

Match Related Work

After working against a static defender, again in this case cones, it is time to move on to more pressure, i.e. a living, breathing and moving defender.

Select a set of players to act as defenders and give them pennies to distinguish them from the ball handlers. The defenders are very passive to start. Have them just get in the players vision but not try to steal the ball. After a while turn up the pressure a little by letting the defenders tap away balls that come out of the ball handlers control. Don't let them steal it yet. The third level of progression is to let the defenders go full out and attempt to tackle.

You can use the games of **Shark**, described earlier, to simulate this type of match related game

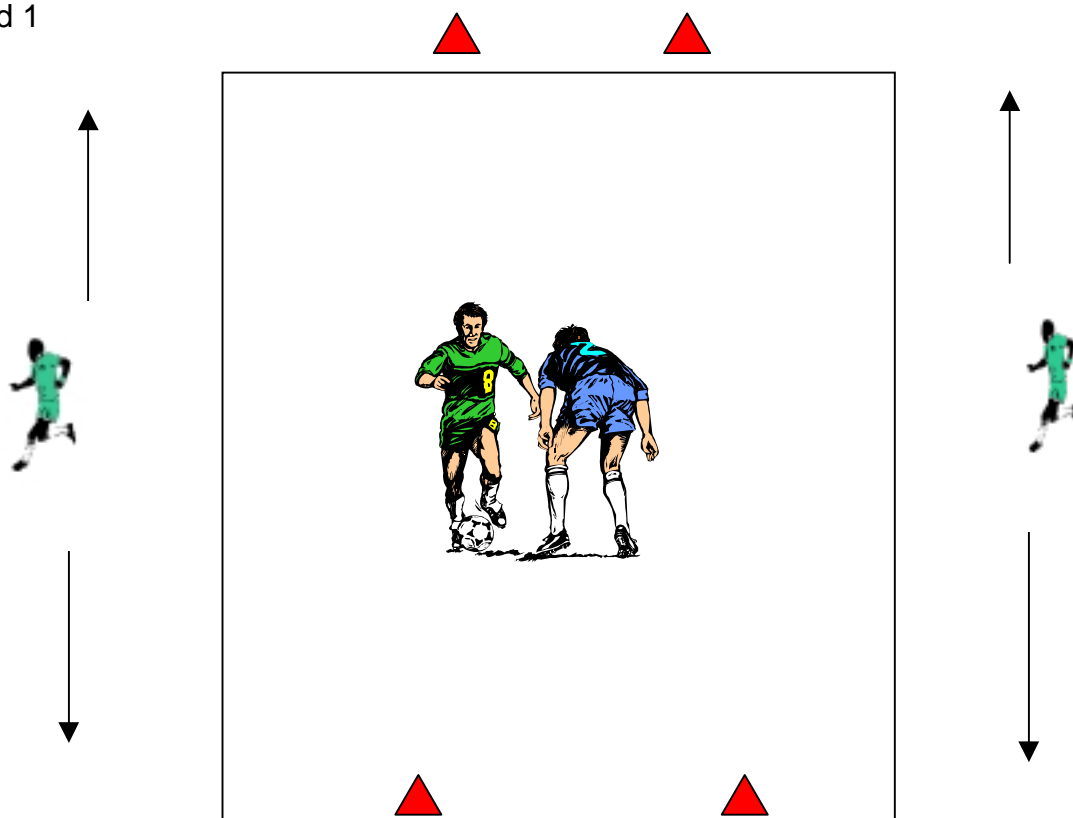
Make sure you praise good moves by the offense. It is challenging to attempt to do some of these moves at full speed and you must build success and confidence in order to get them to make these attempts in a game situation.

1 v 1 Match Related Games

There are a multitude of match related games that you can use to teach footskills. Those described below are for more advanced players, probably at least U10 and above. They can become very intense. They build confidence and anaerobic conditioning.

Set up three or four fields 10 yards wide by 15 yards long, with cone goals at each end

