#### Organisation

Players in groups of 2 or 3 Player passes to team mate and follows pass

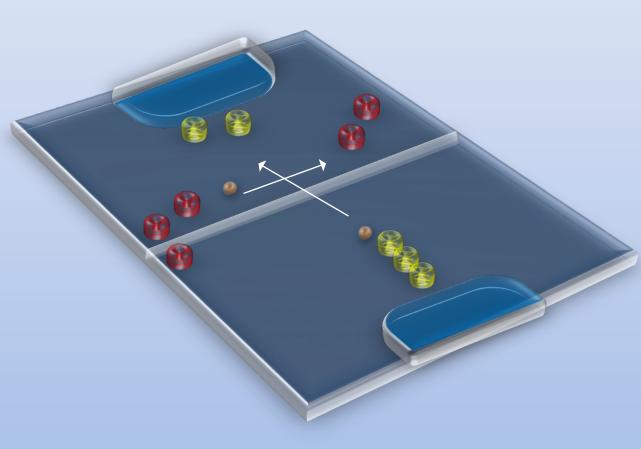
Teams working across line of each other for interference

#### **Coaching Points**

Receiving skills
Passing skills
Manipulation of ball
Type of pass (Inside, outside, flick, toe)

#### **Progression**

Progress to groups of 4 (Diamond) Progress to movement and rotation







### Organisation

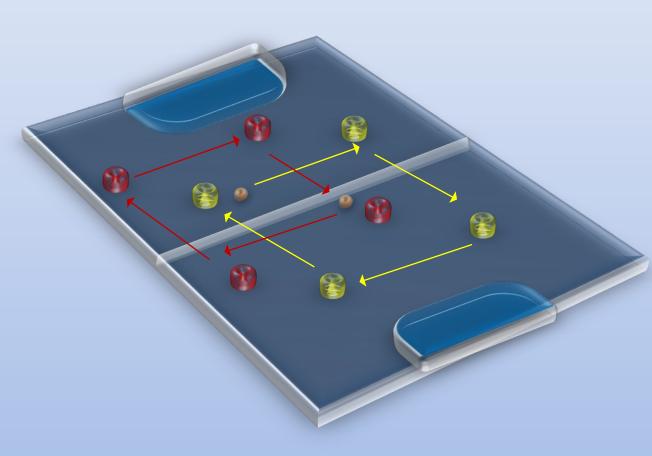
Players in teams of 4 (Diamond shape)
Players pass in teams
Teams positioned to overlap

### **Coaching Points**

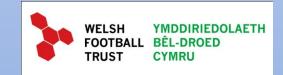
Receiving Skills
Decision making
Distribution
Type of pass
Vision Awareness

## **Progression**

Add movement and rotation Add defenders 4 v 1 or 4 v 2







### Organisation

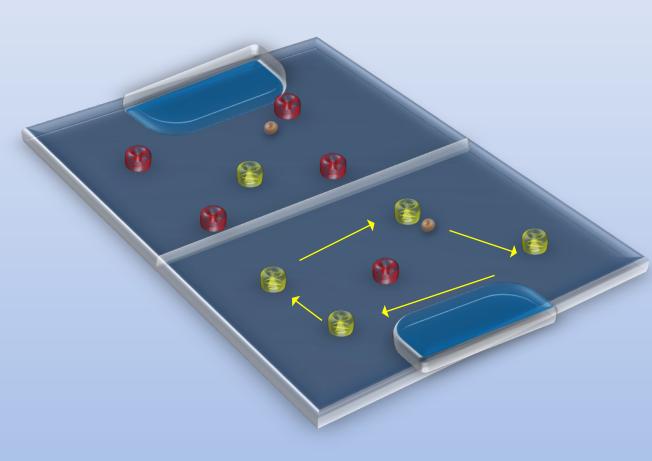
Players in teams of 4 (Diamond shape) Players pass in teams Add Rotation where possible

### **Coaching Points**

Receiving Skills
Decision making
Distribution
Type of pass
Vision Awareness

## **Progression**

Develop movement and rotation Add defenders 4 v 1 to 4 v 2







### Organisation

Players in Team of 4
Target Players in end zone
1 ball per team
Players pass and combine
Aim to transfer ball to target players

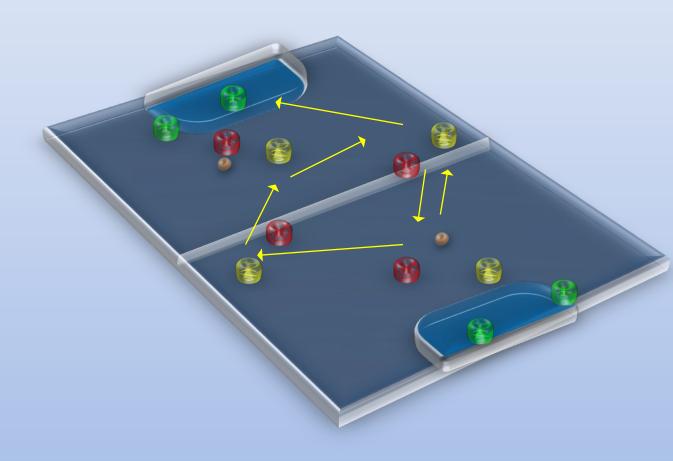
#### **Coaching Points**

Receiving Skills
Decision making
Distribution
Type of pass
Vision Awareness
Movement and rotation
Combinations

#### **Progression**

Develop movement and rotation Add defenders







### Organisation

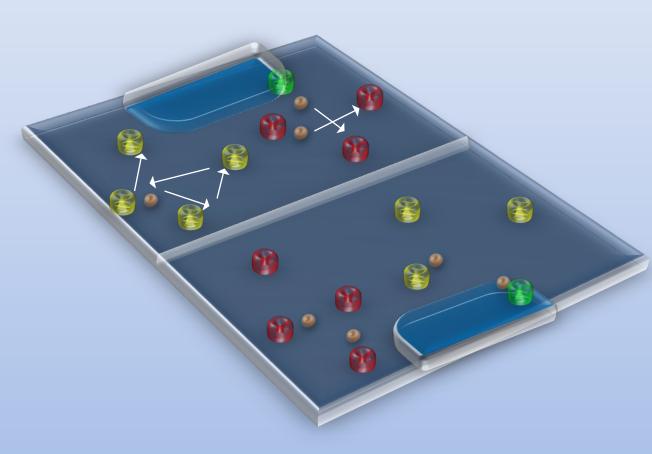
Players in teams of 4 (Diamond shape) Players pass in teams Add Rotation where possible

### **Coaching Points**

Receiving Skills
Decision making
Distribution
Type of pass
Vision Awareness

## **Progression**

4 v 4 Half pitch Add a floater player Add safety zone if required





### **Organisation**

Players in teams of 4 (Diamond shape)
Players pass in teams
Add Rotation where possible
Team must make 3 passes prior to
scoring
1, 2 or 3 defenders (Rotation of
positions)

### **Coaching Points**

Receiving Skills
Decision making
Distribution
Type of pass
Vision Awareness

### **Progression**

Increase number of defenders Add time limit to increase tempo Work on different combinations

