HUNGRY HIPPOS

GAME DETAILS:
Theme: Reinforcement of Fundamentals (Ground balls, passing, catching)
Field Location: Anywhere
Field Position: All
Time Needed: 5-10 minutes
Athlete Development Stage: All

OBJECTIVE:
Athletes get the most balls for their team.

DESCRIPTION:
You will need a minimum of 3-4 balls per player and 5 cones. Set up cones in a "+" shape. Place all balls in the center. Players are positioned in equal lines at each end of the "+".

EXECUTION:
When the coach says “go”, players run to the middle and pick up a ground ball.

SKILLS PRACTICED:
• Scooping, passing, catching

VARIATIONS:
Pass to a teammate on the way back. Add a box; players must run through box and dodge a coach before returning to their team. Set up 4 cages (one per line facing the line) in the middle, and players must score instead of picking up a ground ball.

DIAGRAM: