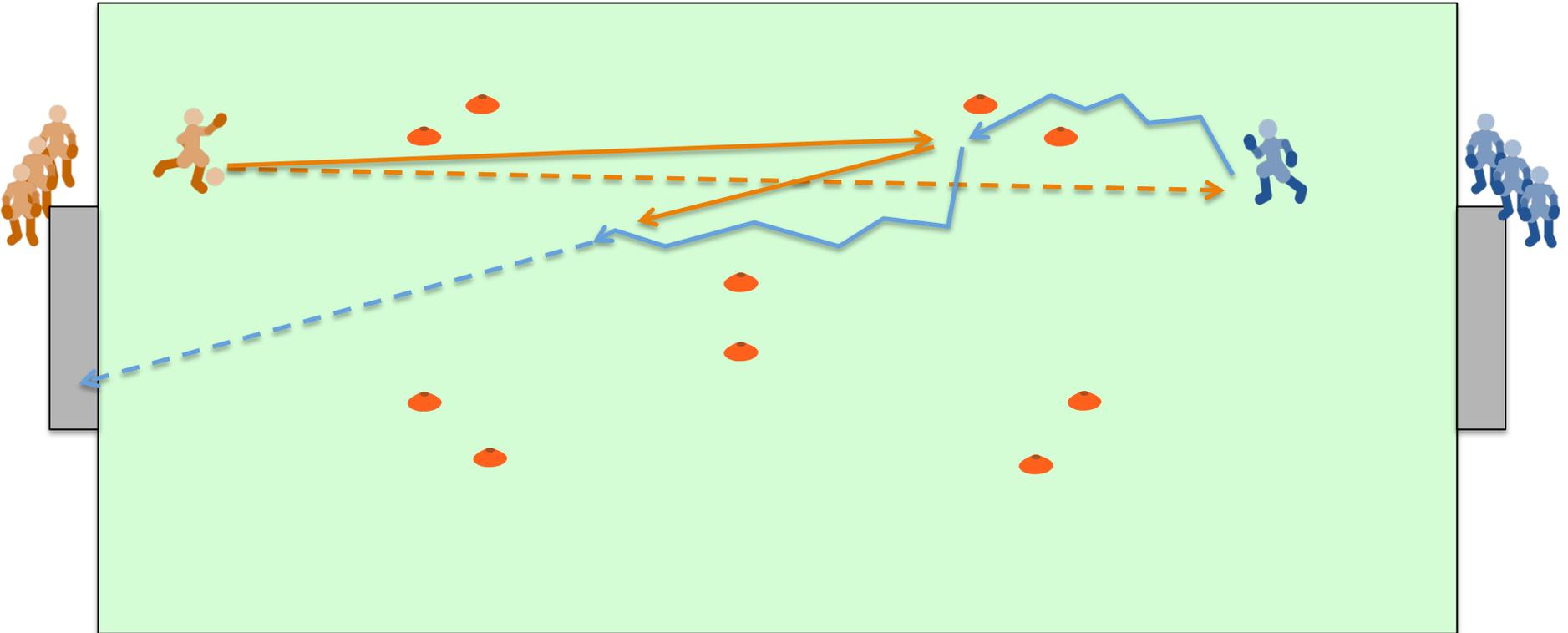


# Small Sided Games to Develop Tactical Thinking: Penetration



## 1v1 or 2v2; Gates and Goals

Player 1 passes to Player 2 who must dribble or pass through a cone gate before attempting to score a goal. Player 1 defends against player 2 and if he/she wins the ball he/she must then dribble or pass through a cone gate before attempting to score.

