



# [Rio Rapids Coach Ed - Creating Scoring Chances; G.P. - Create Space Away from Defenders]

Category: Academy: Finish the attack  
Difficulty: Academy Sessions

Pro-Club: Colorado Rapids Soccer Club  
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## PSAM - 8v8+2

### Set Up

6 rounds x 3 minutes  
8v8 with 2 wide neutrals.  
Attacking team - 2-3-2  
Defending team - 2-3-2

**Scoring** - 1 pt for each goal in big goal. Goals can only come from final zone (scoring zone).

Phase 1 starts with the goalkeeper in possession. Goalkeeper must play a player in his team to start the phase and is not allowed to play a wide neutral player from the 1st pass. Neutral player is 2 touch, but, is not allowed to be defended in wide zone. Ball cannot stop moving in the wide zone.

Phase 2 begins when possession is lost or a shot is taken and the goalkeeper saves while maintaining possession of the ball. The game is 'free' and the goalkeeper is not restricted by who they can play their 1st pass to in the game.

Goalkeepers are not allowed to score.

Pitch divided into 3 zones (18, 15 and 18 yds). Final zone must be broken with a pass or dribble. An attacking player (including neutrals) may not enter final zone prior to zone being broken.

### Progressions

Goalkeeper can play wide players off first pass.

Wide players have unlimited touches and can be defended.

Defending team is not restricted to central zone until it is broken.

Goals can be scored from outside of scoring zone.



## PSAM - 6v6+2

### Set Up

6 rounds x 3 minutes  
6v6 with 2 wide neutrals.  
Attacking team - 2-1-2 or 2-3  
Defending team - 2-2-1

**Scoring** - 1 pt for each goal in big goal. Goals may only be scored from final zone (scoring zone).

Phase 1 starts with the goalkeeper in possession. Goalkeeper must play a player in his team to start the phase and is not allowed to play a wide neutral player from the 1st pass. Neutral player is 2 touch, but, is not allowed to be defended in wide zone. Ball cannot stop moving in the wide zone.

Phase 2 begins when possession is lost or a shot is taken and the goalkeeper saves while maintaining possession of the ball. The game is 'free' and the goalkeeper is not restricted by who they can play their 1st pass to in the game.

Goalkeepers are not allowed to score.

Pitch divided into 2 zones (18 and 18 yds). 2nd zone must be broken with a pass or dribble. An attacking player (including neutrals) may not enter final zone prior to zone being broken.

### Progressions

Goalkeeper can play wide players off first pass.

Wide players have unlimited touches and can be defended.

Defending team is not restricted to front zone until it is broken.

Extra points for goals scored from wide areas or back zone.

Goals can be scored from outside of scoring zone.



**Set Up**

6 rounds x 3 minutes  
 5v5 with 8 wide neutrals.  
 Attacking team - 2-2  
 Defending team - 2-2

**Scoring** - 1 pt for each goal in big goal. Goals may only be scored from final zone (scoring zone).

Phase 1 starts with the goalkeeper in possession. Goalkeeper must play a player in his team to start the phase and is not allowed to play a wide neutral player from the 1st pass. Neutral players are 2 touch and cannot be defended in wide zone. Ball cannot stop moving in the wide zone.

Phase 2 begins when possession is lost or a shot is taken and the goalkeeper saves while maintaining possession of the ball. The game is 'free' and the goalkeeper is not restricted by who they can play their 1st pass to in the game.

Goalkeepers are not allowed to score.

Pitch divided into 2 zones (18 and 18 yds). Final zone must be broken with a pass or dribble. An attacking player may not enter final zone prior to zone being broken.

**Progressions**

- Goalkeeper can play wide players off first pass.
- Wide players have unlimited touches and can be defended.
- End targets 1 touch.
- Defending team is not restricted to central zone until it is broken.
- Goals can be scored from outside of scoring zone.



**PTDM - 4v3 to Goal**

Movement starts with a double pass between attacking player and 1st defender. 1st defender must press his/her pass. Game is live. Final zone (scoring zone) can be broken with a pass or dribble. Players (attacking or defending) may not enter scoring zone prior to the ball being played. Goals can only be scored from scoring zone.

**Progressions**

- 1st defender does not have to press pass.
- Attacking team can score outside of scoring zone.
- Must break the final zone with a pass.



**PTDM - 4v3 (4) to Goal**

Movement starts with a pass from a serving player to the defender who then plays the nearest attacking player. 1st defender must press his/her pass. Game is live. Final zone (scoring zone) can be broken with a pass or dribble. Players (attacking or defending) may not enter scoring zone prior to the ball being played. Goals can only be scored from scoring zone.

**Progressions**

- 1st defender does not have to press pass.
- Attacking team can score outside of scoring zone.
- Must break the final zone with a pass.



**Set Up**

Movement begins with a square pass between 6 and 8. Central player then plays wide to 7/11. This player has the choice for an early cross or to drive to the endline for a pull back cross. 9 and 10 are reading movements of 7/11 to determine timing and area of runs.

**Notion of Choice** - 2/3 or 7/11

**Progressions**

7/11 can set for #6/8 to play target to combine to get in

7/11 can set for #6/8 to change the point to opposite wide man

