

## Session Plan 9 – Topics: Triangulation, Compaction & Reinforcing the 2<sup>nd</sup> Defender's Two Jobs

### 4v2 KEEP AWAY

[VIDEO LINK CLICK HERE](#)



**Time:** 10mins

**Size:** 20x10 yards

**Organization / Equipment:** Cones & Balls

**Explanation:** Players try steal or spoil possession to switch roles or change the defenders ever 1-2 minutes.

**Coaching Points:**

- i) Pressure quickly (Close Down)
- ii) Jockey with body side on and balanced to channel the play & split the field (Slow Down & Get Down)
- iii) Anticipate & read cues (eyes, hips, shoulders, etc) to intercept directional pass (Show Down)
- iv) 2<sup>nd</sup> Defender covers the lane and marks the player based on

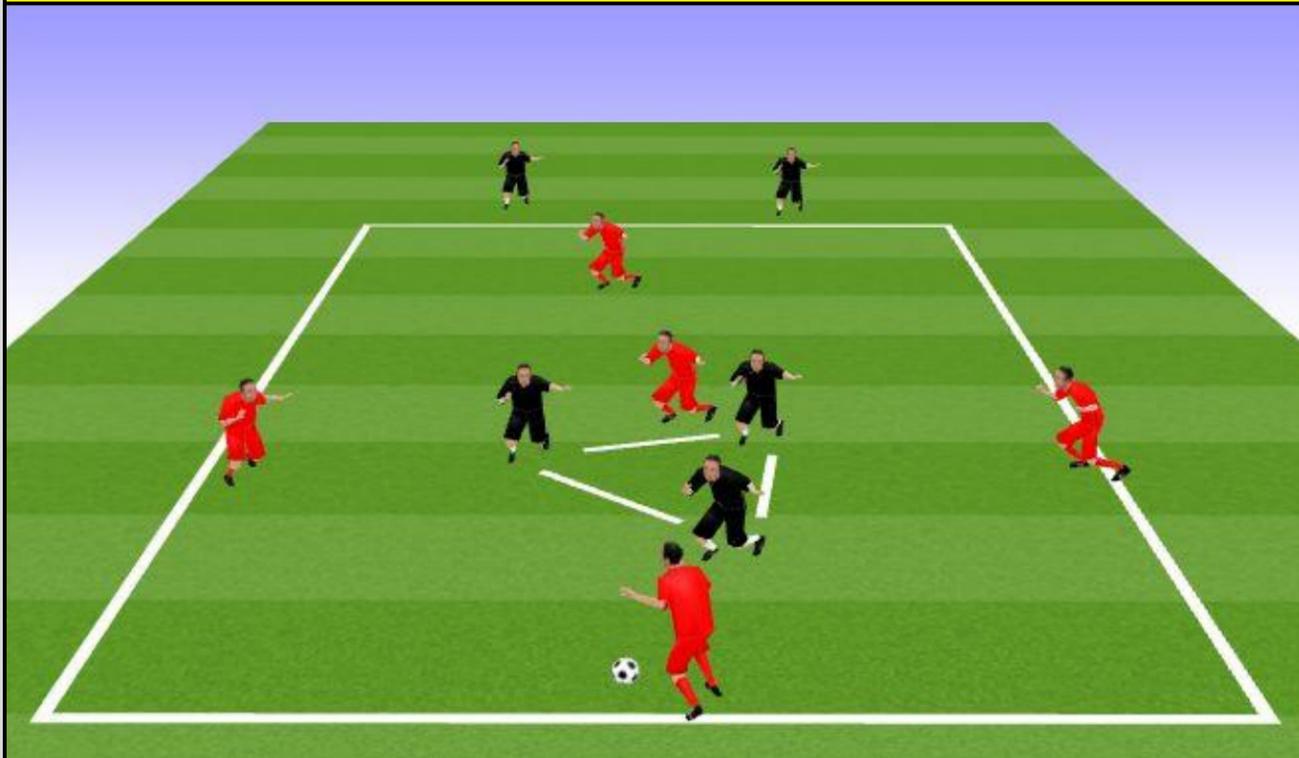
**Intervention Key Questions:**

- i) What tells us where a player is passing?
- ii) Why is it important to put pressure on the ball carrier?
- iii) As the first defender, how can you make it predictable and easier to intercept the ball?
- iv) What are the two jobs of the 2<sup>nd</sup> defender? How many jobs are you doing?

**Constraints to Modify or Challenge:** Size of playing area. Number of players

### 5v3 TIGHT TRIANGLES

[VIDEO LINK CLICK HERE](#)



**Time:** 15mins

**Size:** 25x20 yards

**Organization / Equipment:** Cones, Balls, & Pinnies

**Explanation:** The three defenders remain compact and go together to win the ball together. If they recover the ball they then play to their target team mates.

**Coaching Points:**

- i) Pressure quickly (Close Down)
- ii) Jockey with body side on and balanced to channel the play & split the field (Slow Down & Get Down)
- iii) Anticipate & read cues (eyes, hips, shoulders, etc) to intercept directional pass (Show Down)
- iv) 2<sup>nd</sup> Defender covers the lane and marks the player
- v) Get together – Go together – Win the ball together

**Intervention Key Questions:**

- i) As the first defender, how can you make it predictable and easier to intercept the ball?
- ii) What tells us where a player is passing?
- iii) Why is it important to put pressure on the ball carrier?
- iv) What are the two jobs of the 2<sup>nd</sup> defender? How many jobs are you doing?

**Constraints to Modify or Challenge:** Size of playing area. Add an attacker/floater to make it harder

## Session Plan 9 – Topics: Triangulation, Compaction & Reinforcing the 2<sup>nd</sup> Defender's Two Jobs

### ODD MAN OUT [VIDEO LINK CLICK HERE](#)



**Time:** 15mins

**Size:** 25 x 30 yards

**Organization / Equipment:** Cones, Balls, & Pinnies

**Explanation:** Can be played with 3v3+1, 4v4+1, 5v5+1, 6v6+1, etc. The team in possession tries to advance the ball from one side of the field to the other for a point. Each time one of their players must act as an end player. If the defenders acquire the ball, they find their players behind the line.

**Coaching Points:**

- i) Pressure quickly (Close Down)
- ii) Jockey with body side on and balanced to channel the play & split the field (Slow Down & Get Down)
- iii) Anticipate & read cues (eyes, hips, shoulders, etc) to intercept directional pass (Show Down)
- iv) 2<sup>nd</sup> Defender covers the lane and marks the player
- v) Get together – Go together – Win the ball together

**Intervention Key Questions:**

- i) What tells us where a player is passing?
- ii) Why is it important to put pressure on the ball carrier?
- iii) As the first defender, how can you make it predictable and easier to intercept the ball?
- iv) What are the two jobs of the 2<sup>nd</sup> defender? How many jobs are you doing?

**Constraints to Modify or Challenge:** Size of playing area. # of floaters/neutral players. There and back equals a point.

### EVEN SIDED END GAME (Regular FIFA Rules)

**Time:** 20mins

**Size:** May vary but ideally 30x40 yards or more

**Organization / Equipment:** Cones, Balls, Pinnies & two goals

**Explanation:** A regular even strength game to see if the players can implement the session topics in a realistic and representative performance context. Regular FIFA rules.

**Coaching Points:** -Previous coaching points

**Intervention Key Questions** - Previous questions

**Constraints to Modify or Challenge:** floater use or size of playing area