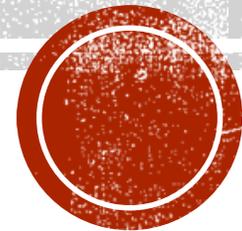


POSSESSION GAMES

Region 1472 Coaches' Corner
DR



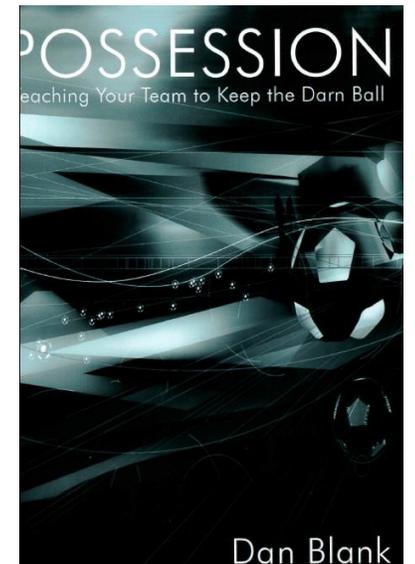
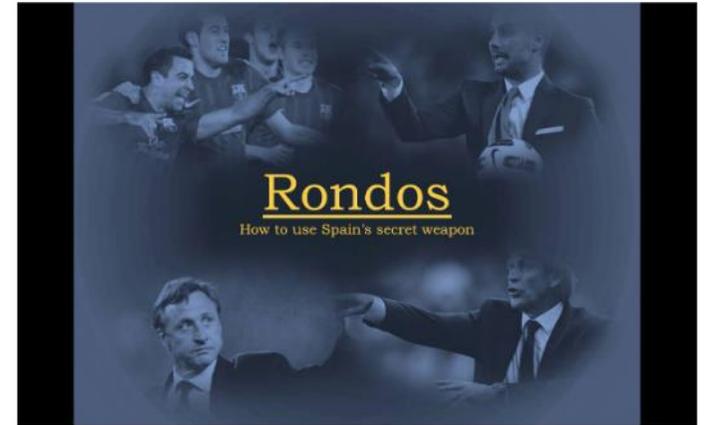
REFERENCES

Kieran Smith, Rondos & Positional Games, e-book, 2016.

Dan Blank, Possession: Teaching Your Team To Keep The Darn Ball, Dan Blank, 2015.

www.coachestrainingroom.com/soccer-decision-making-flow-chart

These sources are highly recommended for games related to possession soccer and movement off the ball



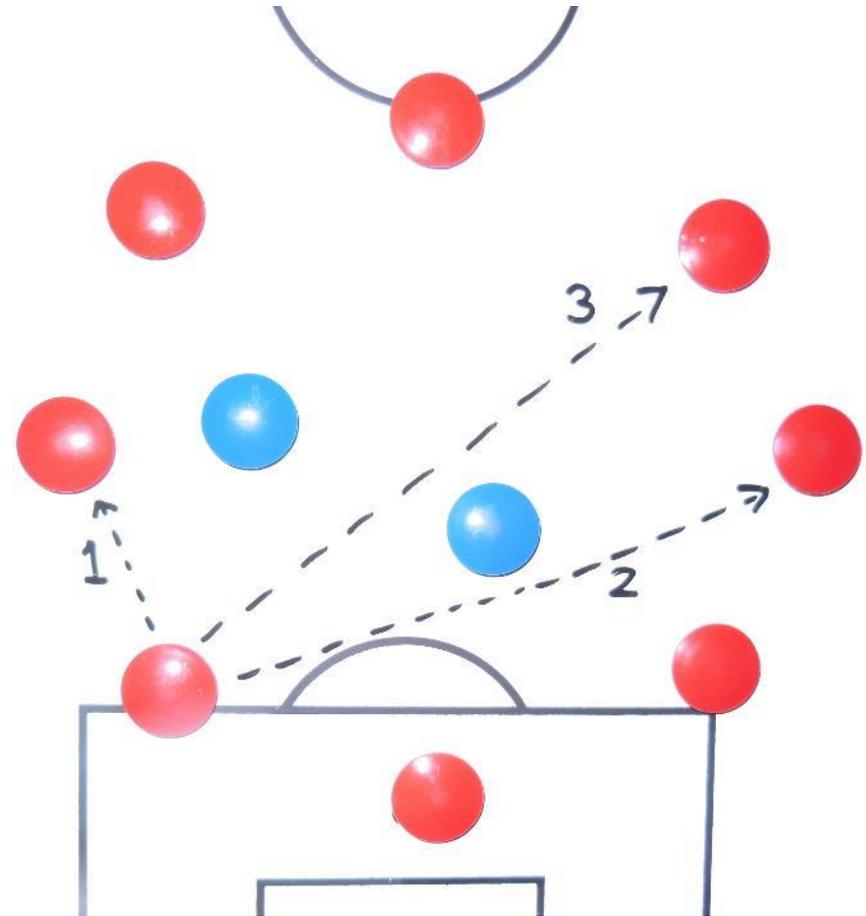
DECISIONS, DECISIONS...



