

12. Sharks and Minnows

Purpose:

Players practice dribbling fundamentals by way of a fun game.

Setup:

Every player starts with a basketball and stands in a line on the sideline except one player who is the “shark”.

The shark does not have a basketball and preferably is wearing a pinnie so that other players can identify them.

Execution:

- * The drill begins when the coach call's out ‘GO’.
- * Dribblers try to dribble to the other sideline without getting tagged by the shark.
- * The shark does their best to tag as many dribblers as possible before they make it to the other sideline.
- * When a dribbler is tagged, they become a shark and help tag dribblers.
- * The last dribbler who has not been tagged is the winner.

Coaching Points:

- * Dribblers are not allowed to travel, double dribble, or any other violation. If they do they're out.
- * Coaches can be “road blocks” or “rip tides” to help struggling dribblers across the court.