren't moving quickly through the drill. A parent may also be used at the starting point for assistance. (Variation: Players start on the other side of the goal with the coach or server. The coach bowls the ball out into the field and the player runs to it, turns it back, dribbles and shoots.)

Red Light/Green Light I. All players with ball. Players dribble within the grid and respond to the coach's direction. With Green Light, players are to dribble at a slow pace. With Red Light, players are to stop the ball immediately with the sole of their foot and "make an airplane."