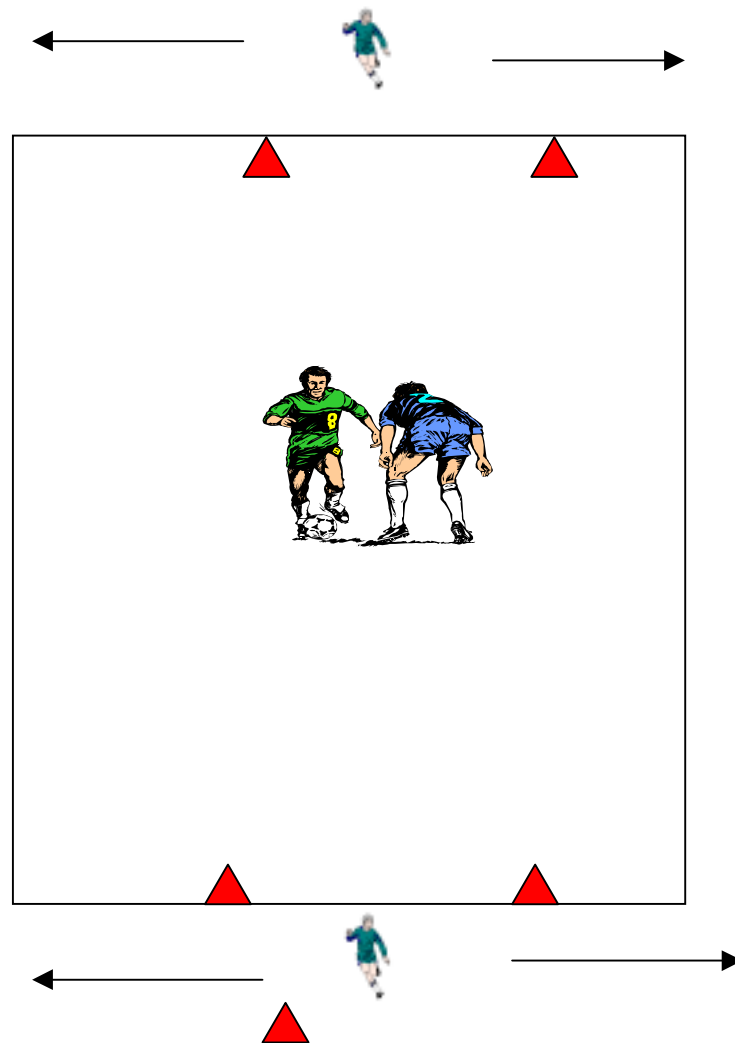
Field 1



Organization

1. Assign four players per field
2. Players on field have one ball
3. Place balls at four corners of field for use when game ball is kicked away
4. Players on the touch lines are *neutral players*
5. Play 60 second games
6. The object is for the players on the field to beat their opponent, either one on one or by making a wall pass to a neutral player. Goal is scored by dribbling across the end line between the cones **with the ball under control.**

Field # 2



Organization

1. Neutral players are now behind the 6 foot wide goals

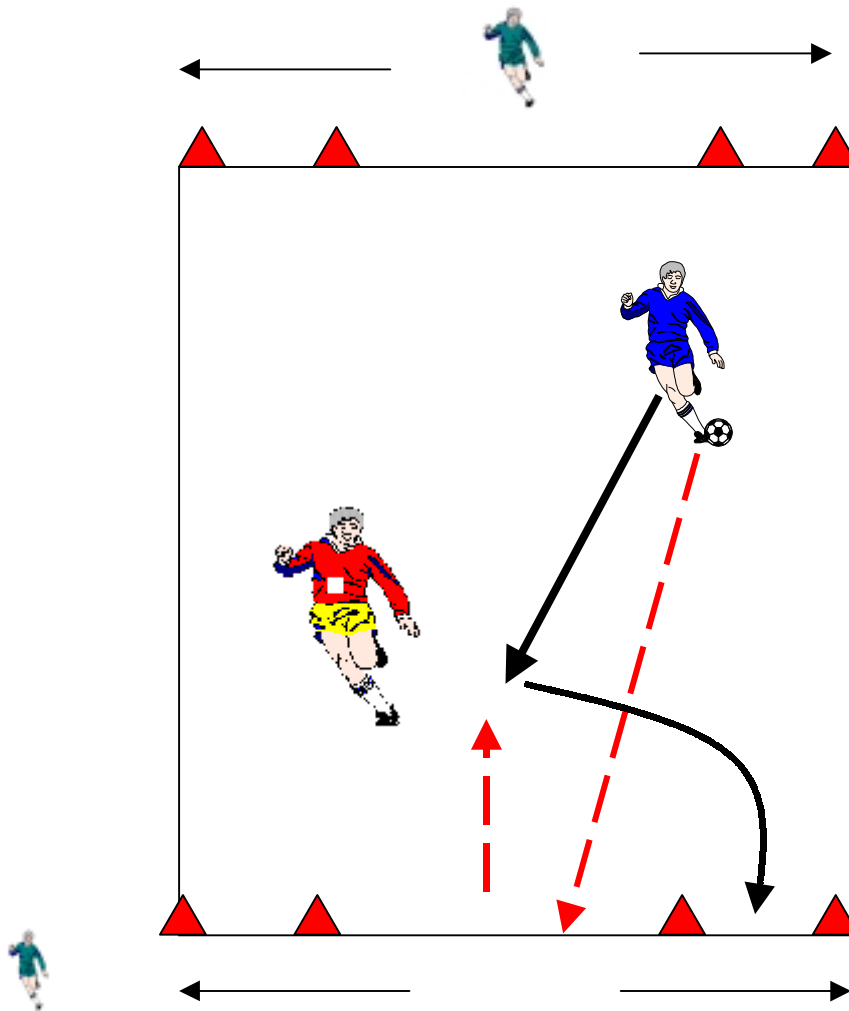
- Objective remains for the two field players to dribble across the end line between the cones with the ball under control

OR

Complete a pass to a neutral player thru the cones.

- Field players may use **either** neutral player to break free from the defender and reach their objective

Field # 3



Organization

1. There are now four goals, two on each side in the corners
2. Players on end lines are still neutral
3. Same 1 v1 objective but now the field players can utilize the neutrals for a through pass
4. Players on field can attack either goal and must defend two goals
5. Neutral must one or two touch the ball back to player on field who has to run to support his original pass
6. Player must dribble through one of the two goals

Match Condition Games

After completing your match related phase it is time to move on to a match condition. A match condition normally allows for even sides, 3 on 3 etc. However if you want to make a coaching point, say let the dribblers experience success, you might want to slant the sides to 3 on 2 or even 3 on 1 to start.

The key is that the match condition must emphasize the skill that you have been teaching, in this case dribbling and foot skills.

For example you could make a condition of scoring the fact that the player has to dribble through the goal.

You could make a condition where the player has to perform a move that you yell out every time a 1 v 1 situation occurs.

3 v 3 Footskill Match Condition

Organization and Set Up

Set up a 30 yard by 40 yard field. Place four goals caddy corner in each of the 4 corners.

Use 1 ball. The object is to dribble through the goal under control. When you have four goals and only three players there is always one goal open.

Give extra points for a 1 v 1 move that beats a defender

