

Description

4v4 + NEUTRAL TO TARGETS.

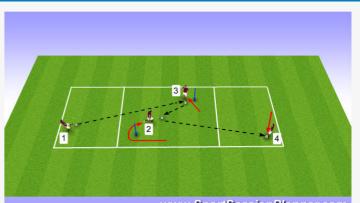
COMBINATION: PATTERN OF PLAY.

PLAYER 2 INSTIGATES THE PLAY. HE SHOWS FOR THE BALL IN FRONT OF MANNEQUIN. PLAYER 1 PLAYS PLAYER 3. PLAYER 3 GETS IN FRONT OF MANNEQUIN AND AS THE BALL BYPASSES PLAYER 2, HE SPINS INTO THE SPACE TO RECEIVE THE BALL FROM PLAYER 3 AND PLAYS INTO PLAYERS 4 WHO ALSO MAKES A RUN TO RECEIVE PASS. PLAYER 4 TAKES A TOUCH AND NOW PLAYER 3 INSTIGATES THE PLAYE

SWITCH PLAYERS AFTER A SELECTED TIME PERIOD.

COACHING POINTS:

-BODY SHAPE WHEN PASSING BALL: ENGAGE CORE, IN BASE POSITION WITH CHEST/HEAD UP. BODY OVER THE BALL.



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-APPROPRIATE TECHNIQUE WHEN PASSING:

STANDING FOOT CLOSE TO BALL. DON'T STRETCH FOR THE BALL. VISUALIZE PUSHING THE BALL ACROSS THE FIELD. THINK ABOUT MAKING A SOLID CONNECTION WITH THE BALL WITH THE INSIDE OF FOOT. CONFIDENT FOLLOW THROUGH AND ADJUST FOOTWORK TO ALLOW QUICK MOVEMENTS.

-BODY LANGUAGE WHEN PASSING, MOVING AND RECEIVING: CHECKING YOUR SHOULDER. EYE CONTACT WITH TEAM MATES. HAND SIGNALS (POINTING, ASKING FOR BALL, ETC). BASE POSITION WITH ARMS OUT TO PROTECT BALL WHEN RECEIVING. -LIMIT STRAIGHT PASSES.

-<u>DISGUISE PASS IF REQUIRED:</u> SHAPE BODY TO PLAY ONE WAY BUT NAVIGATE CONTACT FOOT AND PLAY A DIFFERENT WAY.

-OPPOSITE MOVEMENTS FOR PLAYERS IN CENTER ZONE.

-CHANGE OF SPEED WHEN SHOWING FOR BALL.

-CONVINCE OPPONENT THAT YOU WANT IT WHEN SHOWING SHORT.

-WHEN PLAYER 3 LAYS OFF TO PLAYER 2, HE HAS TO GET OUT OF THE SPACE CREATED.

-TIMING OF RUN FROM PLAYER 2 IS VERY IMPORTANT.

-IDENTIFY WHERE TEAM MATES AND OPPONENTS ARE WITHIN THE SITUATION.

-ALWAYS THINK ABOUT WHERE THE SPACE IS. 1ST PROGRESSION- SAME PATTERN BUT WITHOUT MANNEQUINS.

<u>2ND PROGRESSION</u>- INTRODUCE AN EXTRA PLAYER IN EACH END ZONE AND CONTINUE WITH PLAYING LONGEST PLAYER TO CREATE COMBINATION WITH NEW PLAYER IN END ZONES.

<u>3RD PROGRESSION-</u> CREATE 2 GROUPS OF 6 WITHIN LARGE AREA. PATTERNS MUST FLOW DIAGONALLY ACROSS AREA-TEAMS WORKING IN OPPOSITE DIAGONALS.

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4v4 + NEUTRAL TO TARGETS. -TOUCH LIMIT AND OTHER RESTRICTIONS MAY VARY. -1 TEAM DEFENDS ONE END AND ATTACKS THE OTHER. -POINTS ARE SCORED BY PLAYING INTO TARGET PLAYERS FEET.