From www.coachestrainingroom.com

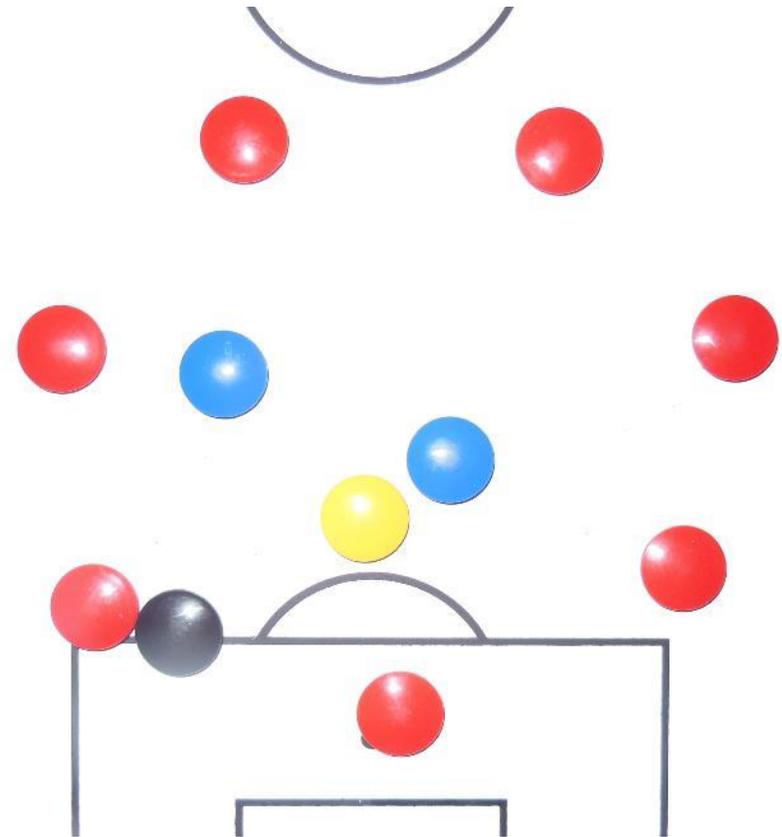
RONDOS

- Circular Passing Drills
- Types of Passes
 - First (To a Close-By Teammate)
 - Squares or Drops to Relieve Pressure
 - Second (Passing a Defender)
 - Creates Width
 - Third (Splitting Defenders)
 - Penetrating
- Points
 - Use Passes to Spread Defenders and Create Splitting Ball
 - Coach Defenders to Work Together to Prevent Splitting Ball
 - Players Can Move Around Circle to Receive Passes; Face Circle



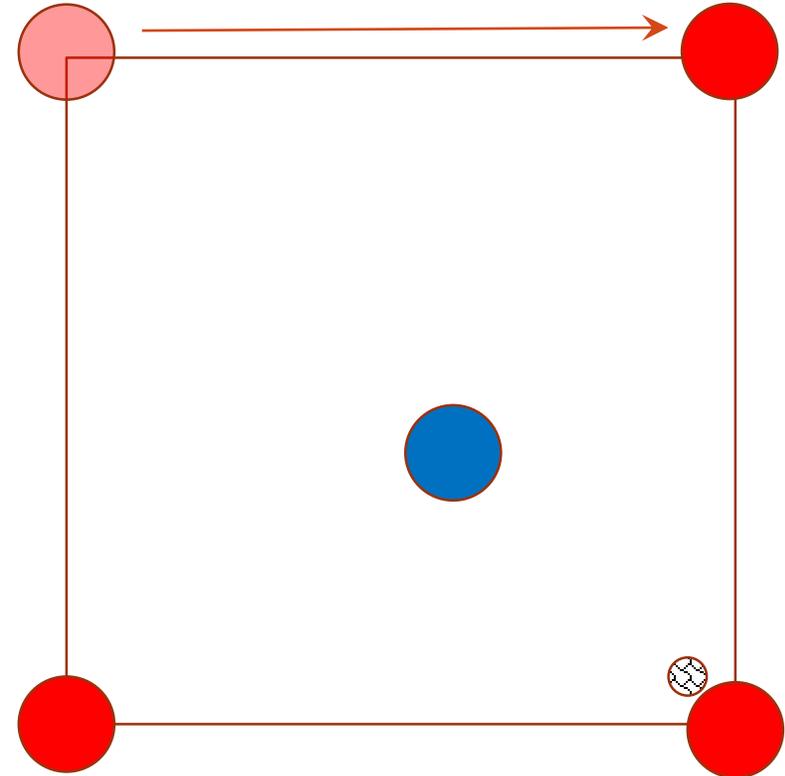
VARIANT ON RONDOS

- Add Target Player who Supports Attackers
 - Train at #6 Midfielder to Move to Always be a Passing Option
- Attackers Can Play any Ball, but
 - Splitting Ball is Still Most Valuable
 - Ball to Target Player is Next Most Valuable
- Use Runs of Target Player or Passes to Create Splitting Ball Opportunity



