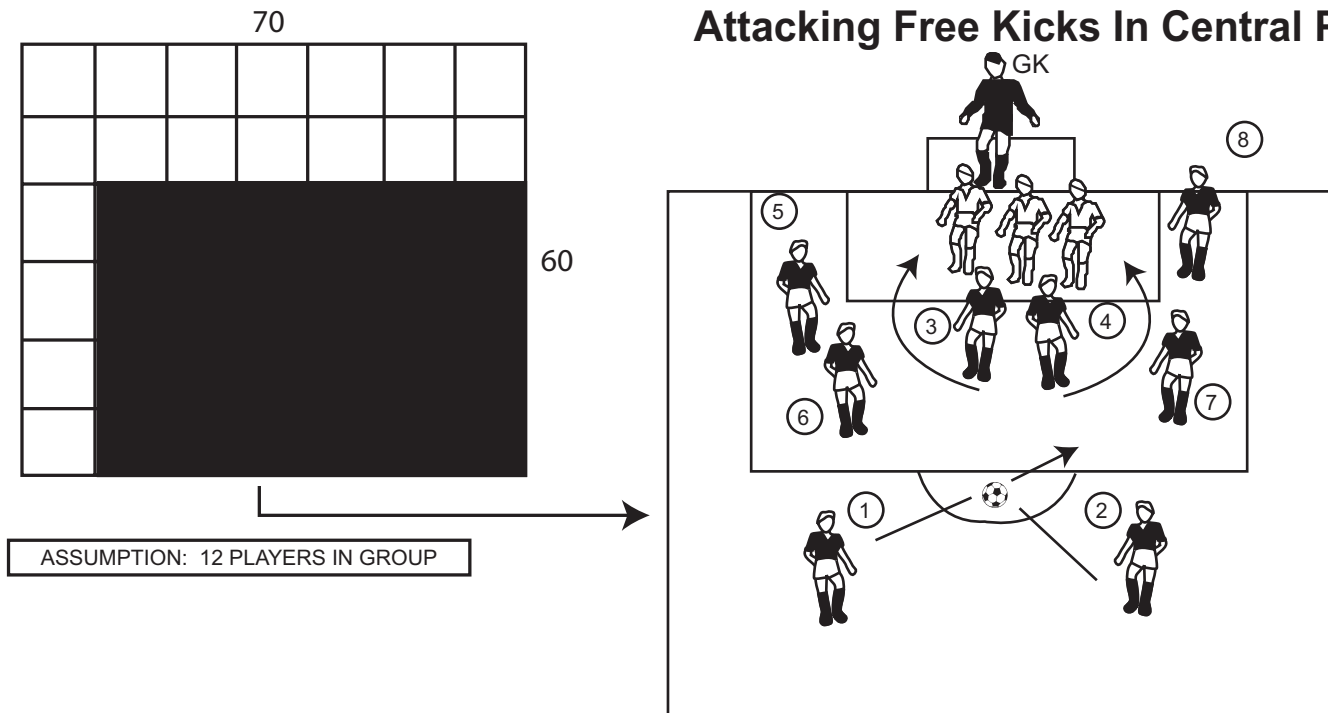


TEAMS.TEAM TACTICS - Attacking Play

Attacking Free Kicks In Central Positions



Purpose

Attacking free kicks from central positions for direct and indirect situations.

Organization

Set out a 60 x 40 yard area. Play 8 v 3 + 1 goalkeeper. Dark players #1 and #2 make their own 2 man wall about 2 yards in front and to the side of the defensive wall.

Game Objective

Dark player #1 runs over and in front of the ball.

Dark player #2 strikes the ball as dark player #1 steps over the ball, aiming for the attacker's decoy wall.

Dark players #3 and #4 split up and spin off for rebounds.

