

Procedure:

Part One: Groups of four pass the ball within their square, working on combinations, runs without the ball, 1 and 2 touch play, etc.

Progression 1 – One player moves into the center of the square and distributes the ball to the other three players.

Part Two: On the coach's signal, one player from each group leaves his square and runs into the square to his left, creating a 3 v 1 in each square. When a group of three loses possession, the attackers must sprint across their square as a penalty.

On the coach's signal, the players return to their own square and resume their passing patterns.

Progression 1 – During the 3 v 1, defenders can switch out with teammates on the fly.

Coaching Points:

- 1 Decision Making The player closest to the ball becomes the defender.
- 2 Speed of Play Play in a 1 and 2 touch rhythm and force the defender to chase.
- 3 Attacking Runs As the defender enters, make runs to the outside of your square.