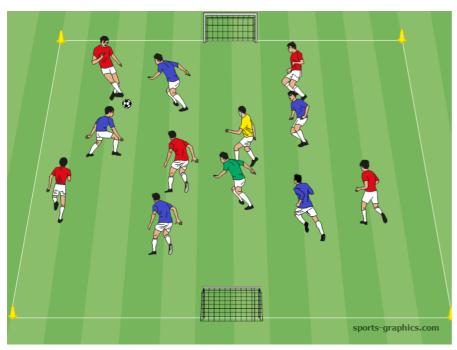


# **Passing**

## **Team Attacking**



Set up a 30x35 playing area with a small goal at each end.

Size of playing area can be adjusted if necessary.

Arrange players into two even teams with two additional players as spares (floaters). Play a directional football game. In this example, reds play blues with the yellow and green floaters.

Teams can only score once they have played a ball into both floaters and have received the ball back. Floaters can play to one another

If a player from the opposite team touches the ball, play must start again and include the passes to both floaters.

### 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

- Angles and distances of support. Does the player on the ball see a clear pathway to pass to a teammate?
- Awareness and decision of passing options. Which is the most effective pass?
- Correct passing technique.
- Correct technique to receive.
- How to play forward without forcing the pass.
- How to support the ball correctly.
- Passing angles.
- To make early decisions of when and where to pass the ball.

### **FOCUS AREAS**

- Attacking at speed with ball under control.
- Combination play, using minimal touches.
- Communication.
- Creating space and movement to receive the pass.
- Ensure passes are kept on the ground.
- Execution and weight of pass.
- Good movement to show for the ball.
- Opportunities to move ball forward with good quality, speed and precision.
- To make play unpredictable.
- Use of neutral players to quickly shift attack from side to side.

### **KEY FACTORS**

- Body shape
- Communication
- Good angles and distances of support
- Head up
- Movement
- Play forward when possible
- Quality of pass (accuracy, timing and disguise of the pass)
- Support quickly