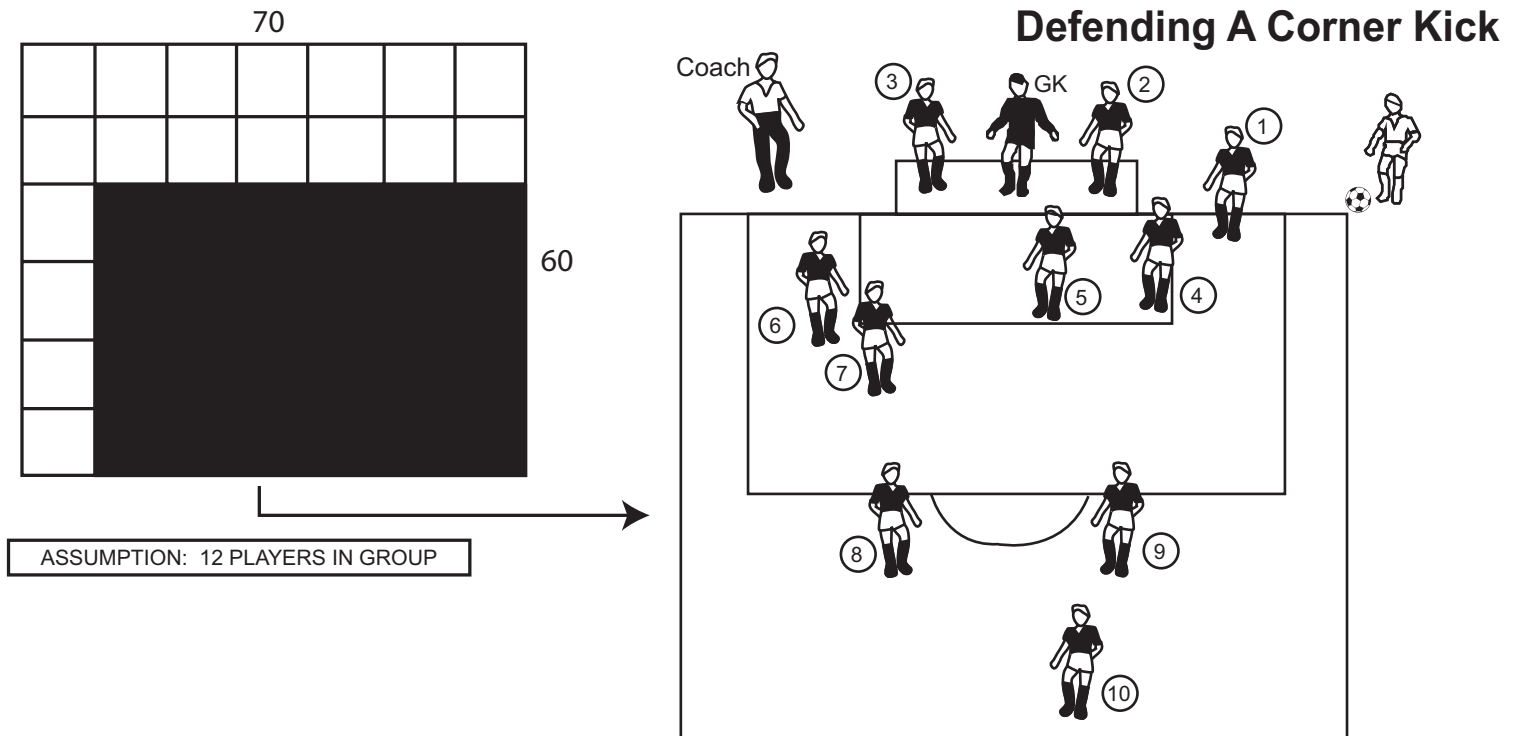
Dark players #5, #6, #7 and #8 attack the ball when played in.

Dark player #2 is looking to strike the ball on target with pace and swerve.

Key Coaching Points

1. Simplicity is the key to success.
2. Observe the goalkeeper's view.
3. Attack any rebounds.
4. The 2 people in attacking wall do not break until ball is kicked.
5. Player not striking the ball should act as a screen.
6. All players should know signals and their role.
7. Take only 1 touch when striking on goal.
8. Always demand the wall is 10 yards back.

TEAMS.TEAM TACTICS - Defensive Play



Purpose

Defending a corner kick.

Organization

Set out a 60 x 40 yard area. Play 1 v 10 + 1 goalkeeper. The coach should position himself behind the goal or outside the area at the top of the "D" (top of the penalty box).

Game Objective

Light player delivers the ball into the area. Dark player #1 stands 10 yards from the ball about 2 yards into play. As the attacker hits the ball, dark player #1 should jump in the air with his back to the ball and arms down. This forces the attacker to put extra height on the ball and cross it away from the danger area. Dark players #4 and #5 are the primary players responsible for clearing the ball. Dark players #8 and #9 need to be aggressive to any knockdowns. Dark player #8 may have to help dark players #6 and #7 by man marking. Dark players #9, #1 and #10 should be midfield or attacking players.

Key Coaching Points

Dark player #1 acts as a blocker and delays short corner—this player breaks immediately after the kick is taken to support dark player #10. Dark player #4 attacks the ball at the near post between the post and the corner of the 6 yard box. Dark players #2 and #3 stay on the goal posts to cover the goal. Dark player #5 attacks the ball in the center of the area. He should not be marking a player. Dark players #6 and #7 mark man to man with attacking players. Dark players #8 and #9 pick up scraps around the edge of the area. Dark player #9 breaks to support dark player #10 and can help on short corners. Dark player #10 holds any ball that is cleared to await support from dark players #9 and #1.