



- Periodically vary the crossing positions and expected serves. These can include crosses from outside the box, crosses from the end line, balls dropped to the supporting fullback (use 2<sup>nd</sup> flank player); and then we have options for bending balls, driven balls across the face of the goal, balls cut back to the penalty spot, balls flighted to the far post, balls driven in the air to the near post, etc.
- You can also design ways to involve both strikers by playing to the far post first, or by playing an early ball to the 2<sup>nd</sup> striker to find her teammate.
- The three pairs of strikers should rotate to provide for alternating finishing from left and right flanks.
- Develop the shape and, particularly, the timing of runs into the box.
- Periodically rotate the players between roles.

### **Activity #3 Flank Game**

Numbers 9 v 9 / 10 v 10

Field size: 75 yds (44 + channel) x half field. For U-14's, this "may" be too much width???

Offside applies inside penalty area

Use corner flags at half (common goal)

Players are arranged as shown below

Only add the second central pair if the space is not too cluttered. Start with 1v1 in the center.

#### Playing rules

Outside defender responsible for wide players (initially); outside players responsible for each other (progression)

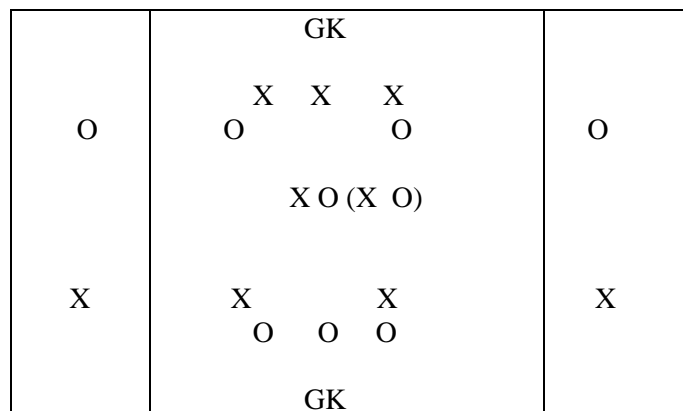
Goals can be scored at any time within open play

Central MF players should stay central

No-one is limited to playing in the channel (it is a guide, only)

Wide defenders should support the wide players

\*\*\*\*Wide players can attack the goal any way the game presents\*\*\*\*



#### Coaching Points

Develop functional ideas to maintain team shape and balance.

Encourage players to control the rhythm of play by circulating the ball through the defenders and midfielder(s)

Encourage the wide players to read the game and attack the goal as opportunities arise; they should not be limited to only crossing the ball at his stage.

Encourage early and often vision of options