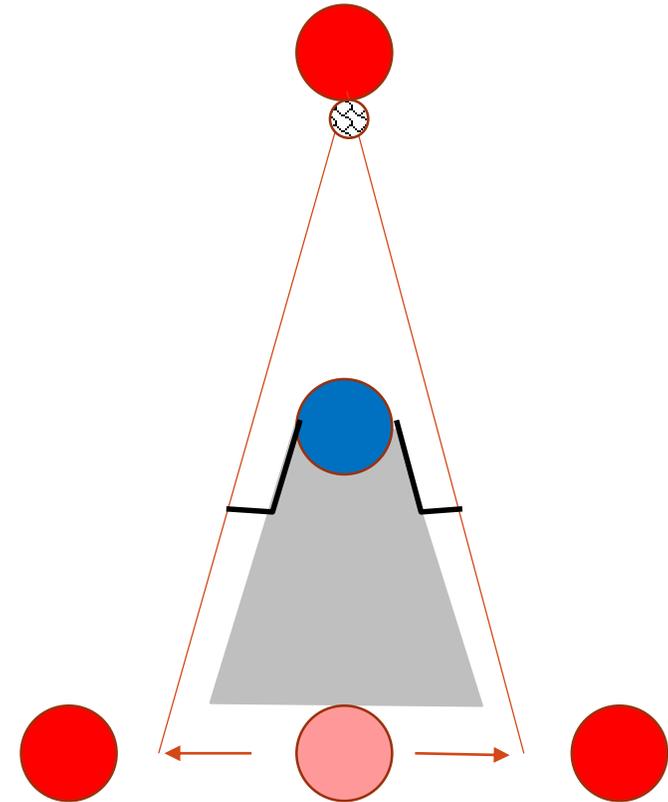
3 v 1 RONDO

- 3v 1 Four-Cone Passing Square Game
 - Move to Open Cone
 - Create Passing Angles/Options
 - Don't be Blocked by Central Defender
 - Pass to Cones
- 3 v 1 Rondo Progression
 - Remove the Cones
 - Play in a Small Area
 - Use the Same Thinking as in the Four-Cone Game, But Can Pass to Space



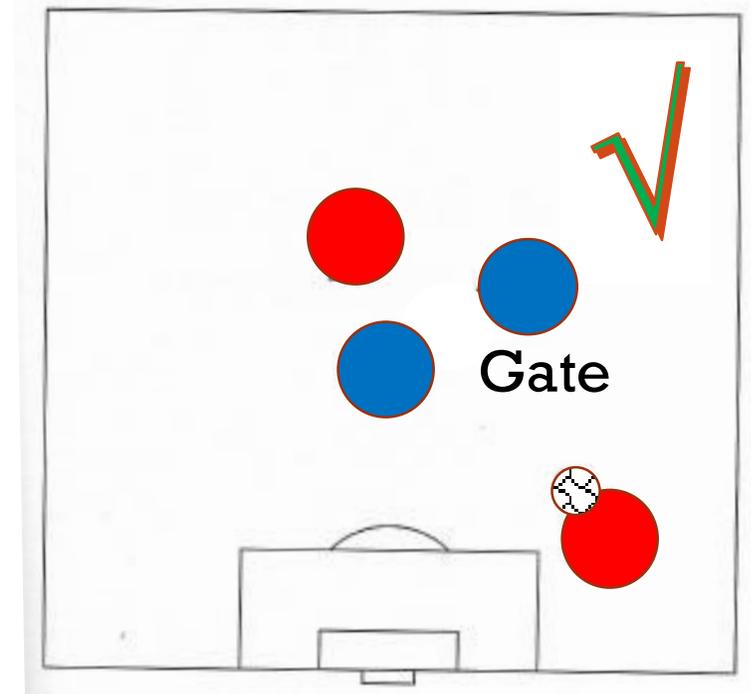
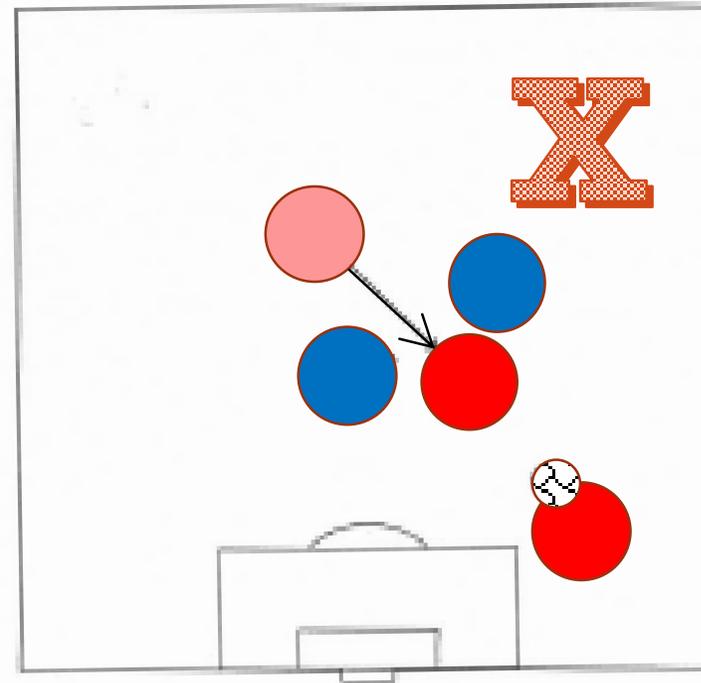
STAY OUT OF THE SHADOW

