## Square Passing ( 15 mins)

## Square Passing

Objective: Performing proper passing technique to retain possession as a team
Focus: Passing with the inside of the foot, toe up, locked ankle, hitting the midline of the ball, balanced body without reaching, passing accuracy, receiving across the body

## Setup:

- Begin w/ $5 \times 5$ yd box to ensure success - transition to $10 \times 10$ if abilities allow
- Team separated into 4 equal teams at each corner
- One team begins activity with the ball


## Action:

- Player passes with right foot and follows his/her pass to the next line
- Pattern continues around boxin counter clockwise direction

- Player receiving the ball receives across their body before passing to the next line with their 2nd touch
- Once players are comfortable with the pattern, give them 45-60
seconds to complete as many "laps" around the box as possible (Lap = every time the ball gets around the entire box)
- Repeat activity in CLOCKWISE direction (pass with left, receive with left across body)

Possible Progression - If players are moving along well, ask players to take a big first touch in direction of the next line with a sprint/acceleration.

## 4v1 Rondo Series ( 20 mins )

## 4 v 1 Rondo Series

Objective: Retaing possession in a given space with a focus on supporting angles \& receiving on back foot
Focus: Movement angles to provide support for player on the ball, receiving across your body to go the other way with the ball, passing accuracy, group possession

## Setup:

- 1 square (roughly $10 \mathrm{~m} \times 10 \mathrm{~m}$ )
- Total of 5 players
- 1 player on each side
- 1 defender inside
- Can expand to 5 v 1 or 6 v 1 if required, but do your best to try for 4 v 1 to allow for proper movement off the ball


## Action:

-2-touch keepaway (no other number of touches allowed)


- Offensive players confined to their side of square
- Offensive players can only pass to adjacent side of square
(passing across the middle is not allowed)
- Offensive players must be moving off the ball at all times and with urgency to provide best possible target to player in possession.
- Offensive players must receive passes across their bodies and with the inside of foot!
- Offensive players should attempt to pass the ball to teammate in way which best allows them to receive across their body.
- Speed of play should be maximized.
- Defender must go $100 \%$. (or whatever trainer sees fit)
- Switch defender every $30-45$ seconds


## Competition

- Have 2-3 grids going at once
- Each team sends a defender over to the other grids
- Team with most consecutive passes wins!


## Hit Your Target (20 mins)

## Hit Your Target

Objective: Retaing possession in a given space with a focus on supporting angles \& receiving on back foot
Focus: Movement angles to provide support for player on the ball, receiving across your body to go the other way with the ball, passing accuracy, group possession

## Setup:

- 20x20 grid
- Attacking team 5 V 2 or 6 v 2 in middle $\mathrm{w} / 2$ target players
- Defending team 2 defenders inside $\mathrm{w} /$ remaining players targets


## Action:

- Coach plays ball into attacking team who attempts to connect as many consecutive passes as possible
- Attacking team can use their targets/bumpers to retain possession

- Every 3 passes, a new defender can come into the grid
- Round is over after the defenders have won the ball 5 total times
- Coach keeps track of most passes connected - team with most consecutive passes after their attacking round wins!


## Final Game ( 20 mins )

## 4v4 Endzone Game

Objective: Retaing possession in a given space with a focus on supporting angles \& receiving on back foot
Focus: Movement angles to provide support for player on the ball, receiving across your body to go the other way with the ball, passing accuracy, group possession

## Setup:

- 20×20 grid w/ endzones
- 2 equal teams


## Action:

- Each team is given an end zone to defend and an end zone to attack
- The team in possession must try to pass or dribble into
opponents endzone
- After a goal is scored, the opposing team starts with ball from

inside its end zone
- If the ball goes off the side of the pitch the game is restarted with
a grounded pass from where the ball left the pitch


## Possible Progression:

- Players can only pass a player into the endzone - must be a leading pass (offsides line)