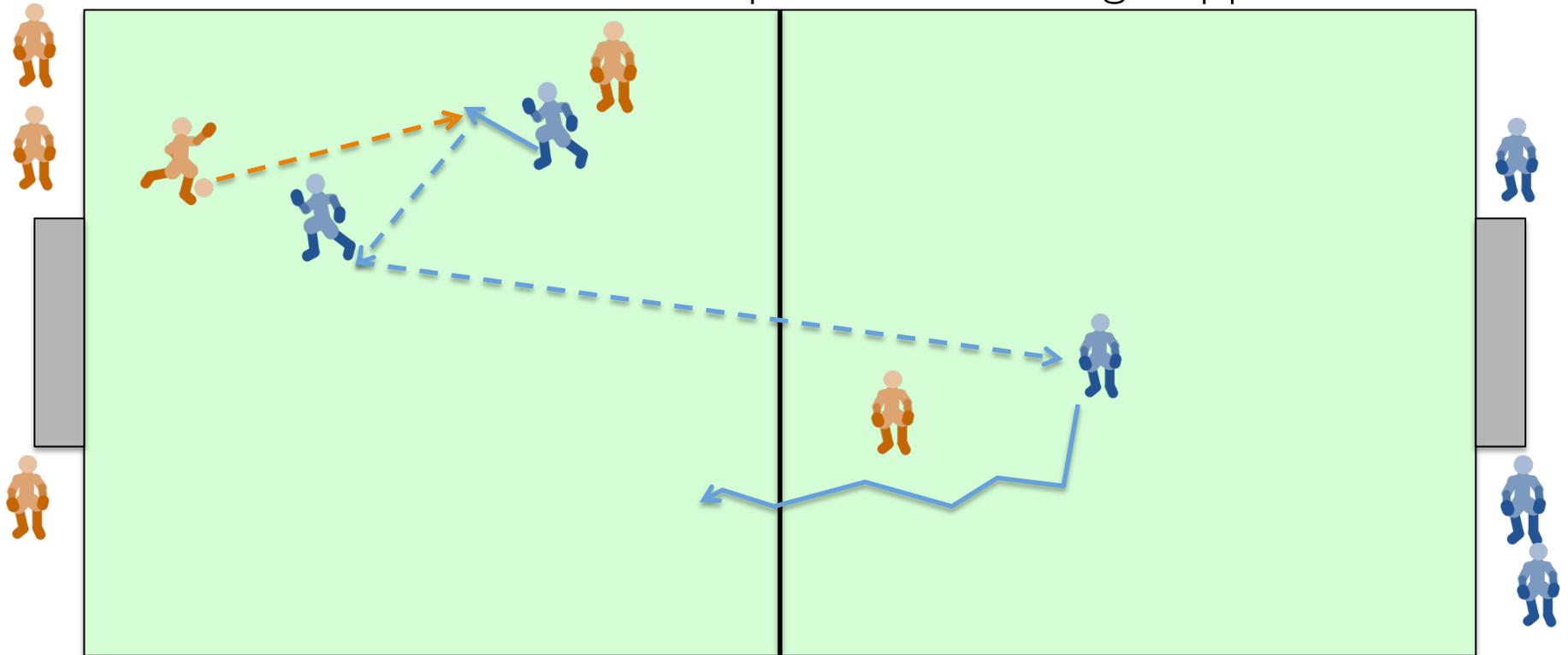
Game can be played 1v1 or 2v2, and with or without goalkeepers.

Coaching Points:

- ★ Drive at a gate with your first touch when receiving initial pass.
- ★ Keep the ball moving when attacking.