- The “Hockey Stick” Demonstration 
- Understand the Actual Range of a Defender to Intercept a Pass
 - For the Passer
 - For the Receiver



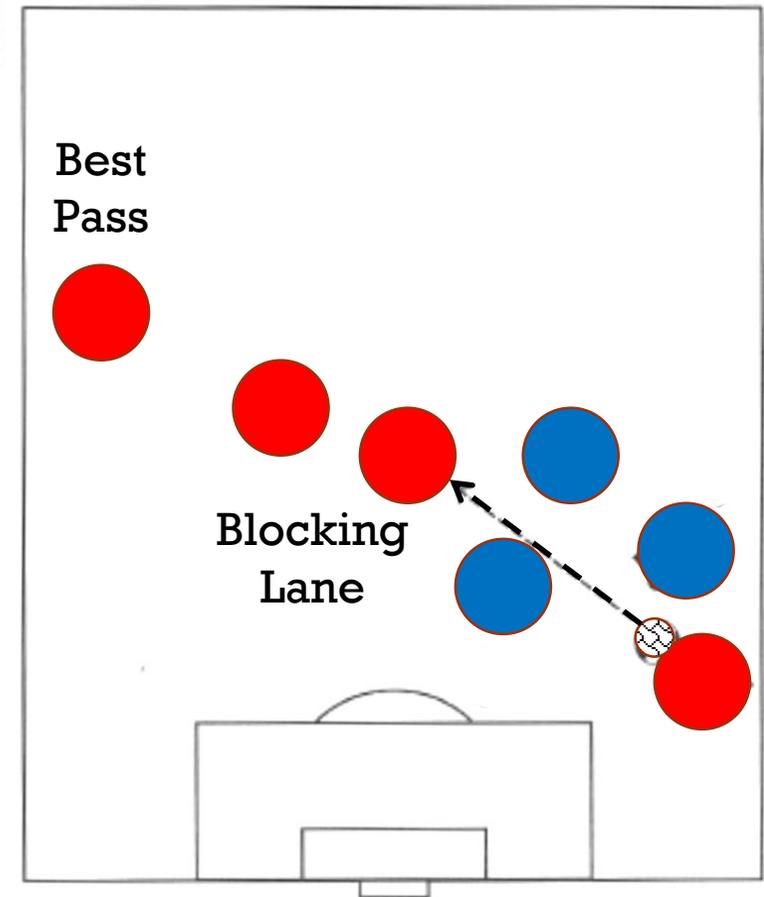
MAKE THE MORE PENETRATING PASS

- Passer:
 - Look to Play the More Penetrating Ball
- Receiver:
 - Don't Come Back Through the Gate to Receive the Ball



