

# Tactical Development

## Exploit Quick Passes From The Goalkeeper

### Quick Restarts from the Goalkeeper

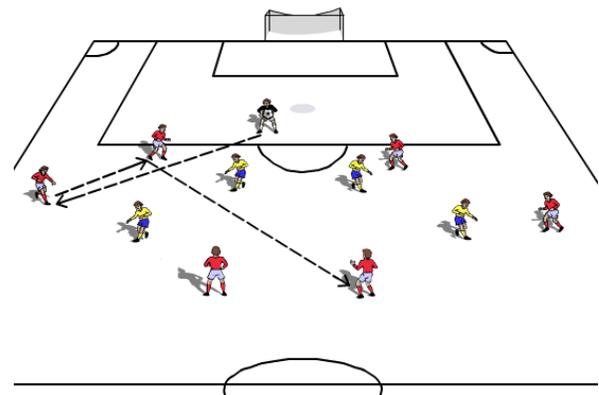
Quick thinking is an important attribute of any soccer player. One of the most important moves on the pitch, and yet one that is often overlooked, is a quick break from the goalkeeper's throws. Often there will be a chance of a quick counter attack when the goalkeeper picks up the ball in the penalty area and can see one of his team mates unmarked ahead of him. Quick movement and thinking can be the difference that makes a winning team on the pitch. The game on this page helps you coach your goalkeeper and your outfield players to move quickly to secure crucial space that can be exploited further up the pitch.

In a game scenario, there is times where the goalkeeper will need to rush out and pick up the ball on the edge of the penalty area. It makes a lot of sense to get them to quickly roll it out to a defender so that the team can turn defence into attack without resorting to a big kick up the field (which usually results in losing possession. The other key to using a quick roll out is the movement and the position of the defenders. They need to pull wide and drop back to make space for the goalkeeper to pass to.

### Use the space created by the defender

The goalkeeper is key to getting the ball out from the back quickly. When the goalkeeper picks up the ball the opposition are often retreating so a big kick down the middle is the most obvious move.

However, sometimes a quick roll out can be more effective than a big kick, because the players can pass the ball using the space created, keeping control of the ball and putting it into areas the attackers can exploit. Only the goalkeeper has control over a big kick the rest is all down to the bounce and a bit of luck.



### Try it in Practice

Set up an area approximately 40x20 yard field, and mark off two areas at either end of the pitch 3 yards deep. The goalkeeper can handle the ball in those areas.

### How to play it

Have three outfield players on each team, they cannot enter the shaded areas. The players cannot shoot from their own half, and must move into space for a pass.

The goalkeeper will need to use the whole width of their area to find a good position to create some space. In defence, players can pass back to the goalkeeper, but goalkeepers must play it with their feet and not pick it up, to keep it realistic.

