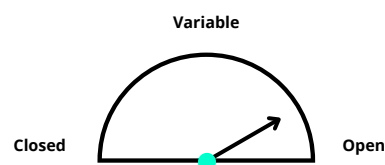


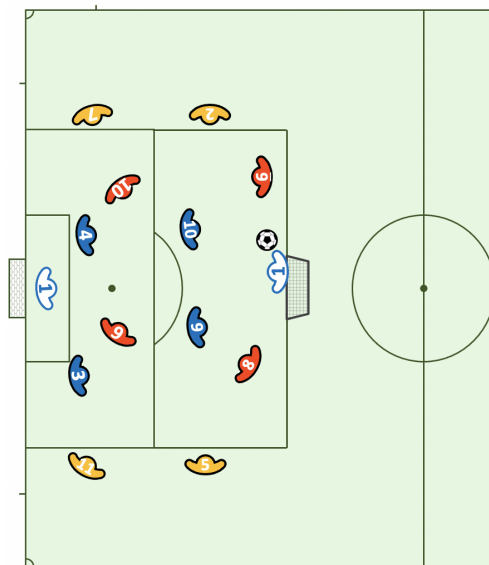


Fast Finishing Small Sided Game

**Topic:** Combination Play & Finishing**No. of players:** 6-12**Goalkeepers:** Yes**Practice type:** Technical Practice**Offsides:** N/A**Pitch Size:** 30 x 36m**Timing:** 20-30 minutes**Age group:** All ages

Objectives

In possession, players are working on quick passing, combination play, cutbacks and crosses. The aim here is to play with speed, create quickly and convert off one or two touches. Out of possession, the focus is on desire to defend, defending outnumbered and defending in and around the penalty box. Anticipation of crosses and passes and quick decisions when securing the ball.



Organisation

3 teams plus 2 goalkeepers work in an age appropriate area. Adjust the width of the area based on the desired outcomes (narrower equals a faster game, but less crossing). The objective is to work on close range, fast finishing inside the penalty area. Team in possession (red) are trying to score with the support of outside players (yellow). The yellow players can be restricted to limited touches depending on their ability. The aim is to exploit overloads to create goalscoring opportunities inside the penalty box. If blue win the ball, they attack the opposite goal with the support of yellow players. Teams play in 3 minute sets. This session can be set up like a tournament.

Observations & Interventions

What you might see

- Bounce players playing slowly or taking too many touches
- Players shooting from distance
- Players not showing confidence to shoot

Actions you might take

- Limit bounce players to 2 touch (to speed up play)
- Restrict players to only score inside the opposition penalty area (close range)
- Encourage players to be confident in front of goal

Adaptations:

Is the session too easy?

- Make the space smaller and therefore easier to defend

Is the session too hard?

- Make the space bigger
- Allow bounce players an extra touch (E.g. 3 or 4 touch)