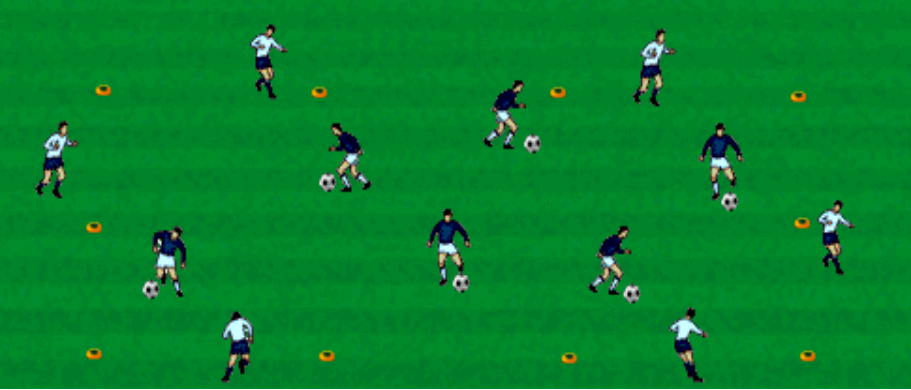






*2v1, 2v2, 3v2, 3v3 Attacking Tactics*  
**Rob Herringer**

Activity, Description, and Progression	Diagram	Coaching Points
<p><b>Warm-up- WINDOWS</b></p> <p>Within the space of the penalty area.</p> <p>Each player on the inside of the grid starts with a ball.</p> <p>Players on the inside pass the ball to a player on the outside of the grid and get the ball back from that player (pass and support) or perform one of the following combinations with them:</p> <ul style="list-style-type: none"> <li>- 1-2 pass</li> <li>- overlap</li> <li>- double-pass</li> <li>- takeover</li> </ul>		<p><b>Visual cues</b></p> <ul style="list-style-type: none"> <li>-Make eye contact with teammates.</li> <li>-Get body in a side-on position when receiving pass from outside players.</li> <li>-Pass/push the ball with the outside of the foot to a teammate can be a visual cue for a 1-2 pass.</li> <li>-Dragging the ball towards a teammate with the inside of the foot can be a visual cue for a takeover.</li> </ul> <p><b>Verbal cues</b></p> <ul style="list-style-type: none"> <li>-Train players to always ask for the ball.</li> <li>-The word “Yes” can help trigger a 1-2 pass.</li> <li>-Verbal cues such as “Hold” and “Leave” can also trigger overlaps and takeovers.</li> </ul>

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<p><b>2 V 1</b></p> <ul style="list-style-type: none"> <li>- 20 x 15 yard grid</li> <li>- Two teams of 2</li> <li>- One player drops off and covers goal when team loses possession.</li> </ul>		<ul style="list-style-type: none"> <li>- 1<sup>st</sup> Attacker's options are to shoot, dribble or pass.</li> <li>- 2<sup>nd</sup> Attacker looks to support (front, side, rear)</li> <li>- Combination play to penetrate.</li> </ul>
<p><b>2 V 2 to TARGETS</b></p> <ul style="list-style-type: none"> <li>- Make it take it= if the team of two successfully finds a teammate in one of two designated target goals, then they immediately look to play to the other target. A point is scored each time a team finds a target player. Cannot hit the same target twice in a row.</li> </ul> <p><b>Progression</b></p> <ul style="list-style-type: none"> <li>- Hit target and dribble across line for point.</li> <li>- Hit target and switch roles (player passing to target takes the target player's spot in goal, while the target player takes the ball into the field).</li> </ul>		<ul style="list-style-type: none"> <li>- Create 2 v 1 situations whenever possible.</li> <li>- 2<sup>nd</sup> Attacker= Support close when teammate is under pressure.</li> <li>- 2<sup>nd</sup> Attacker= Take away 2<sup>nd</sup> defender with a run into space if there is no pressure on the ball.</li> </ul>

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<p><b>3 V 3 TRANSITION + Goalkeepers</b></p> <ul style="list-style-type: none"> <li>- Players transition when the ball goes over the endline and when a goal is scored (the 3 on the field quickly switch with the 3 off of the field). The new team will bring on a new ball by having one player dribble it into the grid.</li> </ul> <p><b>Progression</b></p> <ul style="list-style-type: none"> <li>- Hit target player with a pass before transitioning as opposed to just dribbling the new ball in.</li> <li>- If hitting the target is not on, dribble in and find the target when they are available (make choices)</li> </ul>		<ul style="list-style-type: none"> <li>- Transition quickly before the defense can organize.</li> <li>- If the quick counter attack is not on, then the team must attempt to possess and find the right time to go forward and score.</li> </ul>
<p><b>GAME- 6 v 6</b></p> <p><b>Possible conditions:</b></p> <ul style="list-style-type: none"> <li>- Man-to-man marking</li> <li>- No forward passes</li> <li>- No square or backward passes</li> <li>- One-touch on goals</li> <li>- May use restraining lines (offside lines)</li> </ul>		<ul style="list-style-type: none"> <li>- All of the above</li> </ul>