



Tactics Manager

Discovery Phase Games with 2 goals



Created using SoccerTutor.com Tactics Manager

Date: 10/Dec/2019

Measurement: 10 x 10

Time: N/A:N/A

Players: 0

Duration: N/A

Level: U5 - U10

Objective:

Green vs White: 3v3 coach starts with the ball and decides who attacks. Team attacking goes quickly and team defending nominates a GK who drops off quickly. Can play with hands or feet.

Description:

These are fun games and only require a rule change to change the whole GK technique. SOCHANGEIT Is important for these activities.

Blue vs Red: Can play 3v3 - 6v6

Low Diving Saves - Must score below Knee height in bottom corners. High Diving Saves - Must score above waist height in top corner.

Scoop - Must score in the middle zone below Knee height.

Cup - Must score above Knee height and below the chest.

W - Must score above the belly button.

Distribution when playing can be varied - thrown, rolled, push pass.

End Game - Def w hands, Att w Feet.

Coaching Points:

Yellow vs Black: Crosses

Must get the ball to a player who is outside the zone who then must throw it into the middle for a team mate to catch and throw in the goal. The GK may catch and start a counter.

This can also be varied to practice cutbacks with the player rolling the ball in or using feet.

Red vs White: 1v1

Players must run through the cones to score a score with the ball.

