

Topic: Finishing

Organization	Variations	Diagram	Coaching Points
Fundamental		I	
Technical ball striking work in pairs, one ball between two. Use half a field and create numerous 4 yard wide goals with cones. Stretch.	 Begin with passing through the cones to your partner. Go to a different set of cones each time. Focus only on inside, instep and bending balls on the ground. Add 2-4 neutral defenders as opposition in the area. Rotate. 	$X \bullet$ $\Delta \longrightarrow$ X	 ✓ Proper technique and body control ✓ Body position and balance ✓ Locked ankle and correct positioning of plant foot ✓ Eye on the ball
Match Related 1			
2 v 2 + 1 with goalkeepers to two large goals (30 x 36 area or as needed). Neutral player plays for team in possession.	 Rotate attack between the X's and O's each time. Example: X's attack and O's defend, once X's shoot, score, etc., the O's receive another ball and attack while two new X's enter the field to defend – flying changes. If necessary, add an additional neutral player to create a 4 v 2 to enhance scoring opportunities. 	$\begin{array}{c ccccccccccccccccccccccccccccccccccc$	 ✓ Quality of preparation touch ✓ Placement versus power ✓ Proper selection of contact surface ✓ Timing and shape of attacking runs ✓ "Finishing" versus shooting



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Match Related 2			
4 v 4 (3 v 1 in each grid) with goalkeepers to two large goals (44 x 36 area or as needed).	 3 v 1 in each grid. Players are not allowed to enter the other grid. Attacking team looks for early opportunities to shoot and/or combine with the target player in the other grid. Progress by allowing a 2nd player to enter the attacking grid once they have combined with the target player. A goal scored by combining with the target player is worth two. Remove central line and play. 	$ \begin{array}{cccccccccccccccccccccccccccccccccccc$	 ✓ Creativity and deception ✓ Aggressive and positive mentality ✓ Vision and anticipation ✓ Tactical application to the game ✓ Positioning to gain an advantage
Match Condition 7 v 7 with goalkeepers to two large goals (50 x 70 area or as needed).	• No restrictions.	70 yds. 8 v 8 The GAME 50 yds.	 ✓ Correct attacking shape and balance of team ✓ Frame the goal ✓ Find a way to score ✓ Resiliency – rebound mentality ✓ All of the above
Cool Down			
Players jog (dynamic movements). Stretch.	 Focus on major muscle groups. 		 ✓ Reduce Heart Rate ✓ Static Stretching ✓ Review Session