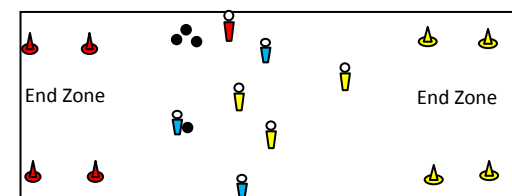
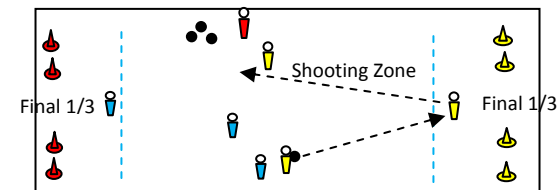


“Developing Better Skills Through Better Games” – 2010 MYSA Winter Symposium
 Peter Rivard, Director of Coaching, Woodbury Soccer Club – www.woodburysoccer.com

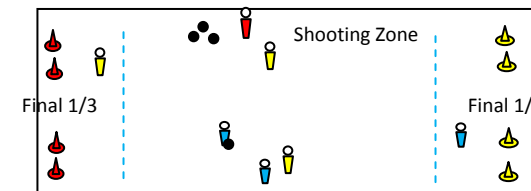
Activity	Description	Coaching Points
End Zone Game	-3v3 -Teams score by playing ball into end zone with player being able to control it within the end zone	-Timing of run into end zone -Width of wide players -Importance of mobility



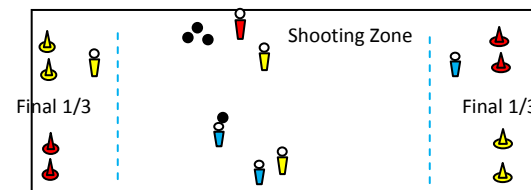
Activity	Description	Coaching Points
Depth	-Each team has one player that has to stay in their defensive third -Team's score by scoring on either of two goals -Team's can shoot in the Shooting Zone but once they have entered final third must score in a certain way (dribble, Maradona, etc.)	-Use of deep player to keep the ball -Importance of deep player to provide depth



Activity	Description	Coaching Points
Height	-Each team has one player that has to stay in their attacking third -Team's score by scoring on either of two goals -Team's can shoot in the Shooting Zone but once they have entered final third must score in a certain way (dribble, Maradona, etc.)	-High player must find lanes to receive ball & try to combine -Quality of service into high player



Activity	Description	Coaching Points
Diagonal	-Each team has one player that has to stay in the final third -Team's score by scoring on either of two opposite goals that face each other diagonally -Team's can shoot in the Shooting Zone but once they have entered final third must score in a certain way (dribble, Maradona, etc.)	-Increases vision and anticipation -Encourages acceleration with the ball



Activity	Description	Coaching Points
Width	-Team's score by scoring on either of two goals -Team's get 1 pt. for each goal scored; Team's can get 3 pts. by going thru wide gate then scoring on opposite goal from gate -Vary if players need to dribble or pass thru gate and goal	-Mobility -Exposing weak side -Playing wide

