



# Rio 03G-U17G - getting open/create separation from players and breaking lines Jan 29, 2020

Category: Tactical: Decision making practices  
Difficulty: Advanced

Am-Club: Rio Rapids Soccer Club  
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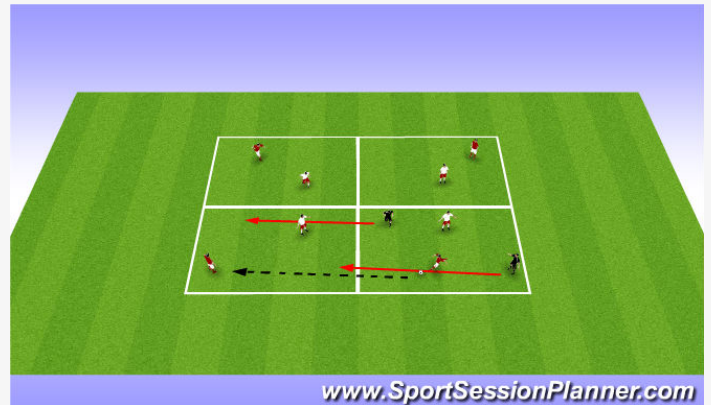
## Multiple 1v1 (+2) possession box (20 mins)

### DESCRIPTION/ORGANIZATION:

1v1 in each grid (and these players cannot move grids)  
2 neutral players (#6, #8) can move between grids to create 2v1 and 3v1 situations to help keep ball  
Neutrals can also dribble from grid to grid

### COACHING POINTS:

Neutrals be active at all times to create numbers up situations  
Movement from players in grids - can they keep the grid big? Move behind the opponent.  
Patience in possession.



## Y drill (20 mins)

### DESCRIPTION/ORGANIZATION:

Y drill - technical work

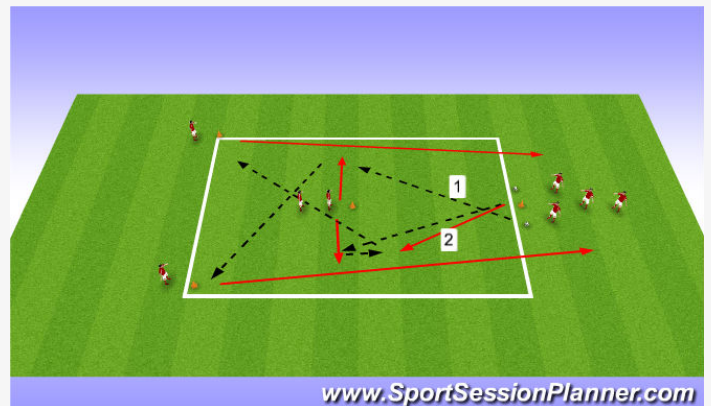
1. Player in middle checks to side and receives a pass to open up before passing diagonally to end player. End player then dribbles ball back to start. All players follow own pass.

2. Player in middle opens up to receive pass but this time holds ball up on first touch before playing a set pass to the player who played the first pass. First player then plays diagonal ball to end player who dribbles ball back to start.

(can also add a give and go at the corner if needed)

### COACHING POINTS:

Quality of every pass - crisp, accurate, on ground  
Middle player - if turning get hips turned early to receive across body. If holding ball up and setting get ball under control quickly and set pass with correct speed/distance.  
End player first touch to get on dribble - be positive.



## Decision making box to goal (25 mins)

### DESCRIPTION/ORGANIZATION:

Decision making grid - 1v1 in each grid (and players cant leave their grid). #6 and #9 are neutral and play for whichever team is in possession.

Ball starts with #6 who can play into any grid - team in possession attempts to work ball to #9 to get to goal.

If #9 receives a pass from deep grids then they turn and finish immediately. If they receive a pass from top grids then they combine with the player who passed the ball to set that player up for a shot.

#9 and #6 can move across the width of the grid.

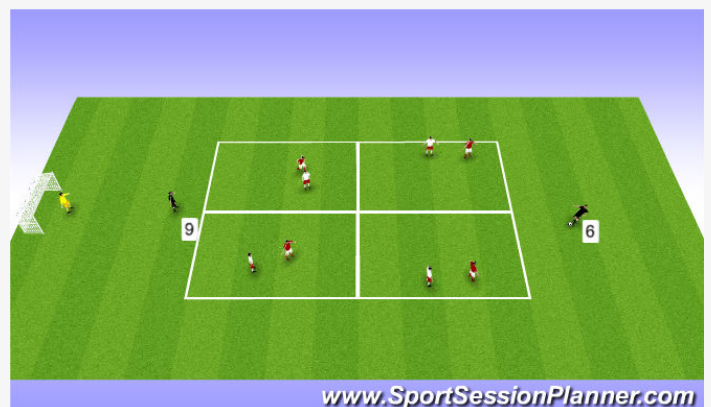
### COACHING POINTS:

Decision making!

1. If a player in deep grid receives the ball from #6 can they (a) turn and play a forward pass to #9 or team mate in next grid or (b) if they cant face forward play back to #6 and open up again. Their decision is based on whether they are under pressure in their own grid and also on the movement of the players in front of them.

2. If a player in high grid receives a pass can they (a) turn and play a ball into #9 and combine to get to goal or (b) if they cant face forward can then set ball back to team mate in grid underneath or back to #6. Their decision is also based on the pressure they under in their own grid and the movement of players in front and underneath them.

3. #9 movement to find open passing lanes - can this player read the game and find passing lanes based on players in front of them in grids?



4. #6 decision making and movement - always be in a supporting position. Skip lines when possible (can also progress to letting #6 be able to play directly to #9). Can this player be patient in possession and just keep the game moving?