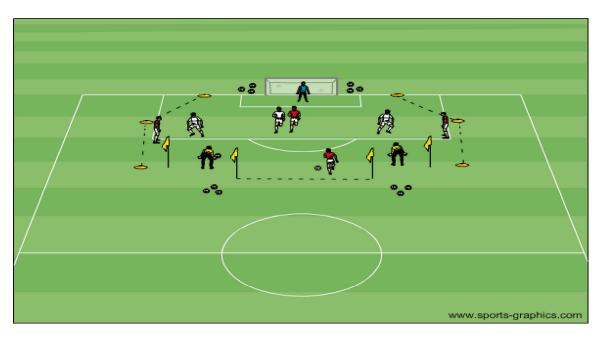
## TC United: Games in the Scoring Zone

### 6 v 4 Game With 3 Goals



### **Organization**

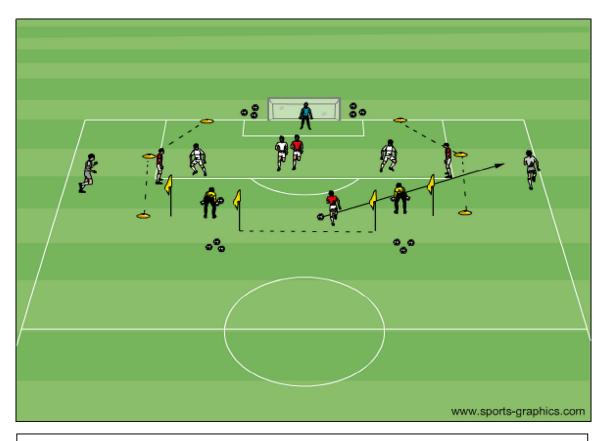
- On Less than a half-field, the Red team (2 GK's and 4 field players) attack a single central goal defended by 3 defenders (White jerseys) and a goalkeeper.
- The Reds defend two goals turned at a slight angle located 35 yards from goal.
- Field marking discs mark the sidelines (se up on angles as shown). Field width should be marked at 46 yards.
- Extra soccer balls are organized adjacent to each goal on the field as shown.
- Rotate ends (substitute players too) every 4 minutes

#### **Coaching Points**

- The Red team must play quickly and with shape (yellow shirted GK;'s play 2 touch when ball is at their feet) and offsides is "on" whenever the ball is in play.
- The first touch / control of the Red team should keep options open to going to goal (to shoot, to pass, to dribble)
- Quality of final penetrating pass is critical to score goals in this game (the ball is always in the "Golden Zone."
- All shots should be followed for "poached" rebounds and deflections off goal and White team.
- White Team must defend as a unit and pressure the ball, can counter to one of the two flagged goals.

# TC United: Games in the Scoring Zone

### 6 v 4 Game With 3 Goals & Crossers



### **Organization**

- This game is an extension of the 6 v 4 game above, but now crossers are added to supply the Red team with service outside the playing area.
- Crossers must supply service within 5-6 seconds when the ball is played into the wide channel
- Crossers can serve early or penetrate and cut the ball back from the angled areas of the disc marked sidelines.
- Teams should rotate ends and substitute every 4 minutes

### Coaching Points

- The Red team must continue to play quickly, but must also move quickly off the ball in reading crossing situations.
- Red players should organize their runs deceptively, by "crossing over" with teammates and cover key areas: near post, mid goal, far post and also react to "2<sup>nd</sup> balls" off of service won by the Red or deflected (and mis-cleared) by the whites.
- Important skills surrounding attacking heading, volleying and shooting need to be focused on. Again, looking for 2<sup>nd</sup> chance opportunities is critical.
- The White Team must work hard to cover key zonal areas and attack crossed balls and counter-attack quickly.