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Set up a 45x30 yrd playing area split into 3 zones.

Split players into 4 teams of 3 players + 2 Gks.

Two teams start as defenders(End zones), one team starts as attackers(Middle zone) and one team start as wingers.

The game starts by the coach passing a ball into the attacking team who have to make 2 passes before playing out to the winger.

The winger crosses for the attackers to attempt to score in a 3v3 situation.

Once the cross has been made the game continues until a goal is scored or the ball goes dead.

If the attackers score, they turn receive another pass from the coach and attack the other goal.

If the defenders stop them from scoring then the roles are switched and they come out of the end zone and receive a pass from the coach.

Play for a set time limit with each team taking a turn as the wingers.

Team with most goals after all teams have been wingers, wins.



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#### Final Game - Crossing & Finishing

Large goals with a small field. To start the game have a player from each team in the side channels. Only one player per team allowed in there. Players with the ball in the side channels cannot be tackled but can only keep the ball for 3 seconds. Goals can only be scored from a cross.

Progressions: allow more fluidity and creativity (e.g. any player can enter the side channel but still only one player per team at any time); tackles allowed in the side channel

Coaching Points: Encourage creativity, positive attacking movement