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## Variations

Diagram
Coaching Points

## Unrestricted

8 v 8 "Blackjack."
Possession exercise
(define area if
necessary). Stretch.

- Team in possession keeps the ball as long as possible. Teams change roles with loss of possession.
- Blackjack (first team to 21 points wins). Award points as follows:
$\checkmark \quad 1$ point for every one touch pass
$\checkmark \quad 1$ point for a wall pass
$\checkmark \quad 1$ point takeover
1 point for overlapping runs
- Keep it realistic and award points only for successful combinations while keeping possession of the ball.
$\checkmark$ Maintain proper balance and angles of support
$\checkmark$ Vision and awareness away from the ball
$\checkmark$ Proper verbal and visual communication
$\checkmark$ Appropriate technique while receiving and passing the ball
$\checkmark$ Speed of play and decision making


## Restricted

$5 \mathrm{v} 2+5 \mathrm{v} 2(25 \mathrm{x} 45$ area or as needed). Coach begins by serving 10 balls to the attacking team(s) from outside the area.
Defenders move into the nearest defending third in transition to create a 5 v 2 .

- Teams score by switching the ball through the middle. Continuous play until the ball is played out of bounds or the defending team wins the ball.
- Attacking team must pass the ball (4-6) times before switching the ball.
- One player from the far grid can check to the middle for support (check in check out).
- Must link with the checking player in the middle before switching the ball.
- Rotate defenders accordingly.

$\checkmark$ Play the way you are facing - don't force the ball
$\checkmark$ Change the point of attack and penetrate quickly
$\checkmark$ Disguise and deception of pass and runs
$\checkmark$ Be patient and let opportunities develop
$\checkmark$ Pass selection - on the ground or in the air?

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## Two Large Goals

6 v 6 with goalkeepers to two large goals ( 40 x 50 area or as needed). Divide field into two equal halves and organize players accordingly.

- Begin with 4 v 2 in each half. Players must stay in their own half of the field.
- Progress by allowing one defender to advance forward creating a 4 v 3 and then one attacker to advance forward creating a 3 v 4 .
- Award one point for any combination play and two points for combining with an attacking player that leads to a goal.
- Remove the central line and play.

$\checkmark$ Change of rhythm in possession to unbalance defending team shape
$\checkmark$ Timing of runs on and off the ball
$\checkmark$ Quick and decisive transition from defending to attacking
$\checkmark$ Encourage finishing off of combination opportunities
$\checkmark$ Utilize the goalkeeper in possession of the ball


## Two Large 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 . | $\boxed{\square}$ | $\checkmark$ Positive environment to encourage creative and instinctive play <br> $\checkmark$ Possession is the key to success <br> $\checkmark$ All of the above |  |
| :---: | :---: | :---: | :---: |
|  | $\begin{gathered} 8 \mathrm{v} 8 \\ \text { The GAME } \end{gathered}$ |  |  |

## Cool Down

Players jog (dynamic

- Focus on major muscle groups.
$\checkmark$ Reduce Heart Rate
$\checkmark$ Static Stretching
$\checkmark$ Review Session

