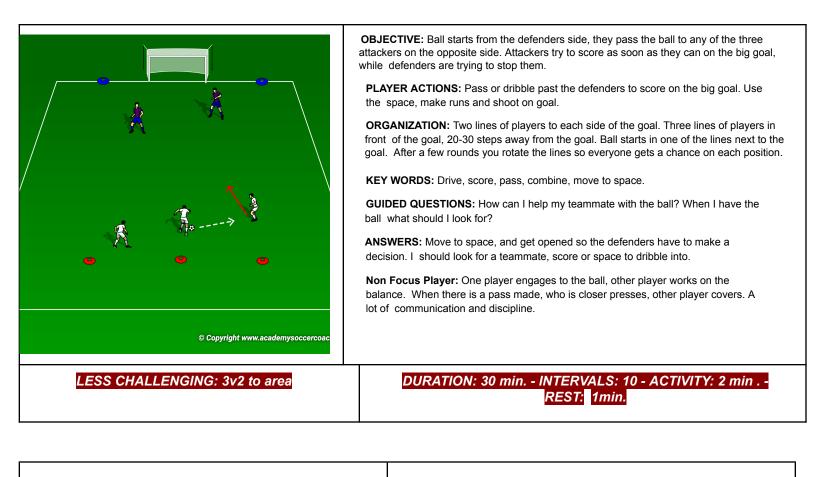
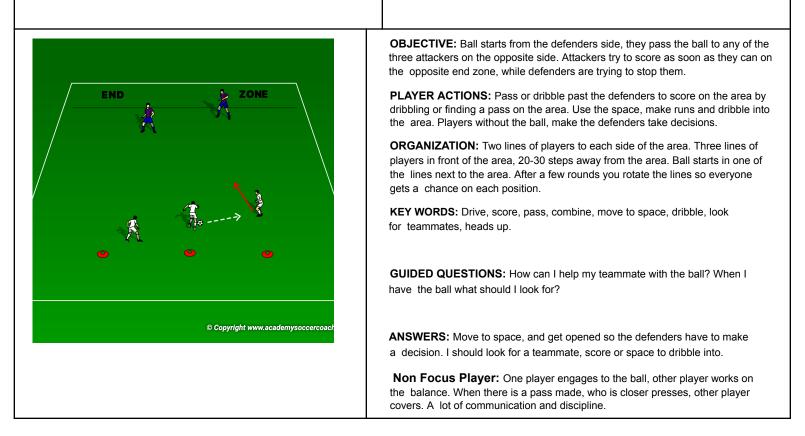
Spring 2024	GOAL:				Attacking 3v2				
Arlington	(Make the most out of numerical advantage on the offensive side. Combine with team and make runs and use the space in order to help our teammates.						
	KEY QUALITIES		Use space in order to receive a pass or open space for my teammate to aBack.						
	MOMENT		Attack		DURATION	90 minutes	PLAYERS	8-12	
SKILL ACQUISITION: Space- using it to open up to be in a better position to receive a pass, or to open space so my teammate can engage on to have a better position to score and the defender has to make a decision. Drive- Engages defenders to make a decision where my teammate will be opened in another space, where they can take advantage of it.									
1 PLAY PHASE (Intentional Free Play)				DURATION: 25 min INTERVALS: 5 - ACTIVITY: 4 min REST: 1 min.					-
	*			PLAY engag ORG 25L w end l arrive arrive KEY your GUID	ER ACTIONS ge defensively ANIZATION: D ith end zone e ine. When prace , start playing , the game be WORDS: Pass team. ED QUESTIO	d your goal and at Pass or dribble for vivide your (25W x of the side of the fire ctice is ready to sta a game. The gam comes 2v1 then 2 the ball, keep the NS: How can we p can we get faster	35L) game field ald. Do these 5 y art & as soon as e can start as 1 v2 up to 3v3. ball, Possessio	into two 15 vards from t 2 players v1. As playe n, play with	he ers
		© Copyright	www.academysocce.	it. Pa from NOTE	ssing the ball t the other team S: Promote po	g the ball in posse o another teamma ssession of the ball i om defenders and g	ite, towards goa n order to score, i	I and away	get
CORE ACTIVITY: 3v2 towards big goal					DURATION: 30 min INTERVALS: 10 - ACTIVITY: 2 min REST: 1min.				

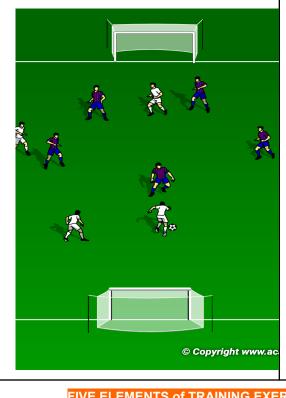




MORE CHALLENGING: 3v2 into 2 small goals.

DURATION: 30 min. - INTERVALS: 10 - ACTIVITY: 2 min . - REST: 1min.





OBJECTIVE: Normal scrimmage, however, objective for team in possession is get in scenarios where they have a numerical advantage offensively and they can take advantage in order to score.

PLAYER ACTIONS: Move into attack, support teammates, gets spread, attack the goal and make runs to engage defenders and open space for teammates.

ORGANIZATION: Split into two equal teams, normal scrimmage with two goals on each side (depending on availability).

KEY WORDS: Get opened, be an option, be direct, engage defenders, use space, play with team, pass and move.

GUIDED QUESTIONS: How can we get numerical advantage?

ANSWERS: By attacking the opposite team and having support by teammates. Moving to space and also using the space in a smart way to make defenders take a decision.

Non player: Prevent the opposite team to get numerical advantages on offense, drop and help the defense, communicate and be disciplined on defense, if 2-3 players engage to the player with the ball, it takes one pass for the offense to have numerical advantage.

FIVE ELEMENTS of TRAINING EXERCISE

TRAINING SESSION SELF-REFLECTION QUESTIONS

1.Organized: Is the exercise organized in the right	1. How did you achieve your goals of the			
way? 2.Game like: Is the exercise game like?	training session?			
3.Repetitions: Are there repetitions when looking at the overall goal of the session?				
4.Challenging: Are the players being challenged? (Is there the right balance between being successful and	2. What did you do well?			
unsuccessful?)	3. What could you do better?			
5.Coaching: Is there the proper coaching based on the age/level of the players?				