

**Game 1**

4v4 on a 20x30 yd. field. 2 yd. wide goals on each end line.

- 1) Play starts by dribbling or passing in.
- 2) Teams try to score by finishing on the small goals. Defend one and attack one.

\*This is the smallest version of the "big" game. Teams should play in a diamond formation.

**•Variations To The Game**

- a) add a middle line that all players must be across before the goal is scored.
- b) limit the number of touches to improve specific technical/tactical aspects of the game. i.e. speed of play, movement to support, improve vision and first touch.

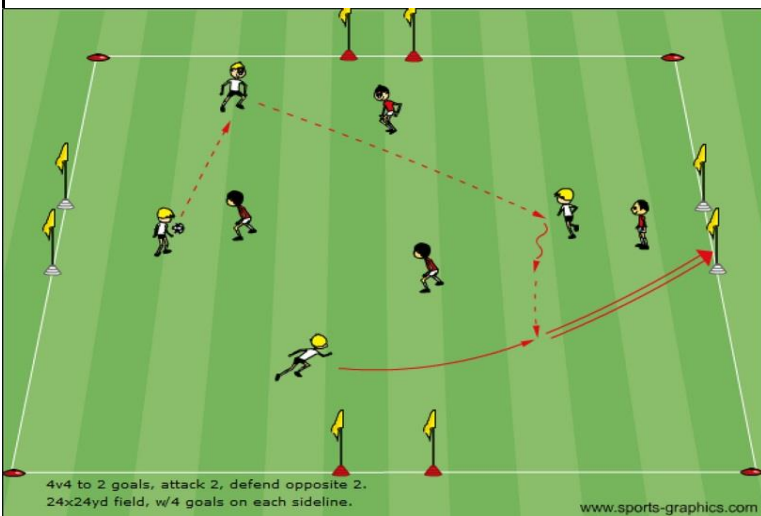
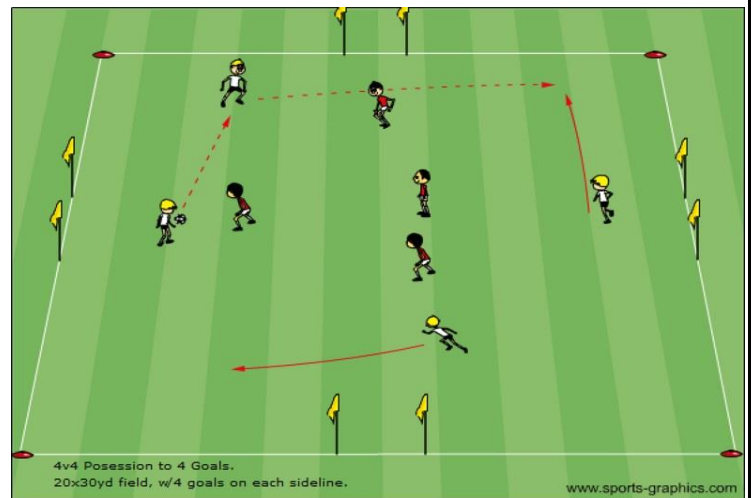
**Game 2**

4v4 on a 20x30, or 25x25 yd. fields.

- 1) Play can start with a pass in, or from the coach passing in.
- 2) Teams must complete **X** number of passes before trying to score on any of the 4 goals by passing through the goals. X= 3 to 5 passes generally.

**•Variations To The Game**

- a) Require teams to complete a combination before scoring, (overlapping run, give and go, take over.)
- b) Limit number of touches to improve speed of play, vision, and movement off the ball to support.
- c) Must dribble through the goals for a point, or give a bonus point for dribbling through instead of passing.



**Game 3**

4v4 on a 24x24 yd. field, with four goals on each side of the square, 3 yd. wide goals.

- 1) Teams defend 2 goals and attack 2 goals. Goals are on opposite sides of square.
- 2) Play starts with a pass in from the coach, or from the team in possession.
- 3) Teams must complete **X** number of passes before trying to score on their 2 goals.

**•Variations To The Game**

- a) Require teams to complete a combination before scoring, (overlapping run, give and go, take over.)
- b) Limit number of touches to improve speed of play, vision, and movement off the ball to support.
- c) The scoring team immediately turns and tries to attack the opposite goal as quick as possible, fast break, to score another point. No need to get X number of passes.