Playing out through the middle

Objective -

GameFocus/PrinciplesResetProgression

- 1. 14 players (7 a side) on half a pitch
- 2. The game starts with a 16
- 3. The objective is for the defenders to break out through the middle putting pressure on the attackers
- 4. When they break out they can score in one of the goals on the halfway line
- 5. The "attacking" team aka the defenders are not allowed to play into the cross hatched area
- 6. If the Defenders (attacking team) win the ball then they look to score normally
- 1. Playing wide dragging the attackers wide then moving into central area
- 2. Playing high fast looking for that long ball —
 breaking the press
- 3. Through long passes
- 4. Using screens to get the ball out through the middle with 2 touch

Back to 16 yard hit

- 1. Limit number of balls each to encourage no wastage
- 2. 10 passes before attacking
- 3. Points for high passes