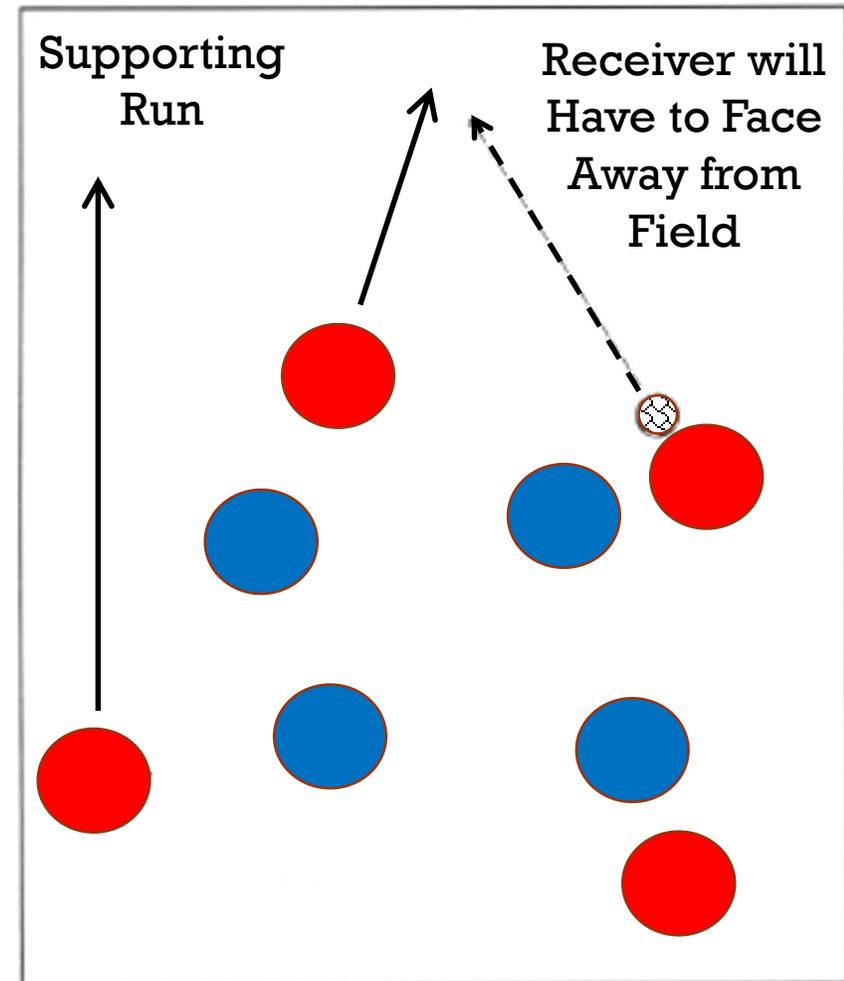
DON'T LINE UP AND BLOCK OPTIONS

- The Attacker Farthest Away from Ball has Better Vision of Play
- He Should Call-Off the Attacker that Wandered into the Passing Lane
- TALK!
 - Players Should be Forceful
 - Players Should Accept Communication



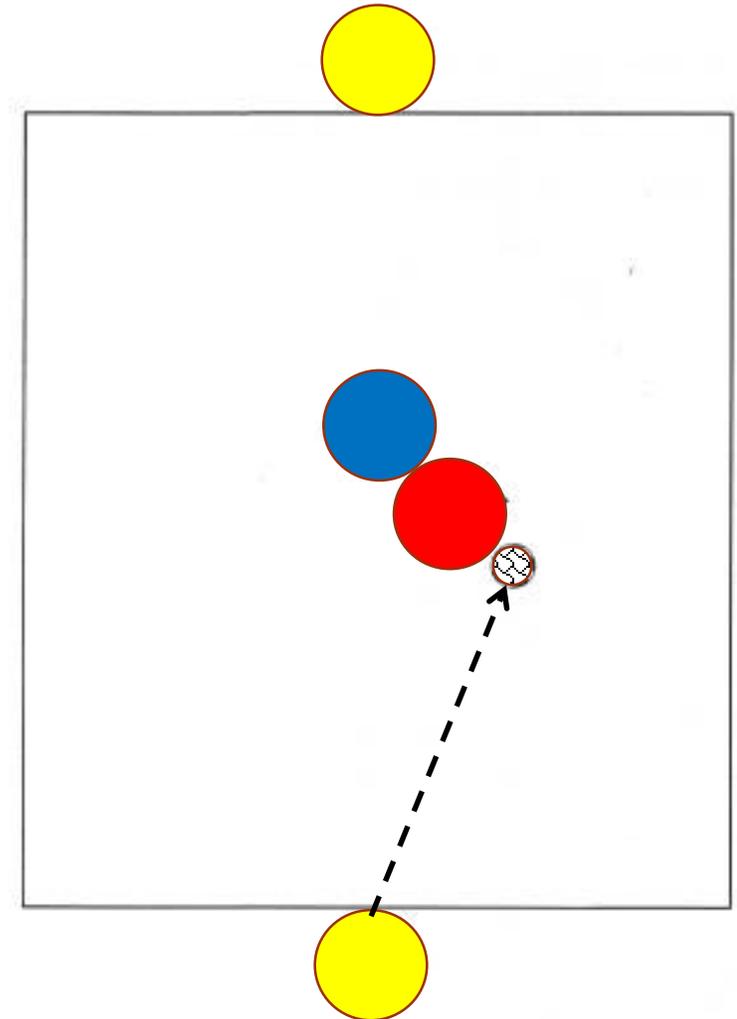
PLAY BALL INTO SPACE, BUT THEN WHAT?

- Playing “Possession” in an Area with no Goals
- Receiving Attacker will Now be Facing Out of Play
- Can He Turn to Face Field?
- Who can Provide Support Once He has the Ball?



