



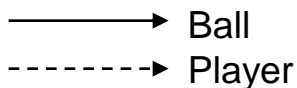
→ Ball  
 - - - Player

# Shooting at Goal





# Shooting Final Game

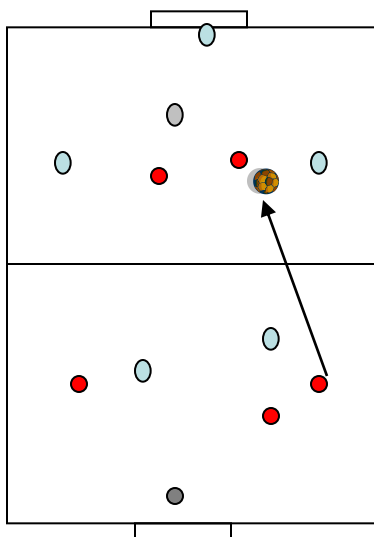


## Organization

- Area 30x20 divided by half way line
- Two game size goals at each end.
- 3 defenders v 2 attackers in both half + keepers.
- Objective is to shoot and score
- Group of three can join forwards if they play the ball to an attacking team-mate, once in if the ball is dead that player must get back into own half
- Ball out of play start with pass in

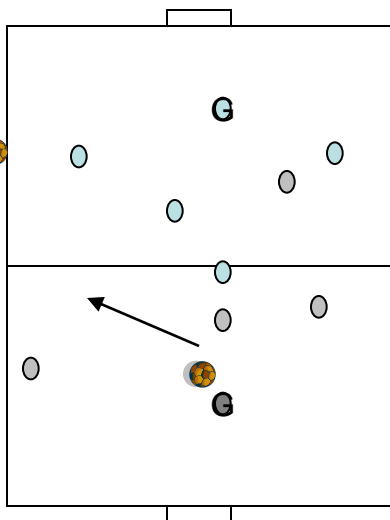
## Coaching Points

- Open Body shape
- Selection of surface
- Shoot on sight
- Aggressive 1<sup>st</sup> touch
- Utilize defender to blind sight keeper
- Follow through for rebounds
- **Red player hits front player and goes on to support the front player creating 3 v 3**



- Final Game Free play no restrictions
- Start game from different trigger points after a goal or a restart
1. Observe ball in and out of play
  2. Observe direct play
  3. Observe good attitude to shooting
  - 4 Observe players looking for rebounds

- Team Shape
- Attitude-selfish
- Early movement off the ball
- Supporting the layoff of the forward
- Cutting in to shoot



In the final game we introduce trigger points. Trigger points is where the coach manipulates the environment to create opportunities to execute the topic from different starting points.