



## a Reseller-Club: Premier Users' Club

Session: JR Creating 2v1's in wide areas using fullbacks and a MF4 diamond  
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### Multi Direction Game

Line up - 6 v 6

Both teams are set up to be a MF4 with 2 fullbacks each and a goalkeeper is allocated to each goal.

The Game

The game will start from a goalkeeper in either goal, who will play the ball to a team of which ever colour he wants, and then the team on the ball must attack the opposite goal. A goal can only be scored once the attacking team has played into a wide area (be that dribbled or passed into the area) Once the ball is in a wide area a 2v1 is created (because only 1 attacking player can join either full back in the allocated wide areas at a time) the ball must be played within the 2 wide attackers before it returns to the rest of the pitch (again either dribbled out or passed out).

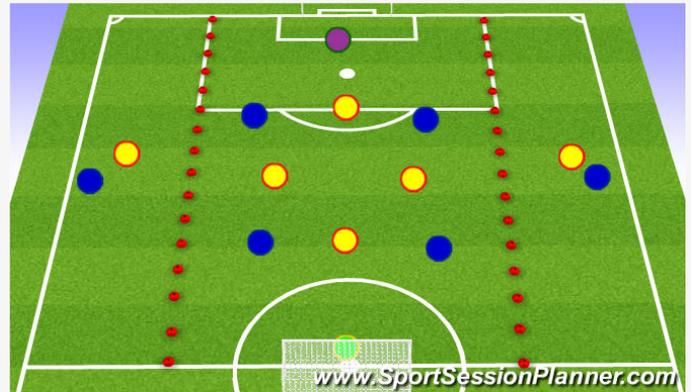
Progression - 1 extra defender is allowed into the wide zone, this will help prevent players taking too long on the ball in wide areas and hopefully increase tempo. It also will encourage players to switch play rather than attacking down the same side every time. The quicker the play they will realise the easier the 2v1 becomes.

Objectives

Can the tempo of the ball be quick and sharp?

Movement off the ball to create space for others

1 or 2 touch passing



### SSG

Line

Both teams line up with a 1-4-4-2, but the yellow team take out their 2 CB's and the Blue team have not got their 2 strikers

The game

Normal rules match rules apply, normal goals are rewarded with 1 goal. However there are bonus points to be earned for specific build ups leading to a goal.

3 points/goals - passing or dribbling into a wide area before a goal (limited to only 3 points per goal i.e. not going into both wide areas and getting 6 points for a goal)

5 points/goals - a 2v1 play in a wide area which leads to a goal.

10 points - 2v1 played in a wide area past a defender in a wide area, then a cross into the box which is converted

Blues are limited to scoring within 8 seconds of winning the ball and limited to 12 seconds to score when the ball starts from their keeper. Failure to meet these rules will result in a restart from the yellow keeper.