# Small Sided Games to Develop Tactical Thinking: Support



## 3v3; Support and Attack

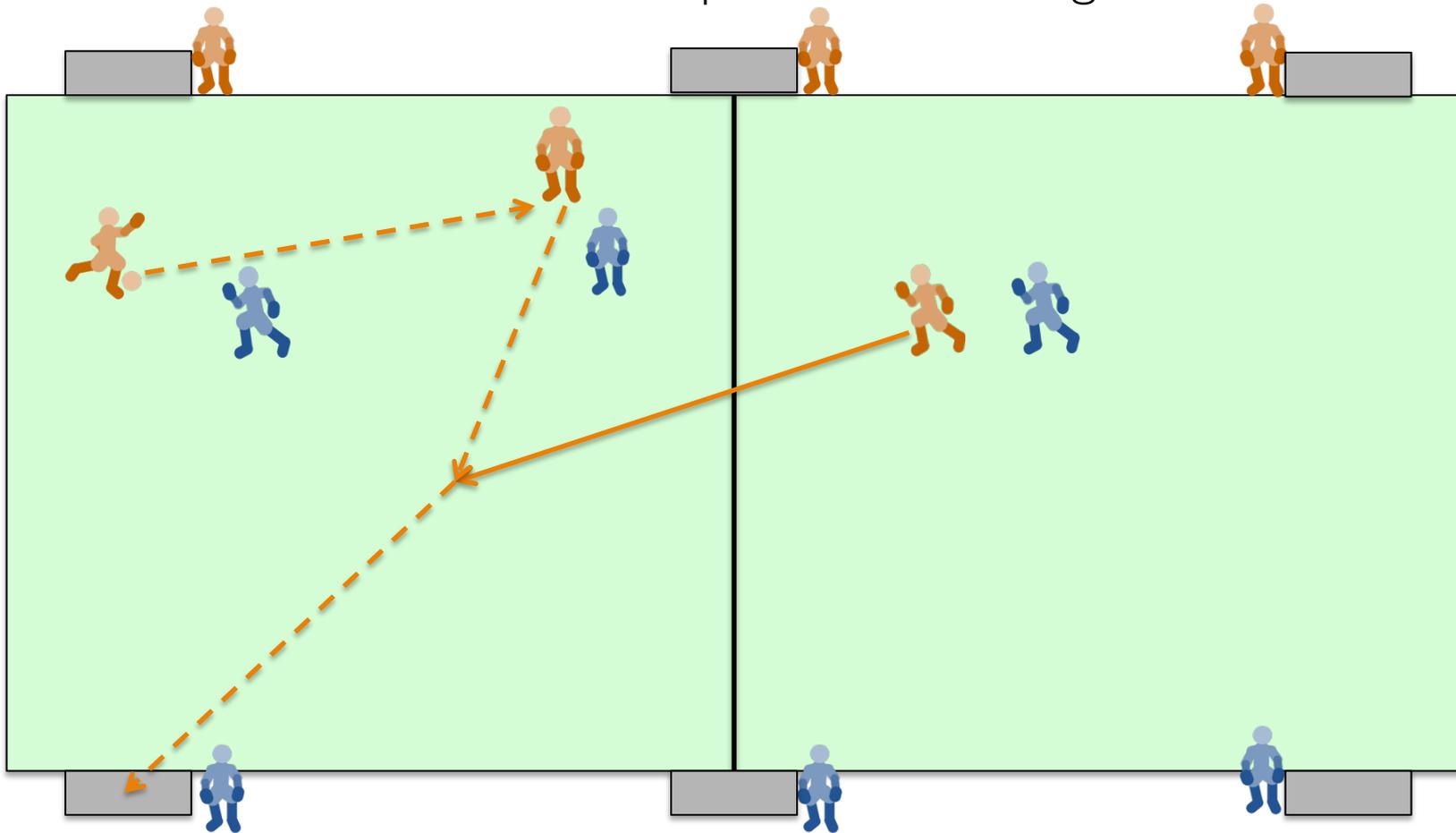
Players play 3v3 to goals (with goalkeepers or without) and receive one point for a goal. Teams can earn three points for a goal if they pass the ball back into their own half before building their attack.

### Coaching Points

- ★ Provide good angles of support.
- ★ Movement off of the ball must be both in advance and support of the ball.



