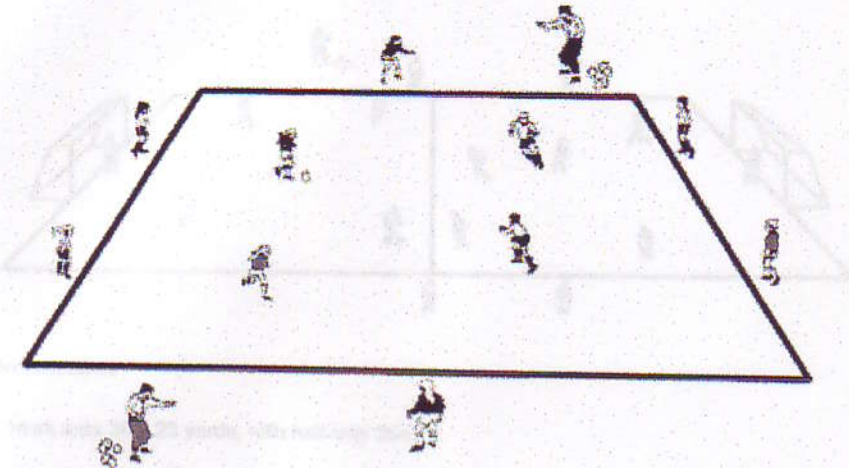


37

Soccer Windows

This month we add a variation that can be used in a lot of possession and shooting games with large groups by including "Windows."

In the graphic we are showing a group of 10, but it could easily be more (as many as 16 - 18).



In the example we are showing we have a 2 vs. 2 possession game. The object is to get as many consecutive passes by using the "windows" on the outside. In this example the square is approximately 15 yds. x 15 yds.

Here are some of the variations using the "windows" principle.

1. Pass to an outside window counts one.
2. Pass to teammate inside the square counts double.
3. Can pass to anyone outside the square or can only play to own teammate outside the square - notice in the graphic we have a white-shirted group and a black-shirted group, but opponents outside the square are not allowed to challenge each other.
4. Players on the outside can move along the line to make a better supporting angle to receive the ball.
5. Could make it two-touch for outside players.
6. Possibilities are 3 vs. 3, 4 vs. 4, etc., but will need to adjust the size of the field to the ages and abilities of the players.

Coaching Points

- Encourage players to try a strike for goal.
- Tell "windows" to always provide an angle of rebound.
- "Windows" should always be moving up and down the line to give good support.
- Have defending players take up good positions to block shots (even though confined to their half).
- Encourage goalkeepers to work at maintaining a view of the ball at all times.
- Teach goalkeepers to make good decisions relative to the situation (e.g., whether to catch or deflect the ball into non-dangerous areas).

Close Window

PRACTICE #37

Big Shot with Windows

Objectives

A variation on the Big Shot game to accommodate more players and to give additional options. To develop ability to create angles and positions and to improve shooting from central areas.



Organization

Mark area 30 x 25 yards, with half-way line.

Two full-sized goals (portable or improvised goals with cones/poles).

Two goalkeepers.

Depending on numbers either have one "neutral" window on each side or a "window" from each team on each side

4 vs. 1 (plus goalkeeper) in each half.

A goalkeeper starts by rolling ball to one of four players or can throw straight to a "window."

"Windows" cannot challenge one another.

Shots can only be taken from within own half. Goalkeepers & "Windows" are not allowed to shoot.

After a shot the two advanced team players (the "sniffers") look for scoring opportunities from rebounds off the goalkeeper, defenders or goal posts.

Can limit the "Windows" to two touches.

Coaching Points

Encourage players to try a strike for goal.

Tell "sniffers" to always gamble on possibility of a rebound.

"Windows" should always be moving up and down the line to give good support.

Have defending players take up good positions to block shots (even though confined to their half).

Encourage goalkeepers to work at maintaining a view of the ball at all times.

Teach goalkeepers to make good decisions relative to the situation (e.g., whether to catch or deflect the ball into non-dangerous areas).