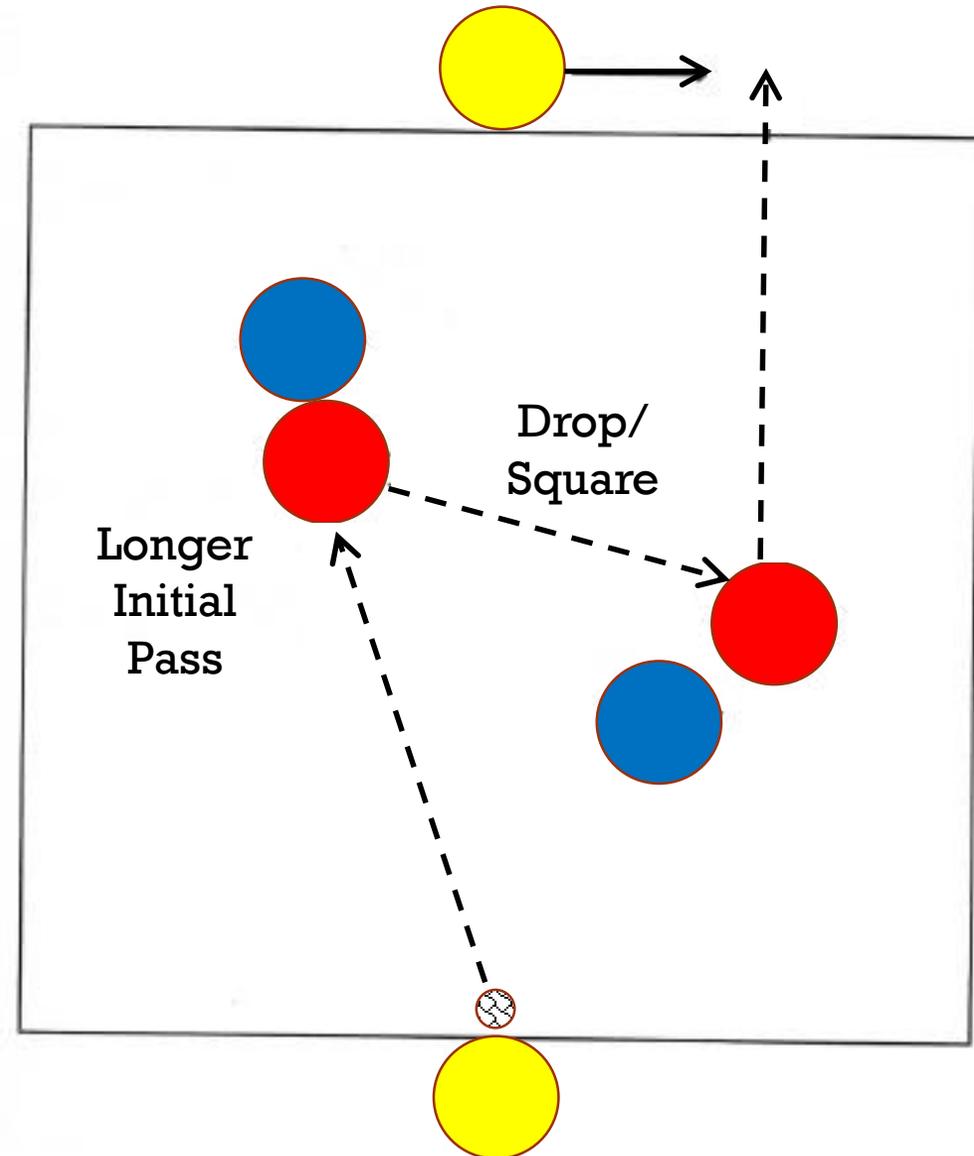
1 v 1 + TARGETS

- Ball is Played to Attacker
 - Tight Marking
 - Attacker Must Create Space to Receive Pass and Receive Side-On (Not Facing Originator)
 - In 1v1 Game, No Passes Directly Between Targets
- Attacker Must
 - Shield Ball from Defender
 - Turn and Pass to Target at Other Endline
 - Drop Back to Originator and Restart
- Switch Roles of Red and Blue Attacker/Defender
- Targets can Move Along Endlines



