



6 v 3 finishing game

PURPOSE

The purpose of this practice is to develop shooting and finishing opportunities in and around the penalty area. As the practice is structured to a 6 v 3 over load, the 6 attacking players will have lots of shooting and finishing opportunities.

SETUP

1. Pitch area 20 x 20 meters 6 meter line from goal marked with cones. The area can be adjusted to suit age and ability
2. 1 x full sized goal with goalkeeper
3. 2 x 5 meter goals - use poles- on 20 meter line, which are targets for the defending team to pass or run the ball through
4. 6 attackers V 3 defenders
5. Supply of balls with the coach who acts as the server
6. Cones
7. Bibs

STRUCTURE

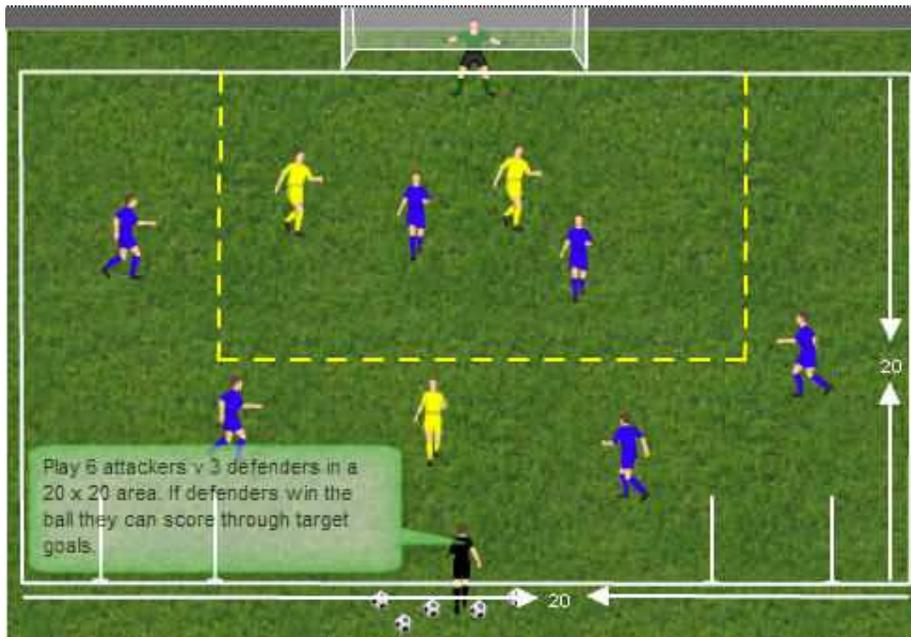
The ball is always served by the coach. The coach should look to pass the ball in a variety of ways so that the attacking team have lots of different turning and attacking options. The practice is structured to 6 attacking v 3 defending players. The 6 attacking players are conditioned to stay inside the game area, have no more than two touches each and can only score outside the marked 6 meter area. If defenders win the ball, they can score by passing or running the ball between the two goals of white posts. This will create repossession opportunities for the attacking team, from which they can counter attack. Rotate players regularly, so that all players have opportunities to be attackers and defenders.

KEY COACHING TIPS

1. Attitude to take shooting opportunities
2. Good movement to receive the ball
3. Communication and talking
4. Attackers spread out to make the defenders work harder and find more space
5. Keeping passing simple and accurate
6. Awareness of turning and shooting opportunities
7. Awareness of support players
8. Protecting ball away from defenders
9. Good first touch and passing
10. Attitude to shooting
11. Accuracy of shooting
12. Rebounds from goalkeeper
13. Communication

