

# Weaver in the Middle

## Fundamentals

Primary component: catching  
Additional component/s: throwing, jumping

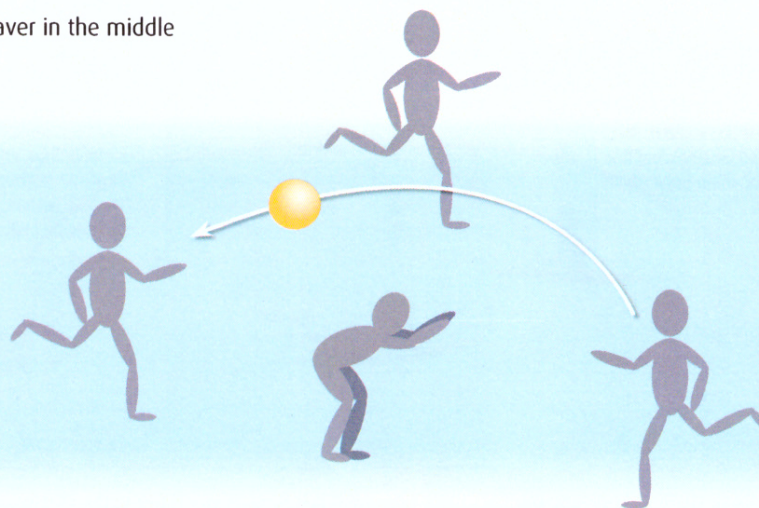
## Description

Essentially, this is piggy in the middle, but in shallow water. One person is in the middle, trying to obtain the ball while the others must try and pass the ball as many times as they can in 2 mins.

## Equipment/location required

Ocean or beach environment, ball

**Diagram 13.** Weaver in the middle



## Coaching points

Encourage a lot of movement and staying on balls of feet

## Variations

Attempt the game in flat water on nipper boards, but limit the amount of strokes that are allowed when holding the ball. Note that it is essential for the individual in the middle to be on their knees to try and catch the ball, but they are also the only one who is allowed to dive to try and get the ball. If any others fall off they must take over the position in the middle.