

# 4 corner possession

**Game****Focus/Objectives****Transition/Reset****Progression**

## Game makeup

1. 1 big box with “neutral triangles” in each corner
2. 2 teams with 5-6 players in each
3. 4 neutrals in each corner (Can add one in middle as well for assistance)
4. Each team to keep possession for 6 (?) passes
5. On completion of 6 passes they play to neutral player who returns the pass = point
6. First team to 3 points is the winner

## Attackers

1. Patience
2. DO NOT FORCE
3. Movement off the ball
4. Fast passing
5. Communicate
6. Dynamic structure
7. Change the channel for the final pass
8. DO NOT HONEY POT

## Defenders

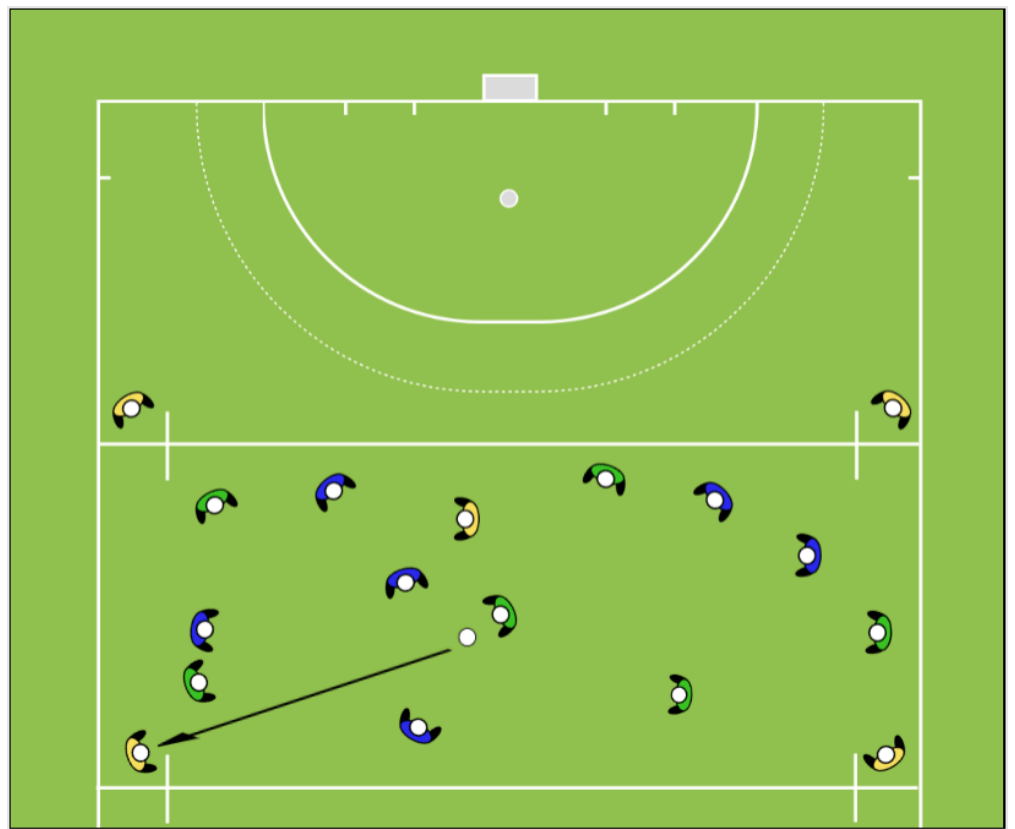
1. Disrupt
2. Closing passing channels
3. Do not commit
4. Patience wait for mistake

## Transition/Reset

1. Swop on goal or when ball exits pitch

## Progression

1. 1 touch pass
2. Smaller pitch
3. Only 3 touch before pass
4. Change scoring levels
5. More/Less players
6. Neutrals can be part of a team so you need to get it to YOUR team player



## The Law of Possession

The more space, the more time to execute with quality. Time and space enables quality actions, without time and space,

players struggle to execute.

High pressure defence closing spaces/channels quickly reduces attackers time on ball. When attackers don't have time, it results in lower quality attacking play.

## **Solutions**

1. Create time and space by finding space and moving into it
2. Move off the ball is critical to find that space
3. Movement makes it more difficult to be marked and gives you time to execute with a higher level of quality