

Topic:	2^{nd}	and	3 rd	Man	Runs
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Organization Unrestricted	Variations	Diagram	Coaching Points
4 v 2 + 2 to two goals (20 x 30 area or as needed. Stretch.	 4 v 4 into two goals. (2) players from the defending team drop to defend their goal (with their feet). Reverse roles in transition. Line soccer to end-lines. (2) defenders defend behind the end-line and can't enter the field of play. To score, teammates must combine prior to shooting or dribbling across the end-line. Note: when using goals, balls must be shot below the waist to score. Play to points or time. 	30 yds.	 ✓ 2nd and 3rd man runs to unbalance and stretch the defense ✓ Timing and deception of runs ✓ Acceleration into space to receive pass ✓ Visual and verbal cues between players ✓ Accuracy and weight of pass
Restricted			
3 v 3 + 2 (20 x 30 area or as needed). Begin with two teams of four. (1) player on each team is the [designated] passer and is confined to a target area.	 Exercise creates 4 v 3 environment in possession. To score a point, link 6-8 consecutive passes together. Play to an established number or time. Player passing to the [passer] trades places immediately. Limit the touches of the passer (1-2). Passers become neutral for each team. This will encourage better speed of play and movement off of the ball. 	30 yds. $X O$ X O X O X X X X X X X X X X	 ✓ Passes to feet versus passes to space ✓ Timing and angles of support ✓ Visual and verbal cues to split defenders ✓ Quality of passing and receiving



Topic: 2nd and 3rd Man Runs

Counter Goals or Zo	nes		
4 v 4 to four small goals game (30 x 40 area or as needed).	 To score, players must pass through any of the four small goals. Combining and dribbling through is worth (2) points. Once a goal has been scored, the scoring team keeps the ball, but the next goal must be scored in one of the other three goals. Define direction. Each team has two goals to score through and two to defend. Play to points or time. 	40 yds. O X X O X X O X X O XX O $X30$ yds.	 Angles, distance and timing of supporting runs in penetrating positions Visual and verbal clues to play balls behind defenders Disguise and deception of runs Attacking shape and balance of team
Two Goals 7 v 7 with goalkeepers to two large goals (50 x 70 area or as needed).	 Possible formation 2:3:2. No restrictions. 	70 yds. 8 v 8 The GAME 50 yds.	 ✓ Tactical application of technique ✓ All of the above
Cool Down			
Players jog (dynamic movements). Stretch.	 Focus on major muscle groups. 		 ✓ Reduce Heart Rate ✓ Static Stretching ✓ Review Session

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