## BUILD UP - DRIBBLE, PASS OR SHOOT?



- Two teams
- Start the game in many ways - lv0, 1v1, 2v1
- When a team scores, a new player enters for the team who have just conceded - The player enters from their goalline
- Once all players are in play, 5-minute game
- Swap starting points and play again


## Progression

- Enter players after the time limit if there are no goals
- Start new players on the opposite side (replicate strikers \& create length in our play

| Coaching Points |  |  |
| :---: | :---: | :---: |
| In Possession (Me) | In Possession We (Team Mate ON Ball) | Out Of Possession |
| - BE A MAGNET! <br> - Can you attract a defender to you? <br> - Can you beat your player? <br> - Dribble/Run With The Ball <br> - Can you play away from the defender with a pass? <br> - Can I Keep The Ball? <br> - Dribble/Protect <br> - Can I create a chance to score - twist, turn, tease \& "create a yard" for a shot on goal | - Get Away From Danger <br> - Get Away From Team Mate <br> - Create A Clear Path <br> - Communicate <br> - time or man on? <br> - Ball to feet or in space? <br> - Support the play <br> - movement behind the ball <br> - move ahead of the ball <br> - stretch the play wider | - Outnumbered? <br> - Slow the game down <br> - show the play to onside with your body shape <br> - force a mistake <br> - Even Numbers? <br> - 1 player presses the ball <br> - 1 player covers the space and the pass behind <br> - Patience, persistamve, perseverance |
| Super Power: <br> Instant Replay | Cocching Spectrum: <<<Super Power or Constraint>>> | Constraint: <br> Long Range Legend |

