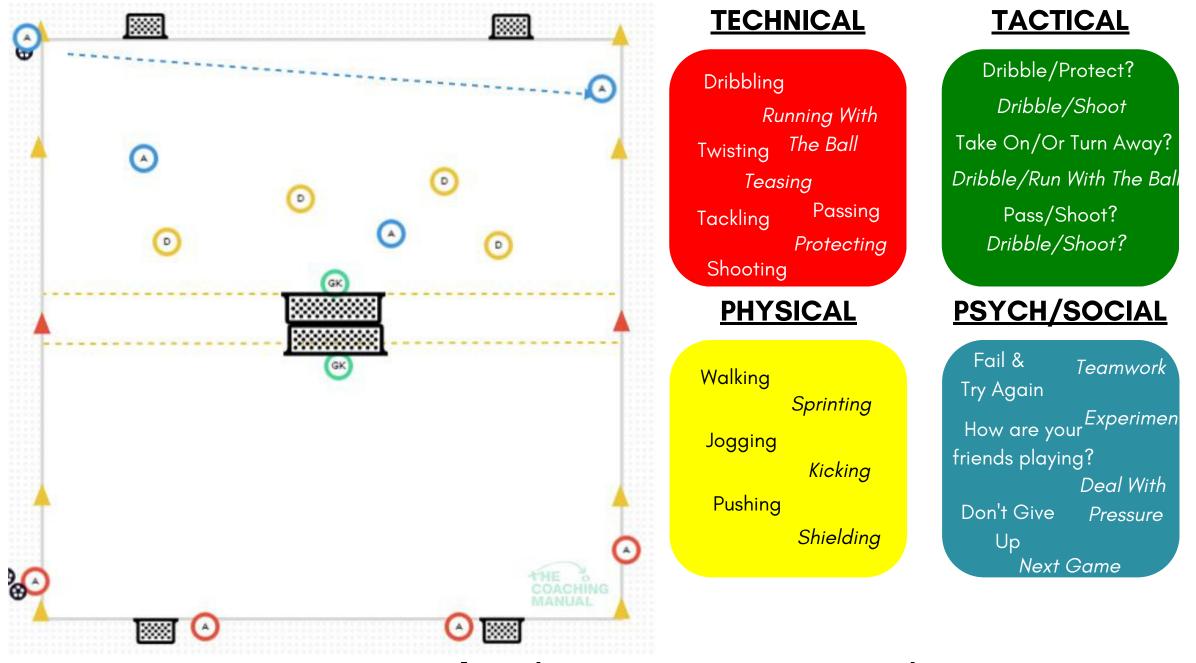
SCORPION WAVES - TRANSITION GAME



<u>How To Play: (3 x 5-6 minute games)</u>

- 3 Teams, Red, Yellow & Blue
- 1 Team = Attacking team (Blue) 1 Team Defending (Yellow) 1 Team On Deck (Red)
- Two fields back-to-back
 - roughly a midfield 1/3 10-15 yards
 - 1 final 1/3, 5-8yards long 1
 - 15-20 yards across
- 3v3/4v4 Plus goalkeeper
- The coach plays a ball into one attacking team
- The game finishes (ball out, goal, foul), If the designated attacking team doesn'tscore the transition (change from attackers to defenders) and move to the second field to play the on deck team.
- Keep score
- Double goals/points for the defending team

Progressions

- Allow the Attacking team switch play (change the ball from one side to the other) to the on deck team
 - \circ goals = 2
 - switches = 1

Coaching Points		
<u>In Possession (Me)</u>	<u>In Possession We</u> (<u>Team Mate ON Ball</u>)	<u>Out Of Possession</u>
 BE A MAGNET! Can you attract a defender to you? Can you beat your player? Dribble/Run With The Ball Can you play away from the defender with a pass? Can I Keep The Ball? Dribble/Protect Can I create a chance to score twist, turn, tease & "create a yard" for a shot on goal 	 Get Away From Danger Get Away From Team Mate Create A Clear Path Communicate time or man on? Ball to feet or in space? Support the play movement behind the ball move ahead of the ball stretch the play wider 	 Get The Ball back Get/Stay Behind The Ball Can you win and keep the ball? If you can keep the ball, can you score? With teammates, keep the ball by finding one
<u>Super Power:</u> Instant Replay	<u>Coaching Spectrum:</u> <<< Super Power <u>or</u> Constraint>>> WW.SOCALYOUTHSPORTS.CO	<u>Constraint:</u> 1 Touch Finish