



03 / U17G - open up the opponent to penetrate - switching point of attack

Category: Tactical: Switching play

Difficulty: Advanced

Am-Club: Rio Rapids Soccer Club
Girls Directors, Albuquerque, United States of America

2v1 switching game (25 mins)

DESCRIPTION/ORGANIZATION:

2v1 in each outside grid (to goal)

1 defender and 1 midfielder in middle grid (defender is the only player who can move into different grids)

Ball starts with center mid - can play to either grid to create 2v1.

Middle defender moves across grid to make 2v2 - attacking team now switch quickly through middle player to opposite grid to create a new 2v1.

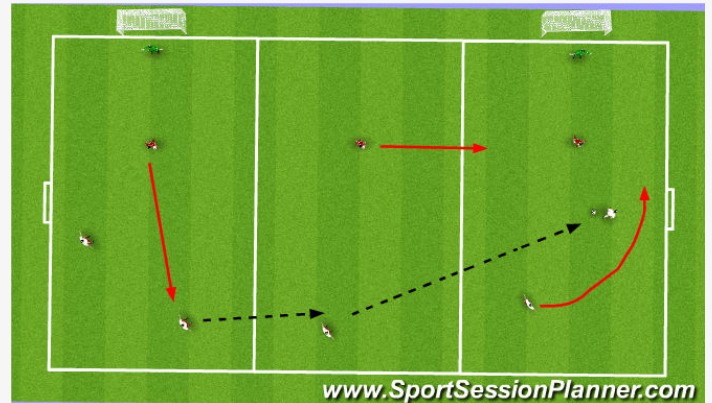
COACHING POINTS:

Speed of play - recognize where middle defender is and switch game quickly to opposite side.

Don't get caught playing 2v2 - switch ball to other side every time

Starting positions of two attacking players - be difficult to be defended by one defender (one high, one low for example)

Use 2v1 quickly to get to goal



4v4 (+2) to 6 goals

DESCRIPTION/ORGANIZATION:

4v4 (+2 wide neutrals) to 6 goals

Players can score in any of the 3 goals they are attacking. Teams can also use wide neutral players (who cannot be defended)

Neutral wide players make decisions on which goal is easiest to score on - big switch to far goal, middle goal or near goal?

COACHING POINTS:

Keep game stretched wide in possession

Neutral players head up to recognize which is the easiest goal to score in

Movement off the ball to threaten goals



switching side to side - cross/finish

DESCRIPTION/ORGANIZATION:

Players play 3v3 in wide grid - after connecting 3 passes they play into CM who switches the ball to opposite side of field.

Wide player receives ball, dribbles and crosses into box where 2 attackers play against 2 defenders.

Can progress by adding a third attacker to the box to attack cross (attacker comes from the 3v3 box)

COACHING POINTS:

Movement of the CM to find ball, receive across body and switch play quickly

Quality of switching pass from CM.

Service from wide area - early ball, flight cross, driven cross?

Forwards movement in the box

