

<p style="text-align: right; font-size: small;">© Copyright www.coerver.com 2013</p>	<p>Set up: Set out a 30 x 10 yard area. 4-5 players per group, 1 soccer ball.</p> <p>Action: Players start by running with ball, doing a skill before the cone, and playing a diagonal pass to the player waiting across (Shown in left lane of diagram).</p> <p>Variation 1: Same thing but after the skill, the players should play the diagonal pass with the outside of their front foot.</p> <p>Variation 2: Wall pass practice. Players should dribble, and before hitting cone, play a front foot pas to a central player, who returns the pass first time for a 1-2. The blue player then completes the sequence by passing to the red player waiting (as shown in the right most diagram.)</p>	<p>Coaching points:</p> <ul style="list-style-type: none"> Disguise pass. Timing of check to run by central player. Body shape of central player. Weight/accuracy of passes. Speed of play. Run must be on blind side of defender (cone)
<p style="text-align: right; font-size: small;">© Copyright www.coerver.com 2013</p>	<p>Set up: Set out a 30 x 10 yard area. 5-6 players per group, numerous soccer balls.</p> <p>Action: 1 defender in middle square area (shown with 2 blue and 2 red cones) and 1 attacker. Attackers at end of grid start with ball. They dribble with ball towards middle square area, and either play a 1-2 to get ball to the other end, or fake a pass and dribble through to other end. Waiting player (Shown with #4) then picks up ball and attempts same thing.</p> <p>Variation 1: Compete. Defenders get 2 pts for stopping an attack, and attackers get 1 point for successfully getting ball to other end.</p>	<p>Coaching points:</p> <ul style="list-style-type: none"> Disguise pass. Timing of check to run by central player. Commit defender. Body shape of central player. Weight/accuracy of passes. Speed of play.
<p style="text-align: right; font-size: small;">© Copyright www.coerver.com 2013</p>	<p>Set up: 30 x 15 yard area, with a pug goal at each end. At least 4 players on each team. Balls waiting next to each goal.</p> <p>Action: 2 v 1 transition game. Teams attack, attempting to score in pugg goal by either combining with a 1-2 or taking on defender. Player that shoots or loses ball comes off field, other player defends next group coming on. Should be quick transitions.</p> <p>Variation 1: You will see all straight runs, with and without ball, to begin with. Introduce overlaps, diagonal runs in behind, and various movements with ball to make play less predictable.</p> <p>Variation 2: 2v2 now. Attack first, then defend as a pair. Will have to be more creative now.</p> <p>Variation 3: Introduce a neutral player who stays in grid and always plays with attacking team. Show 3 player combinations.</p>	<p>Coaching Points:</p> <ul style="list-style-type: none"> Read the play..don't force combinations. Commit defender. Vary up the type of combination, and look for passes that get in behind defense.