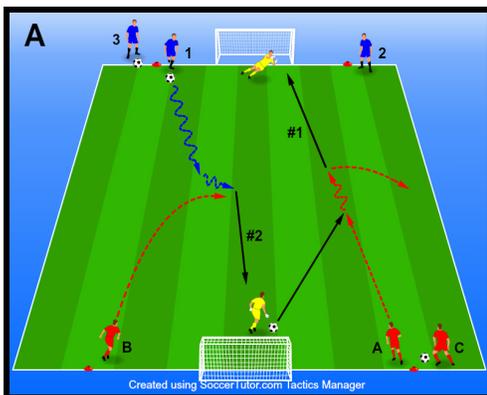


Add One Finishing Game

Small Sided

Attacking, Finishing



Procedure:

Ball #1: The GK outlets to Player A, who takes a shot on goal and hustles back to the cone.

Ball #2: Player 1 dribbles on, Player B defends the 1 v 1 (Diagram A).

Ball #3: Player C dribbles on to create a 2 v 1 with Player B, Player 1 stays on to defend.

Ball #4: After the 2 v 1, Players B and C stay on to defend the 2 v 2 against Players 2 and 3. Player 1 hustles off (Diagrams B).

Procedure (con't):

Ball #5: All four players stay on the field after the 2 v 2 (Ball #4), and Player A dribbles onto the field to create a 3 v 2 to goal (Diagram C).

Ball #6: After the 3 v 2 goes to completion, all five of the players stay on as Player 1 dribbles in to create a 3 v 3 to goal. (Diagram D).

Scoring: One point is awarded for goals scored with a man advantage. Two points are awarded for goals scored during attacks with even numbers.

*Bonus points – If a team scores on all three of their attacks during the round, their point total is doubled. The team with the man advantage attacks would get 3 bonus points, the team that attacks with even numbers would get 6.

Coaching Points:

- 1 Speed of Play – Attack the defender with the dribble and force him into a poor decision.
- 2 Combination Play – Use overlaps and takeovers to create space during the 2 v 2's and 3 v 3's.
- 3 Finishing – Make positive first touches to goal and create better shooting angles.

Progressions:

- 1 Put a time limit on finishes to increase the speed of the attack and to add game-like pressure.