

The Rules

The players in tomb A pass the skull (ball) using one or two touches, depending on ability.

Two raiders from tomb B are called to come through the tunnels to steal the skull.

If successful they must dribble/run with the ball back through a tunnel into their own tomb and begin passing it with their team to keep it for as long as possible.

The team in tomb A now send through two raiders of their own – who must follow through the same tunnel that team B escaped through – to try and steal the skull back again.

At any point the coach can call for a third raider to go and help steal the skull.

If the skull is knocked out of the tomb the coach can choose which team restarts with a new skull.

A point can be scored by stealing the skull, or achieving a set number of passes – say 10 – when you are in possession of it.

Main Objectives

Possession, short passing, intercepting passes.

Set Up

Area: 50x30 yard area total comprising 2 20x30 yard areas joined by 3 10x10 yard escape tunnels.
 Players: 10, 2 teams of 5
 Equipment: Cones, balls

What To Call Out

"Tomb raiders go"
 "Good passing"
 "New skull coming in"

Progression

Allow the teams to choose how many raiders to send.

Allow skulls to be chipped over the tunnels to encourage aerial control. The skull cannot bounce within a tunnel.

Hint

Have ample footballs ready to play in. Don't do the obvious, see how players react to the ball going the opposite way. Roll the ball in to avoid head clashes on high balls.

