

## 46 FRONT AND SQUARE CLOSE TO GOAL

**Purpose:** Different responsibilities of attackers and defenders close to goal.

### ORGANISATION

- ▶ 7 players per group.
- ▶ 3 attackers (black) v 4 defenders (white).
- ▶ Players move in with F's kick (K).
- ▶ If attackers win possession they have a shot at goal.
- ▶ If defenders win they rebound the ball to their teammate downfield (F).
- ▶ Reverse roles after a certain number of goes.
- ▶ Winners are the first team to score 6 goals.

### COACHING POINTS:

- a. The rule for defenders in this situation is usually to stay very close to their direct opponents. Don't go front and square unless opponent does.
- b. The attacker may snap shoot on first possession or use very quick handball to create space for a teammate to shoot.
- c. F can vary the type of kicks, e.g. very high, along the ground, flat pass.
- d. The starting positions for all the players can constantly be changed.

