SESSION #1 DEFENDING

A. Warmup: Control Passing (15m)

SETUP:

- 30 x 30 grid
- Half the players have a ball
- Free Flow

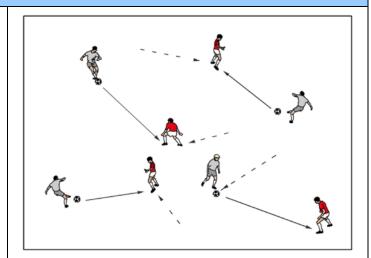
ORGANISATION:

Player without ball 'shows' for ball then:

- 1. Pass & support 1st touch Player with ball passes and then moves to
 support depending on receiver's first touch.
- 2. Receive pass & open up on 1st touch.
- 3. Move towards ball and receive it on half turn.
- 4. Juggle ball in air
- 5. Setup pass (long, short, short)
- 6. Overlap

KP's:

- Call for ball.
- Show directly in front to receive pass.



B. Defending Facing Opponents – warm up

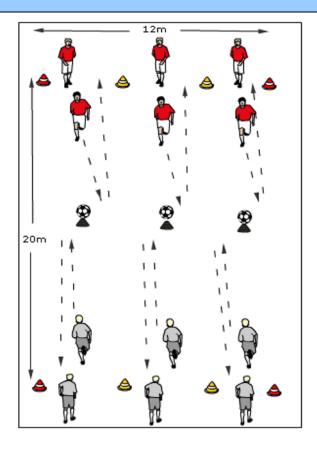
SETUP:

- Line drill fashion, players in 20-25m apart.
- Ball/marker in centre (signifies attacker)

ORGANISATION:

Players at either side move towards ball/marker performing following defending techniques:

- Speed of approach fast then slow down last few meters.
- 2. Angle of approach to one side to make play predictable.
- 3. Jockey back patience and watch the ball
- 4. Side on, match run don't be square

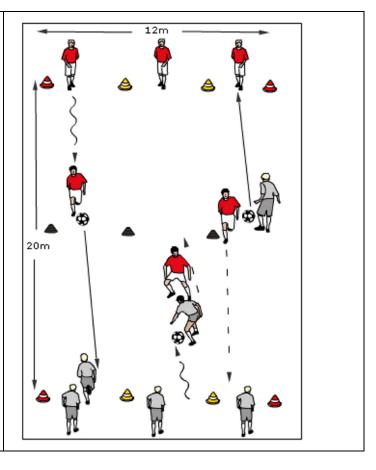


Progression :

Player at one end dribbles ball to half, passes to attacker at other end and becomes defender – use above techniques:

- Close down
- Force one way
- Jockey
- Eye on the ball.

At half way, attacker passes ball and becomes defender



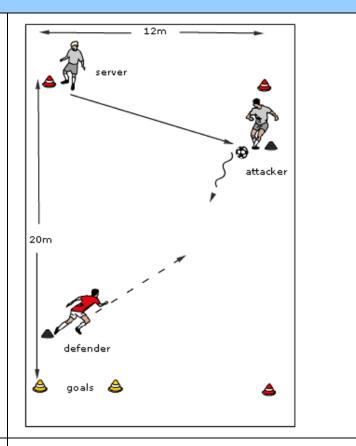
C. 1 v 1 Facing Opponent

SET UP:

- 20 x 12 grid.
- Server, attacker, defender

ORGANISATION:

- Server roles ball to start play and passes to attacker who tries to beat defender and dribble thru goal.
- Quickly close down play
- Angle of approach push to side
- Get low
- Be patient Watch ball, not attacker
- Jockey
- Challenge when possible.



PROGRESSION:

• Introduce 2nd defender to make it 1 v 2.

KP's:

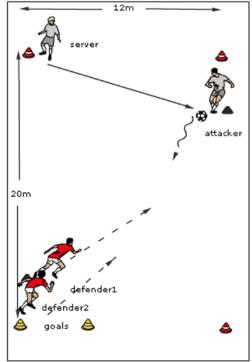
- Distance of 2nd defender 2m.
- Angle of cover
- Communication from 2nd (supporting) defender
- Recovery run of challenging defender

PROGRESSION:

- 2 v 2
- Server becomes 2nd attacker

KP's

Maintain supporting position, while keeping track of other forward.



E. Game – 8 v 8

Team Shape - 3-2-2

KP's

- React to change of possession
- Realistic defensive positions = pick goal side
- Nearest player pressure ball
- Cover
- Communicate