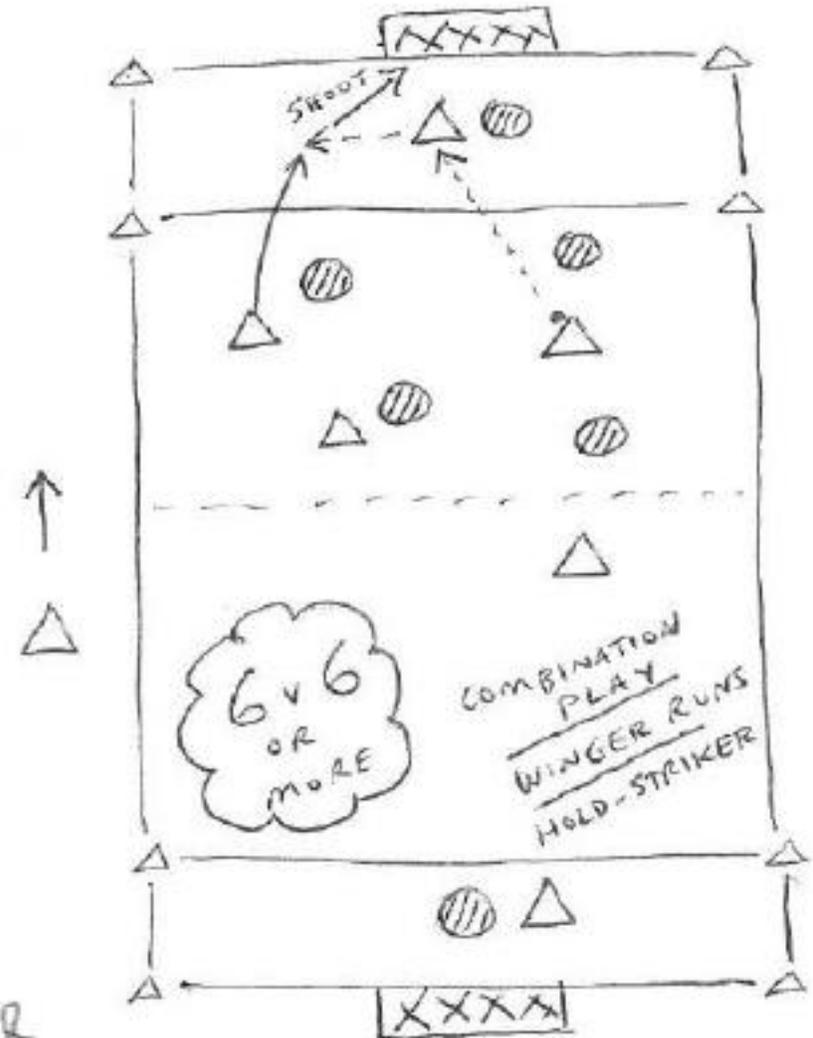
2 v 2 + TARGETS

- Builds on 1v1 + Targets Game
- Try to Play Longer Original Ball
 - Natural Drop/Square Ball can Follow
- Use Drop or Square Passes
- Spread Attackers to Create Splitting Pass (Targets Can Pass Directly to One Another)
- Option: Can't Pass Back to Originator Twice in Same Possession (Forces Turns and Attacking Play)



TARGET STRIKER

- Builds on Targets Games
- Trains Striker to Receive Balls with Back to Goal
- Trains Midfielders to Make Runs, Receive Balls from Striker, and to Finish
- Options:
 - Midfielders Must Receive Passes in Endzone to Shoot
 - Passes to Midfielders Must be Drop Passes Out of Endzones
 - No One can Enter Endzones (Except Striker) Until Striker Receives Ball

