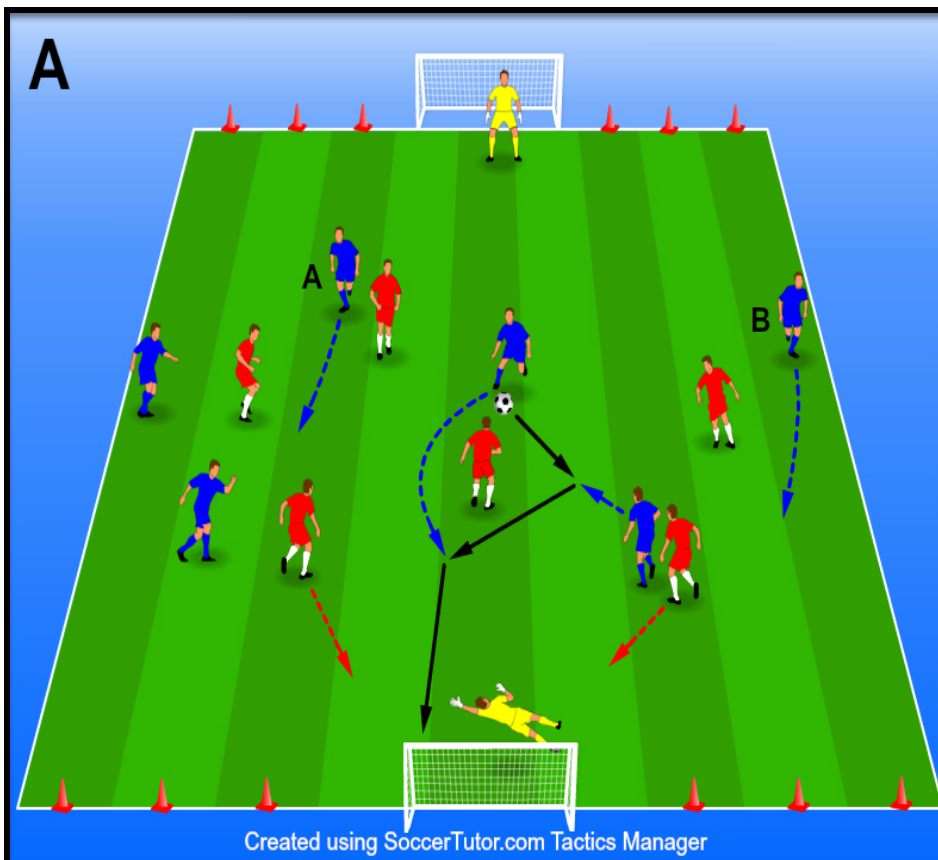


## Counter Attacking Game

## Small Sided

## Group Attacking



### *Procedure:*

The two teams play 5 v 5 with no restrictions. After scoring, or when a ball goes over the end line, the attacking team must send the two players furthest away from the goal (Players A and B) to the end line as the goalkeeper re-starts play for the opposing team (Diagram A). The attackers (now in red) use the opportunity to attack at speed 5 v 3 as Players A and B run around any of the cones set up on the end line before returning to play (Diagram B).

The offsides rule is in effect during the game, using half field as an offsides line.

### *Coaching Points:*

- 1 Speed of Play - Once the attack is up to speed, don't slow down. Maintain or increase the speed of the attack.
- 2 Attacking Runs – Players without the ball must make forward runs. A dribbler should not attack on his own.
- 3 “Switching Off” – Stay involved in play, and do not become a spectator. When your attack is over, don't rest. Get back!

### *Progressions:*

- 1 The three attackers closest to the goal run to the end line after scoring or when the ball goes over the end line.