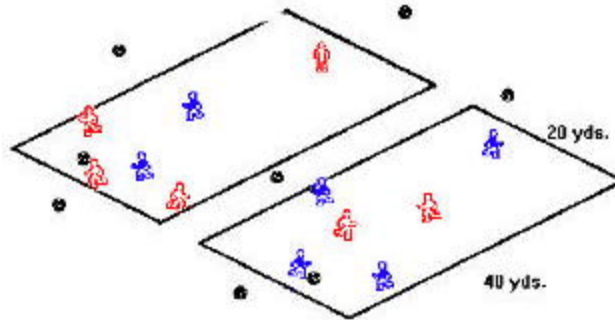


Two Team Keep-Away



The Game

- Two teams of six players each. Two grids as shown.
- Two Red players are sent into the Blue player's grid and vice versa.
- These players are the defenders against the four remaining players.
- The four attacking players try to split the two defenders with a pass for a goal.
- If the two defenders win the ball and complete three passes, they take a goal away from the attacking team's total.
- At the end of two minutes, send the two defenders back to report to their team. Record the scores of both teams.
- Repeat sequence with two new players.

Coaching Points

- Passing and receiving
- Supporting play
- Combination play
- Group defending principles, pressure on the ball, cover slightly behind the pressuring defender so that splitting passes can not be made.

It is a good idea to let the teams manage themselves. They decide who they are going to send in to defend. This enables leadership and demands cooperation.