



# **U14-U18 Attacking in the Defensive Third (Playing Out of the Back)**

by Mario Prata, MYSA Development Coach

**OBJECTIVE:** Improve the team's ability to play out of the back (defensive third).

**1) Colors-Warm Up (15 minutes)**

Divide group into two teams...red and blue. One ball or two balls per group. Each group passes and moves and plays through each other.

**Coaching Points:**

- Work on passing and receiving techniques; proper pace and accuracy of the pass; proper 1<sup>st</sup> touch
- Work on technical speed
- Work on combination play: wall-pass, take-over, overlap and double-pass
- Perfect communication
- Talk about visual cues

**2) 4v4+1GK to 2 Targets In the defensive third of the field (15 minutes):**

In the defensive third, the team of 4+1GK defends the large goal and tries to score by passing to one of the two target players behind the end line, opposite to the goal. The opposing team tries to score in the large goal.

**Coaching Points:**

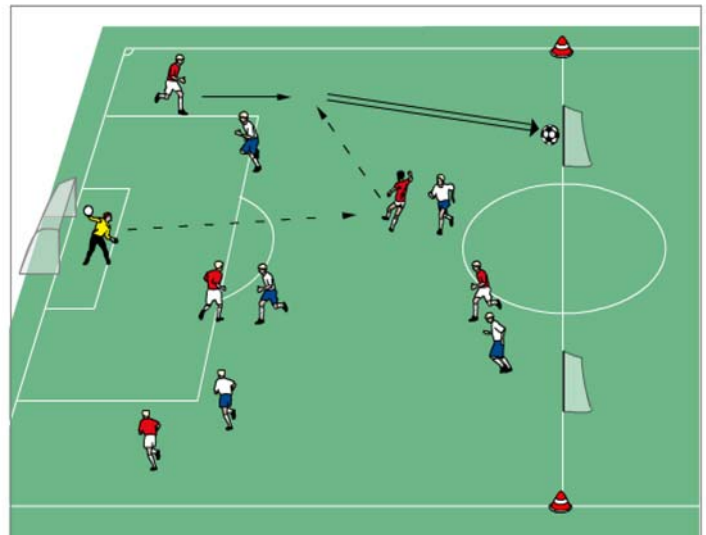
- Constantly survey the playing area
- Develop & keep individual and group shape under the pressure of the opponents
- Develop rhythm of play based on what the game presents...increase speed of play at the right time

**3) 5v5 +1GK to two small goals on half a field (15 minutes):**

On ½ of a soccer field place 2 small counter-attack goals on the mid line. The red team defends the large goal and tries to score on the 2 counter-attack goals. The white team defends the 2 counter-attack goals and tries to score on the large goal.

**Coaching Points:**

- As soon as the red team recovers the ball, the first attacker must recognize options away from the ball; he/she must look to play the ball wide or, simply, away from pressure. The positions of supporting players are very important at this point.



- 3rd attackers positioning is now crucial to success. The 3rd attackers must provide appropriate width and depth.
- Changing roles quickly, as the ball moves, is vital to the success of the counter-attack out of the back 1/3. It takes discipline, fitness and tactical speed.
- The coaching points made in these more realistic game-like environments will be more beneficial to the players.

**4) Game to two goals with GKs (40 minutes):**

Play – 8v8 or 11v11 with GKPR's. We always try to finish with a scrimmage, with playing numbers as close to the numbers that we play with in our league games.

**Coaching Points:**

- Reinforce coaching points made throughout the training session.

**5) Cool-down (5-10 minutes):**

Individual juggling; challenge players to see who can juggle the most in a 2 minute period.