



Diagram Key:



Player running with ball



Pass



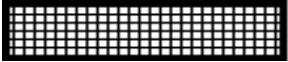
Shot



Player running (no ball)



Ball



Goal



Cone/Marker

3v2 to Goal

Category: Small Sided Games

Practice Segment:

- Technical/Tactical

- **Skills:**
- Passing and Receiving
- Dribbling/1v1
- Ball Striking/Shooting
- Defending

Players: Full Team

Time: 20 min

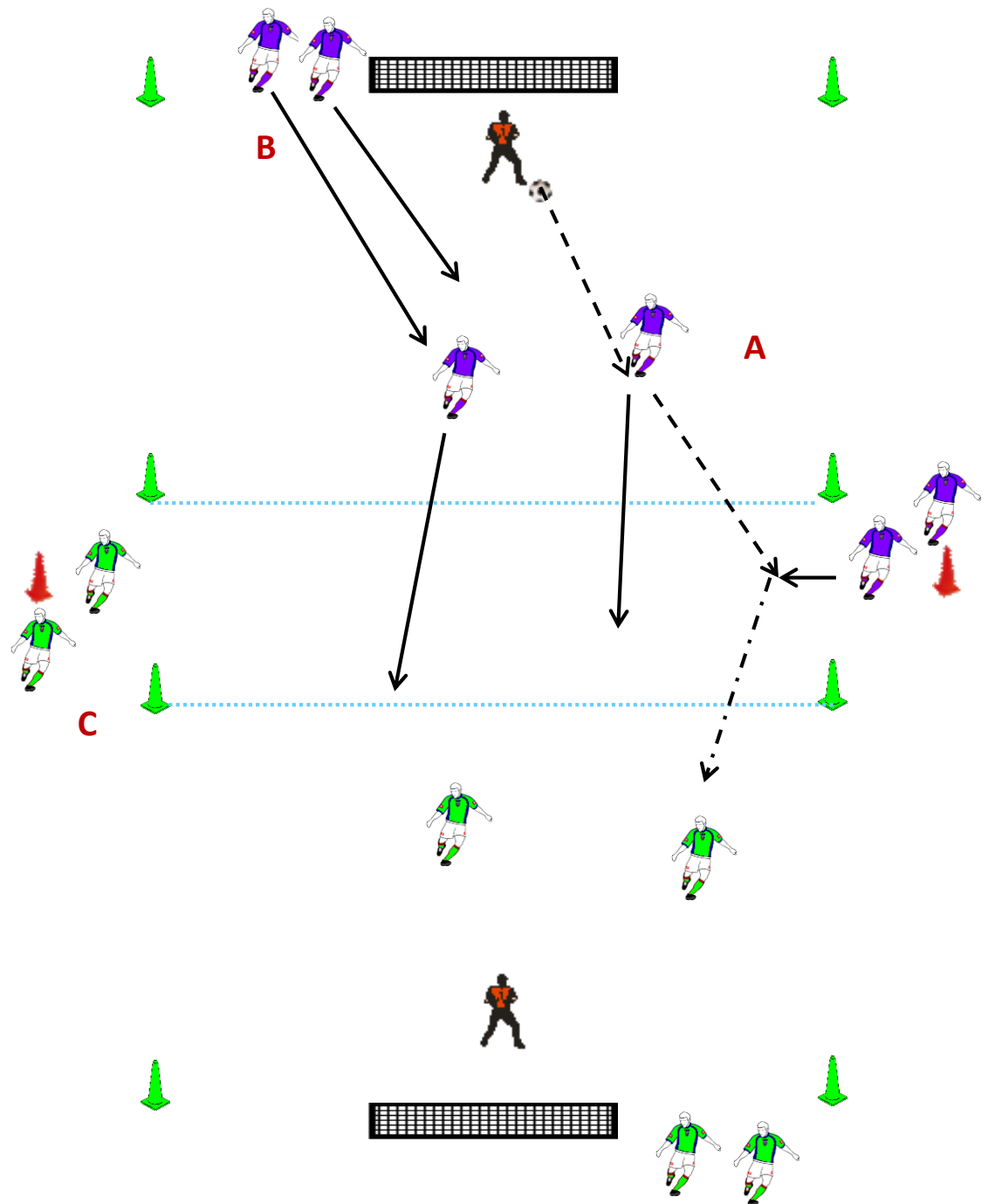
3v2 w/ transition:

Set Up:

- Field divided into 3 zones with goals at each end.
- End 1/3's are about the width of the penalty area or slightly wider and extend 25-30 yards toward the center of the field depending on the depth at which the coach wants the backs to defend.
- Center 1/3 is 6-8 yds in length
- 2-3 players from one of the two teams are placed on the sides of the center zone as target players for transition

Action:

- Play starts with GK giving the ball to 2 the two players on his side (A).
- The 3rd attacking player enters from the side and receives the ball. The 3 attackers cross over and attack the opposing goal 3v2.
- As soon as the two defenders exit their end to attack the opposite goal, the next 2 defenders come from beside the goal to take up their positions (B).
- Team with ball attacks 3v2 at the opposite end. When defenders win ball, they attempt to play out to their "transition player" (C) and successfully exit zone to attack their opponent's goal.



3v2 w/ transition, continued:

Action:

- After winning the ball, the defenders play out to their extra player (A).
- The first attacking group must seek to win the ball back before it can be played out to the center zone. After the ball is played out, the original attacking 3 must quickly recover around the outside of the playing area to take up positions (B) waiting for their next repetition.
- Play continues as a normal game would with score being kept.

Focal Points:

- Width in attack
- Combination play
- Tempo in attack
- Win the ball back immediately if it is lost- prevent counter attack!
- Movement without the ball to expose space/free the extra attacking player
- Exit the zone quickly but with thought when the ball is won.
- “transition player” must be available for the ball.
- Defensive organization-pressure and cover
- Communication
- Limit the options of the “numbers up” team
- Defensive interchange

