

# Final Pass – teach patience

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

## Game makeup

1. Large box with 2 x 2 central box
2. 2 teams with an overload on the attackers 4v2, 5v2, 6v2, 6v3, 7v3, 8v3, or 8v4
3. Attackers play “away” from central box
4. On completion of 6 passes a player can enter the central box
5. They then score by passing to player in central box
6. If they lose the ball at any stage then defenders score
7. First to 3 = winner

## Attackers

1. Patience
2. Movement off the ball
3. Fast passing
4. Pass and look for channel
5. Communicate

## Defenders

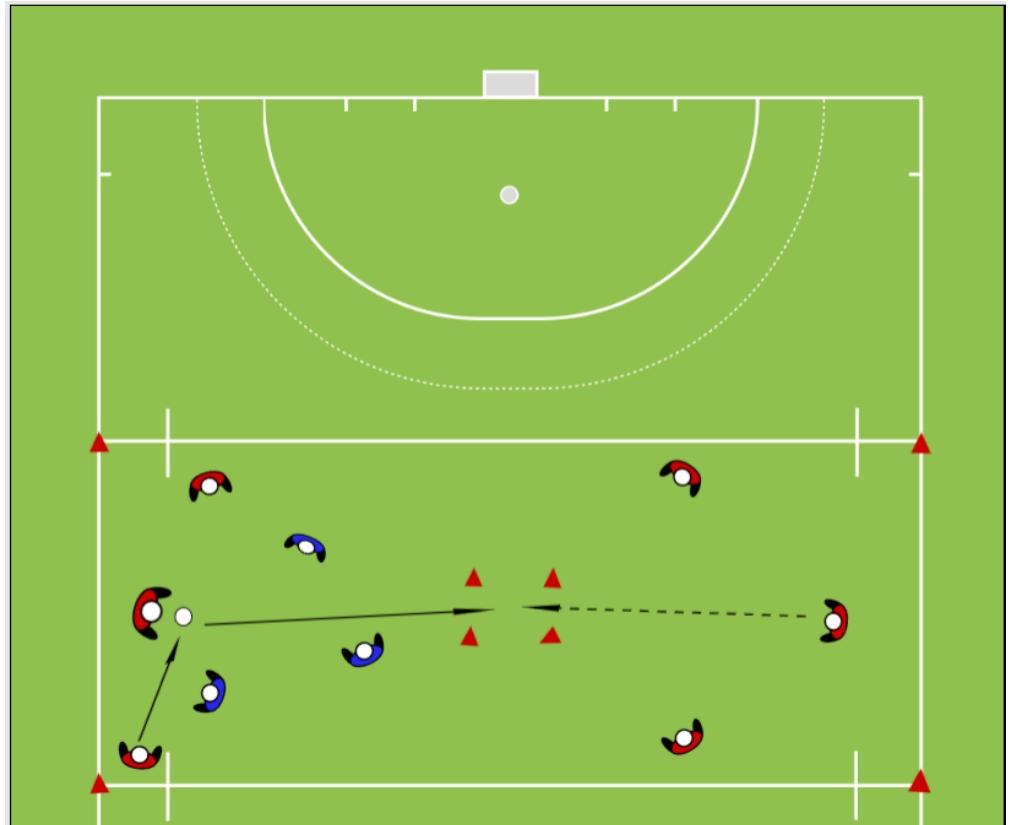
1. Closing passing channels
2. Do not commit
3. Patience wait for mistake

## Transition/Reset

1. Restart when goal scored – defense or attack

## Progression

1. 1 touch pass
2. 3 touch before pass
3. Change scoring levels



## 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