

Topic: Penetrating Runs

Organization Unrestricted	Variations	Diagram	Coaching Points
Technical passing work in pairs, one ball between two. Stretch.	 Keep it innovative, demanding and realistic. Diagonal runs to receive pass. Bent runs to receive pass. Double pass to receive pass. 	X• X	 ✓ Timing and deception of runs ✓ Acceleration into space to receive pass ✓ Visual and verbal cues between players ✓ Accuracy and weight of pass
Restricted 2 v 2 + 1 to four small goals (25 x 20 area or as needed). Neutral player plays for team in possession.	 Play begins with ball being served by one designated team. Flying changes for both teams after a goal or ball is played out of bounds. Rotate neutral player as necessary. Goals are awarded to the attacking team by playing a ball through or behind the defense and maintaining possession while dribbling through one of the small goals. Defending team is awarded a goal if they win the ball and strike an immediate penetrating pass through one of the small goals. 	$ \begin{array}{cccccccccccccccccccccccccccccccccccc$	 ✓ Timing and angles of support ✓ 2nd and 3rd man runs to unbalance and stretch the defense ✓ Visual and verbal clues to split defenders ✓ Quality of passing and receiving



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Counter Goals or Zo	nes		
4 v 4 + 2 end zone game (40 x 30 area or as needed). Neutral player plays for team in possession.	 End zone soccer. Team in possession scores by penetrating across the opponent's end zone while maintaining possession. Goals must be scored by playing a ball behind a defender to a player running into the zone. Add transition to the exercise. Once one team scores into one end zone, they immediately transition and look to penetrate the opposite end zone. 	30 yds. X X O O X X N O N O X 40 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		II	
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.	✓ All of the above
Cool Down		1	
Players jog (dynamic movements). Stretch.	 Focus on major muscle groups. 		 ✓ Reduce Heart Rate ✓ Static Stretching ✓ Review Session