

Attacking Principles – "D" License Field Session



Dean Wurzberger

COURSE:

2012 "D" license workshop - Reg. IV

DATE: Oct. 25, 2012

"D" License Workshop: Principles of Attack Field Session

Practice Stage

INSTRUCTOR:

TOPIC:

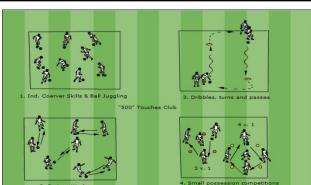
skills)

Warm-Up: (1)

- 500 Touches Club (Ball Mastery) Individual skill moves (Coerver
- Ball juggling skills and challenges
- Partner passing and skill work
- Small possession games



Organization



Objectives/Coaching Points

- Assist in the development of "technical excellence" in young players
- · Encourage the development of "creativity" and expression through ball mastery
- · Encourage young players to find innovative and unorthodox technical solutions to soccer problems they encounter on the field
- Encourage fun through ball mastery
- Functional technique
- Technique repetitions

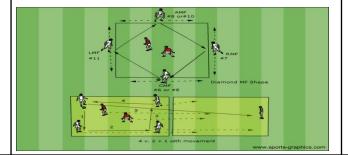
Warm-Up: (2)

4 v. 2 Possession boxes with team shape

- 12 x 10 playing area
- Attacking team counts consecutive passes
- Defending pair wins it 3 times to get out
- Defense can work out over any line 2 v. 1

4 v. 2 + 1

Possession with a penetrating pass with more movement and support

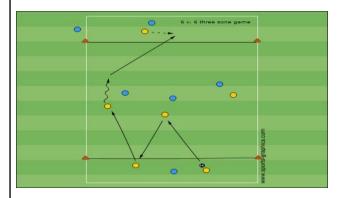


- Passing and support skills within a "team shape" and functional group within a team
- Principles of attack illustrated
- Defending pair tactics
- Touch restrictions may apply
- Encourage player rotation

Small Side Activity:

6 v. 6 end zone game: play to a target player

- 2-3-1 team shape
- Play starts in the end zone with two players supporting the attack in MF (3 v. 3 + 2). Progress to one support.
- Opponent is "inactive" when playing out from your end zone to the MF players
- Score by getting a pass to the target player



- Overload (5 v. 3) created with starting play from the end zone
- 3 v. 3 in middle zone attempts to keep possession and play an accurate pass their target forward in the end zone.
- 1 v. 1 in end zone when your team is defending. 2 v. 1 in end zone when your team plays out from the back
- If 3 defending players in MF win the ball, they try to play a pass to their target player on the counter attack

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Expanded Small Sided Activity:

7 v. 5 Attack vs. Defense

- 65 x 60 with two target gates just past half I
- Play starts with the GK who distributes in def. third and open play resumes
- Team building out from the back scores by crossing the half line and passing thru gate



- Build attacks from the back third through the MF
- Apply the principles of attack
- Positional play and team shape considerations
- Transition considerations when possession is lost
- Three lines linking play together
- Open play creates realistic situations for coaching points
- Re-starts can be practiced

Match:

7 v. 7 game with three vertical channels

- Pitch reduced to 65 x 60
- · Offside lines at top of final third
- GK starts play with a ball out to defenders
- Team in possession builds play through the thirds to attempt a strike at goal
- Defending team attempts to win possession and counter attack
- Re-start play with GK on ball out of play



- Challenge players to spread out when in possession and to open up space in the central channel
- Quick, accurate passing to play out of pressure
- Build play up one side to create space on the far side of the field for effective switch of play
- Good support behind the ball for better ball possession options and defensive security
- Good movement and possible interchange of player positions
- 8 v.8 = Add another striker (2-3-2), 9 v. 9 = (3-3-2)