

CROSSING AND FINISHING GAME

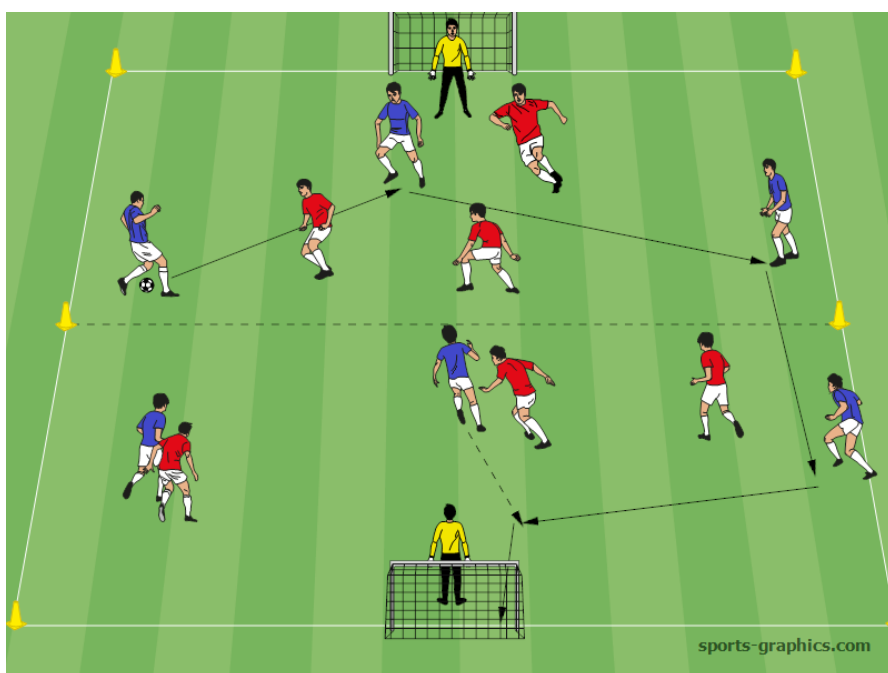
Develop combination play in a conditioned game

TECHNICAL

TACTICAL

Shooting

Combination Play



Set up a 25x25 playing area with a halfway line and a goal at each end.

Size of playing area can be adjusted if necessary.

Arrange 14 players 6v6 with a goalkeeper each. Outfield players must play 3v3 in each half.

On each half, two players are encouraged to play as wide players using the width of the area to provide passes from wide areas (simple crossing opportunities).

The goalkeepers roll the ball to one of their team to start.

When a goal is scored, the team who have scored retain possession and the game is restarted with their goalkeeper.

Players are encouraged to play quickly and use wide players when appropriate.

Ensure that the players are rotated and

experience different positions.

VARIATIONS AND PROGRESSIONS

Each practice can be varied to adapt to the needs of players. Simple changes can increase or decrease the challenge. Examples such as changing the rules, the size of the area, overloading the advantage of one team, varying the focus, or setting team challenges will keep players motivated and all attribute to good coaching methodology.



Modified Small Sided Game

LEARNING OUTCOMES

- Finishing under pressure.
- Improve consistency in finishing on goal.
- Improve shooting technique.
- Improve team work.
- Technical refinement particularly passing and receiving.
- Working as a unit.

KEY FACTORS

- Be positive
- Communication
- Good first touch
- Head up
- Movement
- Quality of pass
- Quality of the finish
- Shooting technique

FOCUS AREAS

- Angles and distance of support.
- Attackers timing of movement.
- Encourage use of both feet.
- End product - hit the target.
- Make play unpredictable.
- Play forward if possible.
- Quick decision making.
- Shooting technique (decision and execution).

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