



08 Premier / U11G - Close Range Finishing

Category: Technical: Shooting

Difficulty: Beginner | Start Time: 29-Oct-2018 16:45h

Am-Club: Rio Rapids Soccer Club
Ray Nause, Albuquerque, NM, United States of America

Description

Phase: Create Scoring Chances

Principle: Put Yourself in a Position to Score - Adjust Body Shape and Touch to Shoot

2v1 Flying Changes to Goal (WHOLE) (25 mins)

DESCRIPTION/ORGANIZATION:

*2v1 to 2 Big Goals

*Game starts with 2 attackers from 1 team and 1 defender from the other on the field

*When ball leaves field or scores - the defending team is immediately replaced by 2 attackers running on with a new ball and only the player who kicked the ball into the goal or off the field remains as a defender

COACHING POINTS:

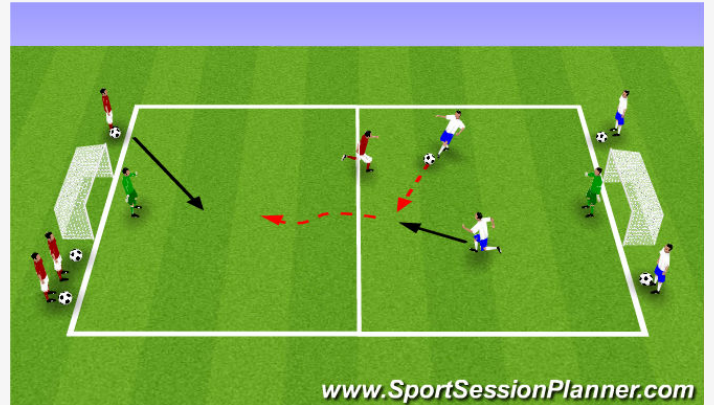
*Drive at defender on dribble to create 2v1 - don't allow defender to separate you from teammate and make it a 1v1

*Attacking player off the ball creates space for themselves or teammate- fade from defender or overlap

*When you get behind defender - drive to goal on dribble and cut off their recovery run

*How to prepare to shoot - prep touch and body shape/footwork

*Emphasize goal scoring mentality and rapid transition



Breakaway Finishing (PART) (25 mins)

DESCRIPTION/ORGANIZATION:

Option 1- 1v0::Two teams of players start next to opposite posts at opposite goals. Take off on dribble to score on breakaway with no defenders. Make competitive by keeping track of score.

Option 2- 1v1 chasing: Attacker starts at cone inside of field while defender begins with ball behind end line and wide of goal. Defender passes to attacker and then may close defender to stop them from scoring.

COACHING POINTS:

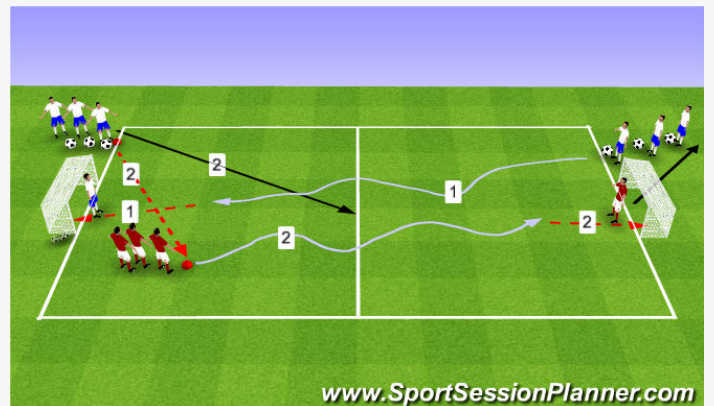
*Dribble aggressively to goal starting by running with the ball and big touch

*dribble directly to center of goal to keep options open and cut off defenders recovery run

*smaller touches as you get closer to goal - look up to find goalkeeper to determine location for shot

*Keep dribbling until goalkeeper is on the move towards you and then slot ball between GK and post to finish

*Don't wait to beat GK 1v1 and don't shoot before GK commits until you reach penalty spot



2v2 + 1/2 Finishing Activity (WHOLE) (25 mins)

DESCRIPTION/ORGANIZATION:

2v2 + 1/2 to 2 Full-Size Goals on 30 x 36 yard field

*Coach has two teams next to him/her in pairs at the midfield line on one sideline

*1 or 2 neutral players are in field of play

*When coach puts ball in play, the two pairs of players in the front of the lines sprint on to play 2v2+1/2 *if ball goes out of play - coach immediately plays in new ball and new group of 2 pairs enter to play *if goal scored - attackers grab ball and attack opposite, D must change

COACHING POINTS:

*Body shape open to ball and goal - quality of 1st touch - peeking to locate defenders and numbers up

*Create 2v1 situations by driving at a defender on the dribble

*Movement of players off the ball to support the player with the ball and create numbers up

*Goal scoring mentality

*Rapid transition when ball goes out of play or goal is scored -



