## Compass 2v2

**Objective** — 2v2 defending and elimination

## GameFocusResetProgression

- 1. The aim is to get the ball from one side of the pitch to the other
- 2. To do this you have to pass to your teammate in the middle.
- 3. The defender has to stop protect the pass and on winning possession send it to his players

## **Attackers**

- 1. Leading into space,
- 2. Driving hard and fast
- 3. Left foot elimination

## **Defenders**

- 1. Mark
- 2. Close line to player (zonal)
- 3. Disrupt

Start with the team that did not transgress

- 1. Number of balls so they do not waste it
- 2. Timed so pressure on attackers
- 3. Passer and recipient sub

