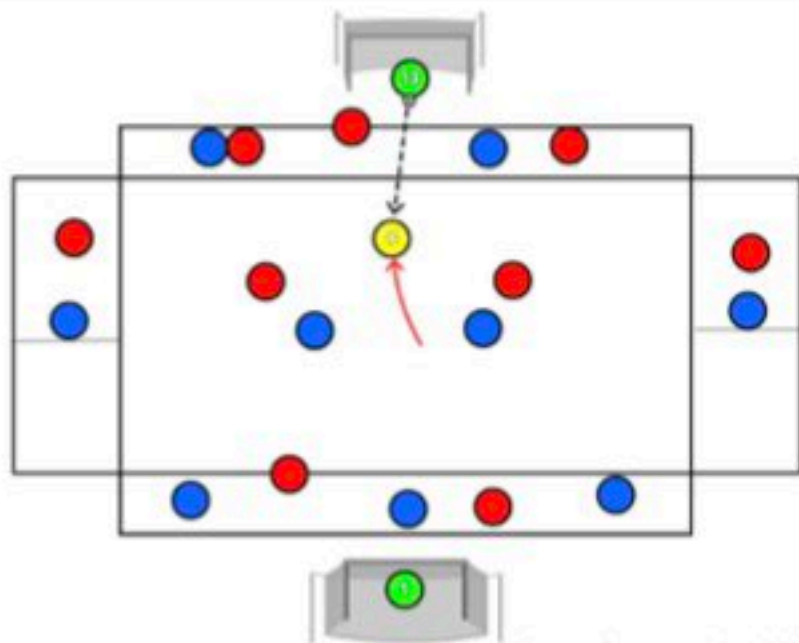


CREATING THE ATTACK – (JOINING & CONNECTING)

RF

Tactical Possession – Rondo Directional 2



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4 Corners

Passing & Receiving – quality VITAL
Support play and next pass
Combinations

Confidence/character to keep
playing the fast ball into Strikers
feet
Decision making risk or retain

Strength
Co-ordination for 1 or 2 touch
passing
Agility – movements to receive

Communication throughout – mostly
defending aspects
Team work
Coping with failure of wayward
passes

Session Set-Up

44x60 yd area

Supply of
footballs

2 Full size goals
(that are 15 yds
away from grid
lines)

9 Blue Bibs
9 Red Bibs
2 Green Bibs (GK)
1 Yellow Bib (MP)

Session Detail

Tactical Possession rondo game. Here GK rolls ball out to dropping Magic Player no.4 (who can play for both teams in possession). The magic player can play primary ball to strikers, secondary Wing Backs or lastly into other Midfielders. With one team in possession, the other team defends in their zones i.e. how a normal rondo works.

Progressions

Move onto Phase of Play
Roles for all

Key Questions

If the MP no.4 on the ball, what can I do to stop the ball into primary targets?
When does the ball go into Wing Backs?
How should the ball be played into Wing Backs or Strikers?

Coaching Points

1. Create space as a team – team dispersal
2. Movement at the right time to receive to feet or space
3. Receiving touch – maybe 1 or 2 touches around player or if defender is tight
4. Support play – in front, behind to keep possession
5. Fast ball into Strikers so Midfielders and/or Wing Backs can combine to score
6. Combinations from Strikers to get into goal scoring positions
7. Observe GK positioning – score at the GKs vulnerable position