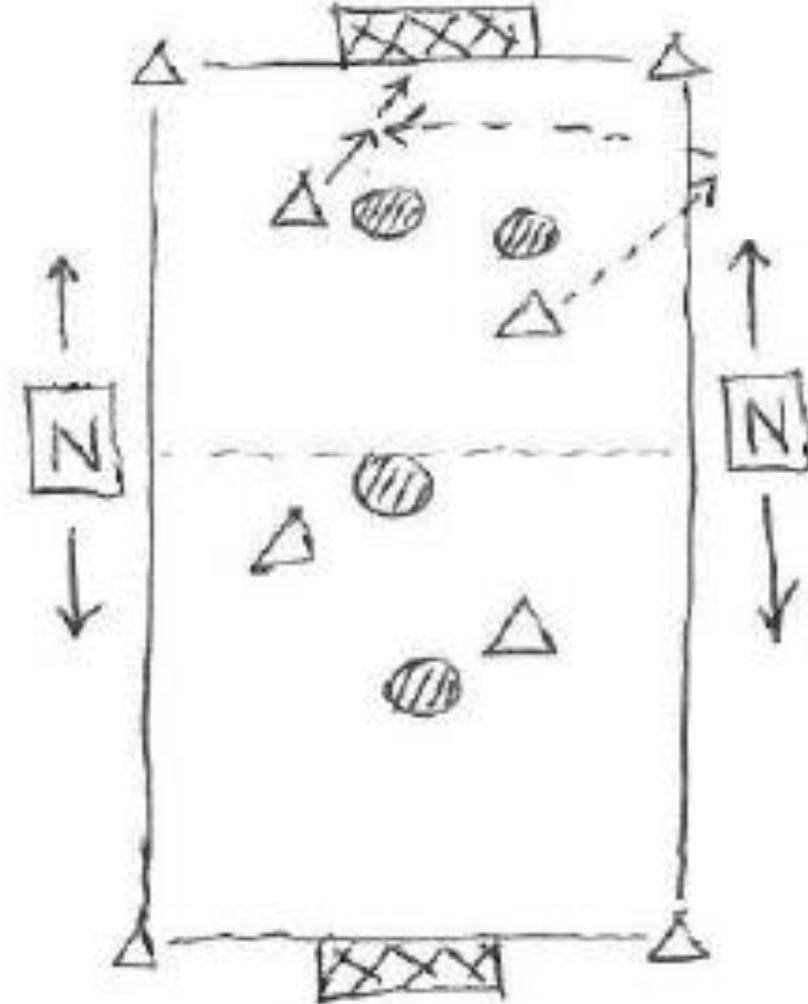


① RL
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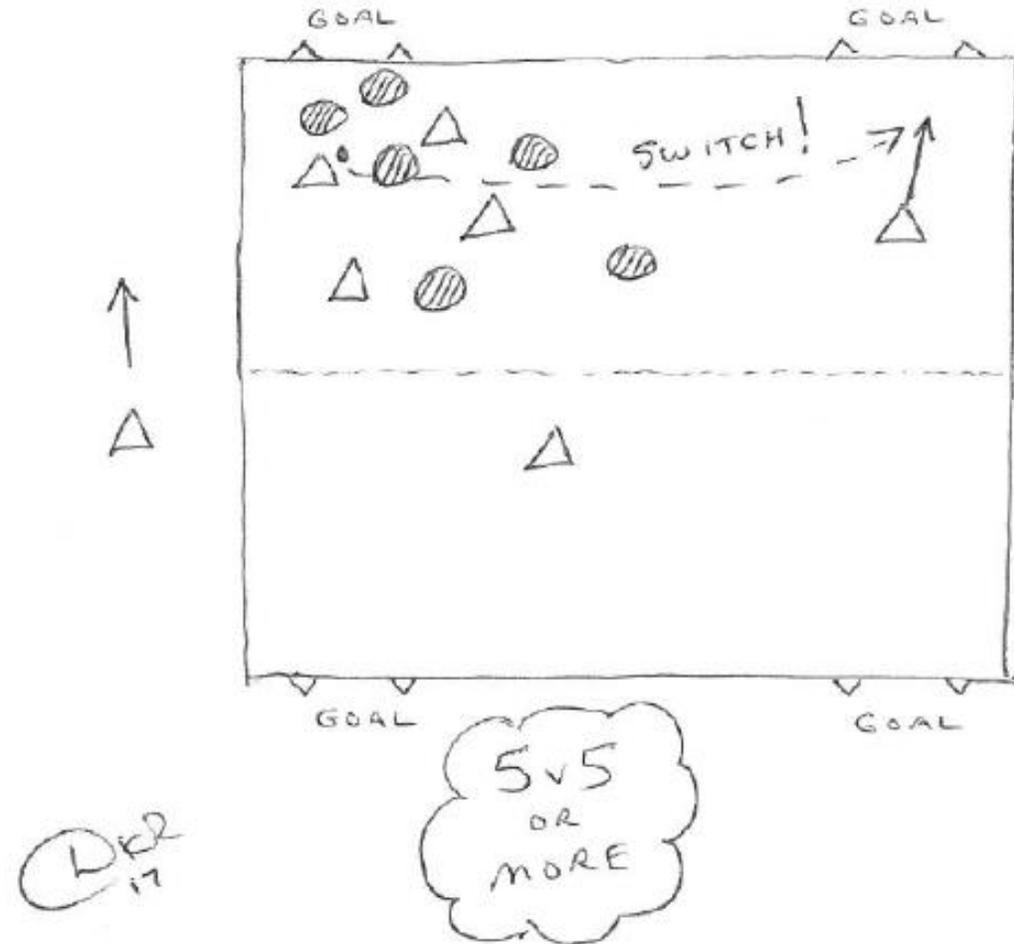
NEUTRAL WINGERS

- Wingers Cannot Enter Grid
- Players Cannot Leave Grid
- Restrict Touches (Two? Three?)
- When Attacking, Play 4 v2
- Avoid Players Getting in a Line and Blocking Lateral Passing Lane
 - Especially when Wingers have the Ball
- String Together Passes and Maintain Possession



MULTIPLE GOAL GAMES

- Can Use Two or Three Goals
- Use Width
- Switch Play
- Don't Force a Bad Numbers Situation
- Use Support/Depth
 - Don't get too Flat
- Add a Target Number of Passes for a Goal to Prevent Defense from Packing Goal Areas
 - They Have to Come Out and Attack



END ZONE GAMES

- Can Play Even Numbers and Two End Zones
- Can Play Numbers-Up
- Ball Must Precede Players into End Zones
 - Defenders Cannot Drop Off into End Zones
 - Attackers Cannot “Cherry Pick”
- Maintain Team Shape
- Use Drop Passes to Set Up Penetrating Passes

