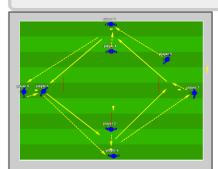


Create Supporting Angles To Keep Possesion

Date: 3/Feb/2014 Duration: N/A Time: N/A Age/Level:

Session
Objective:

Dutch Passing Box



Description:

PLAYER 1 plays the ball to PLAYER 2.

PLAYER 2 will start on the pole in front and as PLAYER 1 plays the ball PLAYER 2 will back peddle to the cone to receive the pass.

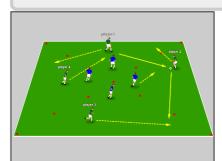
PLAYER 1 then follows his pass and goes to the end of the next line.

PLAYER 2 will receive the ball and then play the ball to PLAYER 3. This rotation will continue around the grid.

Coaching Points:

- -Sharp clean strike through the middle of the ball.
- -1st touch out of pressure
- -Open your hips to see the field.
- -Take the weight out of the pass for the lay off.
- -Quick, explosive movement to create space.

4 v 4 Possession to Create Support



Description:

Green has possession of the ball. 6 passes equals a point. Once Green plays the ball to another Green player they must leave the triange that they are in before they can receive another pass. If they receive a ball in the same triangle in which they played the ball in possession is given to the other team.

Coaching Points:

- -Strike and then quickly move.
- -Create to best angle by running the shortest distance.
- -Anticipate your movement before you play the ball.
- -Can you dribble to create space and angles.

4 v 4 Possession to Goal (Create Supporting Angles)



Description:

Green has possession of the ball. 6 passes equals a point. Once Green plays the ball to another Green player they must leave the triange that they are in before they can receive another pass. If they receive a ball in the same triangle in which they played the ball in possession is given to the other team.

Coaching Points:

- -Strike and then quickly move.
- -Create to best angle by running the shortest distance.
- -Anticipate your movement before you play the ball.
- -Can you dribble to create space and angles.
- -Cues to anticipate movement.

Drill file name/title goes here



Description:

- -Normal match to goal.
- -Normal game rules apply.

Coaching Points:

-Coaching points should be made through the run of play with only nature stoppages interrupting the flow of the game.