



# 03/U15 - Open Up Opponent to Penetrate - Outnumber opponents around ball and combine with team mate

**Category:** Tactical: Counter attack  
**Difficulty:** Moderate

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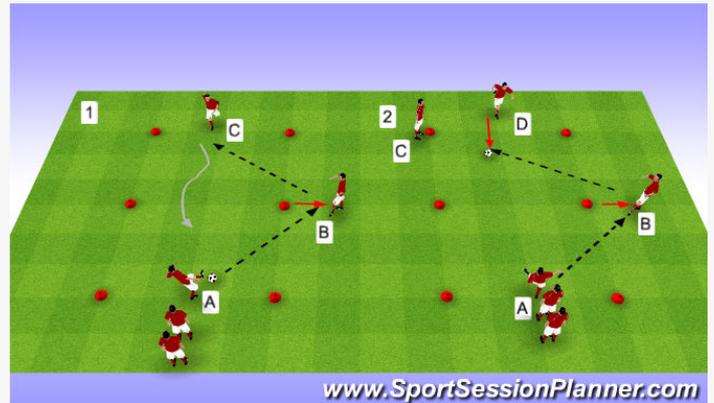
## Technical - intercepting

### DESCRIPTION/ORGANIZATION: 3 groups

- 1) B creates space off cone. A passes to B, B passes to C. C positive 1st touch into space.
- 2) B creates space from cone. A passes to B, B attempts to pass to C, D intercepts pass, positive 1st touch into space. If C gets ball, they dribble ball back to line, D stays until they win ball. C must stay on cone.

### COACHING POINTS:

- 1)
  - \* Pace of ball movement
  - \* Positive 1st touch into space as if breaking a line with 1st touch
- 2)
  - \* Same as above
  - \* Timing for D on when to step (once B has head down and committed to pass)
  - \* Bait B to play pass, dont get too close to C/dont step too high.



## Modified Flying Changes (5v5)

### DESCRIPTION/ORGANIZATION:

- 1st Blue player dribbles onto field and passes to 1st 2 players for Red.
- Red then play 2v1 to goal.
- Once they shoot (whether it goes in or not), next 2 blues come onto field with ball making 3v2
- Once they shoot, next 2 Reds making 4v3
- They shoot, next 2 blues make 5v4
- They shoot and final red comes on to make 5v5. Play until goal scored

### COACHING POINTS:

- \* When players enter field, get speed right as in game when winning possession.
- \* Once numbers get larger, recognize moments to attack vs keep possession (zig zag up field)
- \* If keeping possession, occupy key areas of field yo maintain possession and progress up field



## 6v6 Transition

### DESCRIPTION/ORGANIZATION: 3 teams

- 50x44 area
- 6v6 to big goals.
- Make it take it (you score you get ball from your keeper)
- If your team concedes, two players have to run around to poles on outside (1 each side)
- Creates small window to attack quickly 6v4

### COACHING POINTS:

- \* Once goal is scored recognition by GK and players on attacking team
- \* occupy key areas to spring attack quickly
- \* Recognize if quick attack is not possible, areas of field to posses and build attack



DESCRIPTION/ORGANIZATION:  
COACHING POINTS:

