



## 08 Premier / U11G - Close Range Finishing

Category: Technical: Shooting

Difficulty: Beginner | Start Time: 20-Feb-2019 18:00h

Am-Club: Rio Rapids Soccer Club  
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### Description

Topic: Close Range Finishing

Phase: Create Scoring Chances

Principle: Put Yourself in a Position to Score - Adjust Body Shape and Touch to Shoot

### 2v2+3 Break Line to Goal (WHOLE) (20 mins)

#### DESCRIPTION/ORGANIZATION:

\*set up 3 fields

\*2v2 inside 24 yd wide x 15 yd long grid with one bumper on the top and on each side

\*Two attackers score by breaking the line at the top of the penalty box and then scoring on the full size goal

\*They can use any of the three bumpers/outside players to help get them in a position to break the line

\*Two defenders transition to attack by successfully passing to any of the three bumpers/outside players

\*Bumpers/outside players restricted to 2-touch and can not shoot

\*Rotate bumpers/GK with players inside grid

\*Make it take it after a goal - attacking team changes in all other situations

\*To begin - defenders may not follow into penalty box to defender, Variation: closest defender may pursue attacker into penalty box

#### COACHING POINTS:

-Attackers looking to create space away from defenders to receive ball and dribble penetrate the top of the penalty box

-dribbling directly to center of goal, with foot away from defender and to cut off recovery run of defender

-Final touch that prepares ball and body to shoot - selection of shooting surface, weight and location of shot

#### Fundamentals-

\*look up to find GK and determine location for shot

\*non-kicking foot next to the ball

\*contact surface on foot - inside of foot for accuracy at close range

\*ball contact location - middle of ball to keep ball on ground/low from close range

\*follow-through - towards target



### Breakaway Finishing (PART) (25 mins)

#### DESCRIPTION/ORGANIZATION:

Set up 3 fields

Option 1- 1v0:: Players start at cone. Take off on dribble to score on breakaway with no defenders. Make competitive by keeping track of individual player scores.

Option 2- 1v1 chasing from behind: Attacker starts at cone inside of field while defender begins with ball behind end line and wide of attacker. Defender passes to attacker and then may close to stop them from scoring.

Option 3- 1v1 chasing from side: Attacker starts at cone level with defender. Defender passes to attacker and then may close to stop them from scoring.

Rotation: dribbler/shooter to next to goal to GK to passer/defender to dribbler/shooter

#### COACHING POINTS:

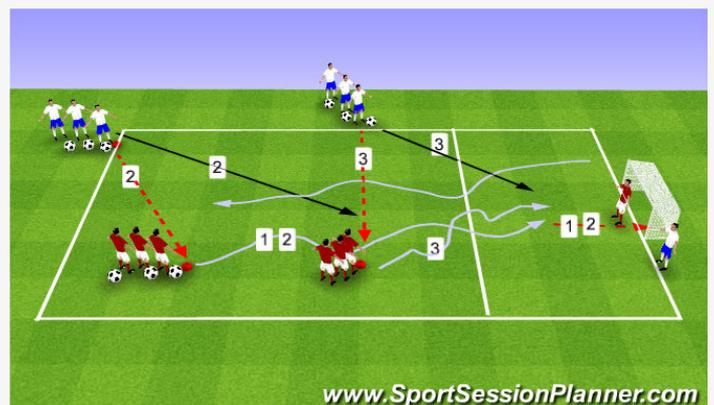
\*Dribble aggressively to goal starting by running with the ball and big touch

\*dribble directly to center of goal to keep options open and cut off defenders recovery run

\*smaller touches as you get closer to goal - look up to find goalkeeper to determine location for shot

\*Keep dribbling until goalkeeper is on the move towards you and then slot ball between GK and post to finish

\*Don't wait to beat GK 1v1 and don't shoot before GK commits until you reach penalty spot



## Game to Full Size Goals (WHOLE) (20 mins)

### DESCRIPTION/ORGANIZATION:

\*9v9 including GK's to full size goals

\*50 yds wide x 44 yds long (penalty area- 14x36, goal area- 5x16, goal- 6.5x18)

\*All regular soccer rules except - every goal scored inside the penalty box is worth 2 points

### COACHING POINTS:

\*Attacking mentality- thinking shot as your first option whenever you get the ball

\*First touch and footwork/body preparation to execute shot

\*Receiving ball faced up or on half-turn to be able to shoot

\*Creating/finding space away from defenders to receive the ball to finish

\*Selecting proper surface of foot to shoot, weight and placement of shots

