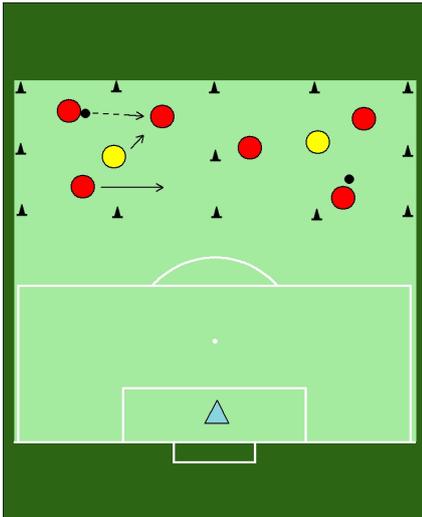




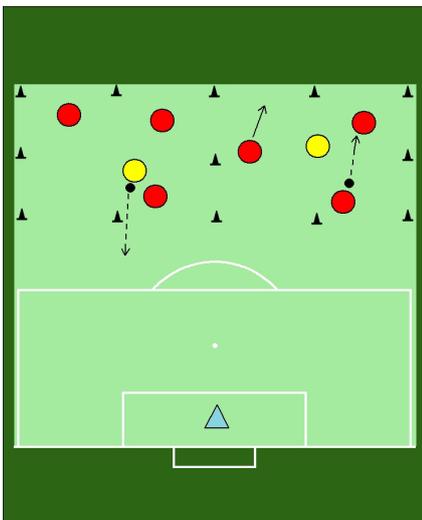
Ten shooter



How it works

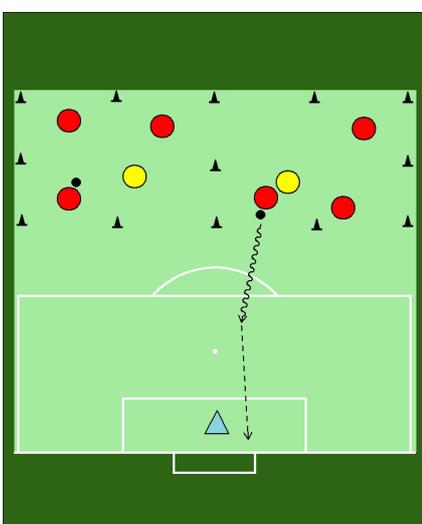
Two groups are set up to play 3 v 1 within separate playing areas.

Play starts in one of the playing areas with the red team trying to make ten consecutive passes.



The yellow player must try and put the red team under pressure. In this diagram the yellow player has won possession and kicked the ball out of the playing area.

As soon as this happens the red team in the adjacent playing area try to make ten consecutive passes.



If ten consecutive passes are made one of the red players is allowed to leave the playing area and try to score.

As soon as an attempt has been made on goal the other red team can begin trying to make ten consecutive passes so one of their team can try to score.

The two red teams can compete against each other by being the first to score 2/3 goals or by scoring the most goals in a set period of time.

You could change roles by having the two yellow defenders and the goalkeeper swapping with one of the red teams to play again.

Possible changes

Play 3/4 v 2 in each of the playing areas to make it more challenging to keep possession or 4 v 1 to make it easier.

Have an extra yellow defender on the edge of the penalty area. You could then allow two of the red team out of the playing area, after making the required ten passes, to try and beat the defender and create an attempt on goal.



Half pitch - game

Rather than alternating between the two have both the red teams trying to make the ten passes at the same time.