- 14. Goalkeeping skills
- 15. Defending

Setup Screenshot

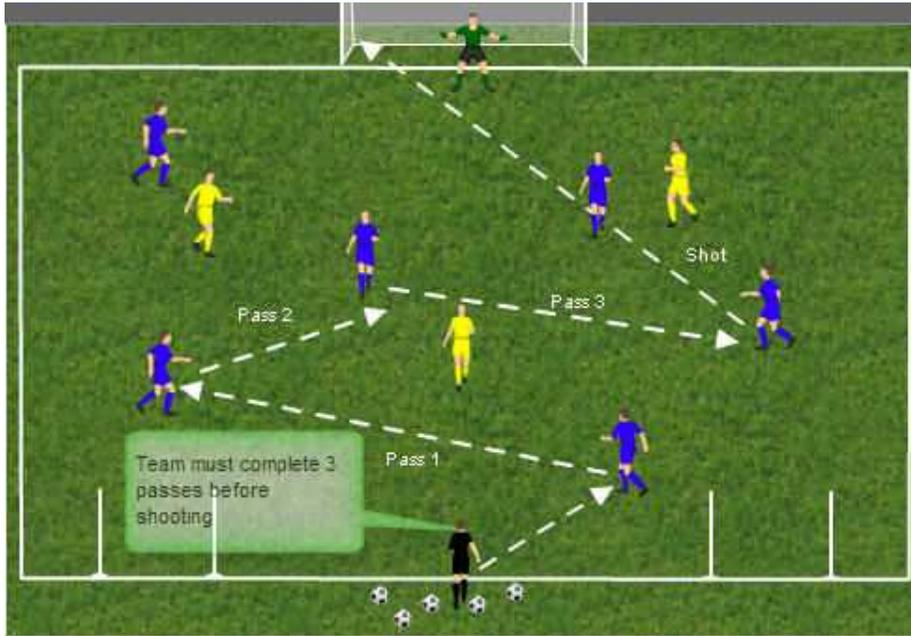


Screenshot 1



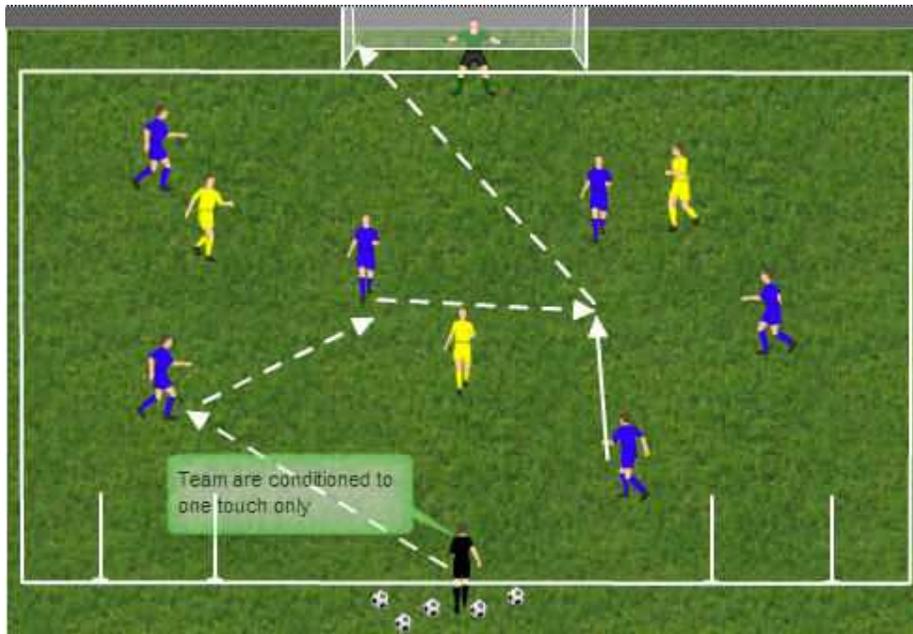
Progression 1

Condition attacking team so that they must complete at least 3 passes between them before shooting



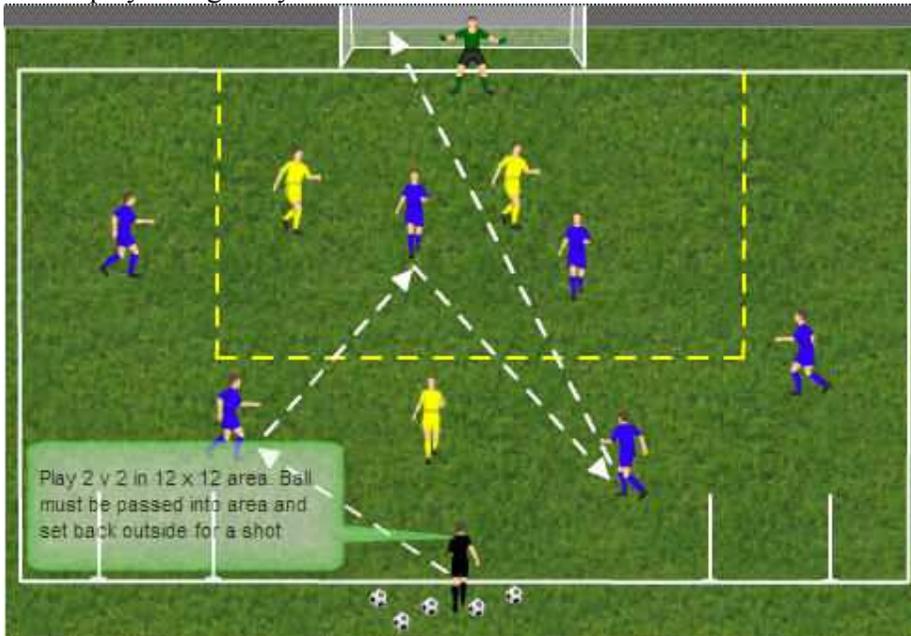
Progression 2

For older and better players, condition the attacking players to a maximum one or two touches each. You could also make the practice 5 attackers v 3 defenders



Progression 3

Mark out an area of 12 x 12 and play 2 v 2 in the area. Ball must be passed to an attacking player in the marked area and set back out of the area for a first time shot. Rotate players regularly.



Progression 4

Add a halfway dividing line down the center and condition the practice so that 3 attacking players must stay in their own half of the dividing line and that they have to pass the ball across the central dividing line before attempting a shot. Defenders can go where they want to defend.

