

Developing height & width around the D

Objective – using the baseline player as a bounce pass

GameFocusResetProgression

No sideline player

1. 6v6
2. 4v4 in the D
3. 2 players from each team on the base alongside their attacking goal
4. Balls fed in from keepers
5. Objective is to score
 1. 1 goal for normal goal
 2. 2 goals if use baseline player

Dedicated sideline player

1. 4v4 in the D
2. 2 players from each team on the base alongside their attacking goal
3. 2 spare players that can be used as width – THESE PLAYERS ARE NEUTRAL
4. Balls fed in from keepers
5. Objective is to score
 1. 1 goal for normal goal
 2. 2 goals if use baseline player

1. Bounce passes
2. Quick passes
3. Switch sides

Coach passes new ball in

1. 5 balls each
2. Time to score