# Small Sided Games to Develop Tactical Thinking: Width



## 3v3; Three Goal

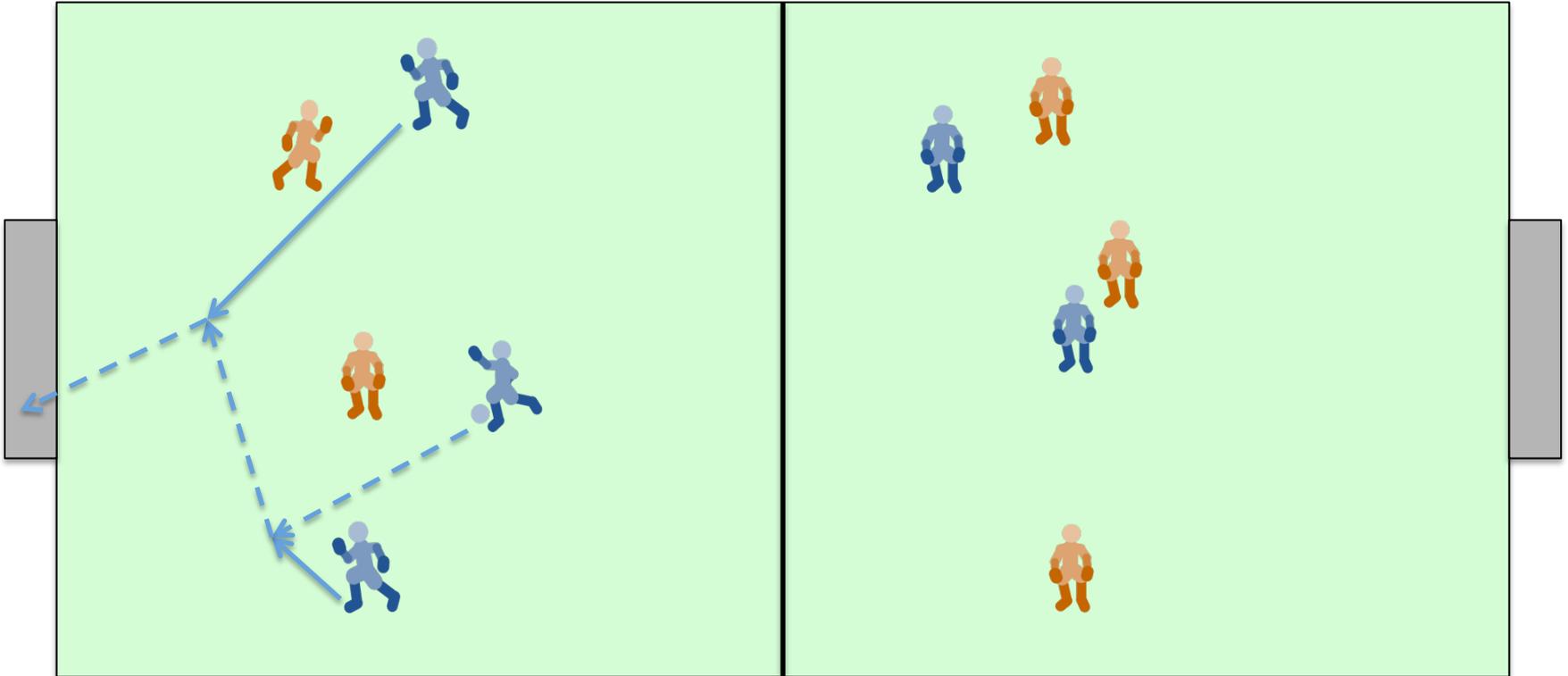
Teams play 3v3 and can score on any of the three goals on the side they are attacking. As soon as a team scores a resting player from the opposite team begins play with a ball, and the nearest defender rotates off to keep the game 3v3.

Coaching Points:

- ★ Use the width of the field to attack space where your team has a numerical advantage
- ★ Make runs into wide space to unbalance the defensive team



## Small Sided Games to Develop Tactical Thinking: Combination Play / Overloads



### 5v5 (3v2 in the attack)

Teams play 5v5 toward goals with goalkeepers or without. In each half there are three attacking players and two defenders, and these players must remain on their assigned half which creates a 3v2 attack for whichever team is in their attacking half.

Coaching Points:

- ★ Movement off of the ball that creates scoring opportunities
- ★ Timing and spacing of passing combinations to beat defenders
- ★ Roles of first and second attackers



