



Finishing!



Session six is a good time to start working on finishing!

A great coach once said “finishing is always the last thing to come”. At the youth level it is important that we spend the proper amount of time focusing on our development on the ball. If we struggle to dribble and connect passes than worrying about scoring goals is not worth our time.

Now that we have become more comfortable on the ball and we are beginning to create scoring opportunities we are ready to get some REPS in on finishing them!

Barca Passing Sequence to Goal



Area: Edge of the Box

Description: Passer plays 1-2 with striker and threads a through ball past the mannequins for the striker to finish.

Progression:

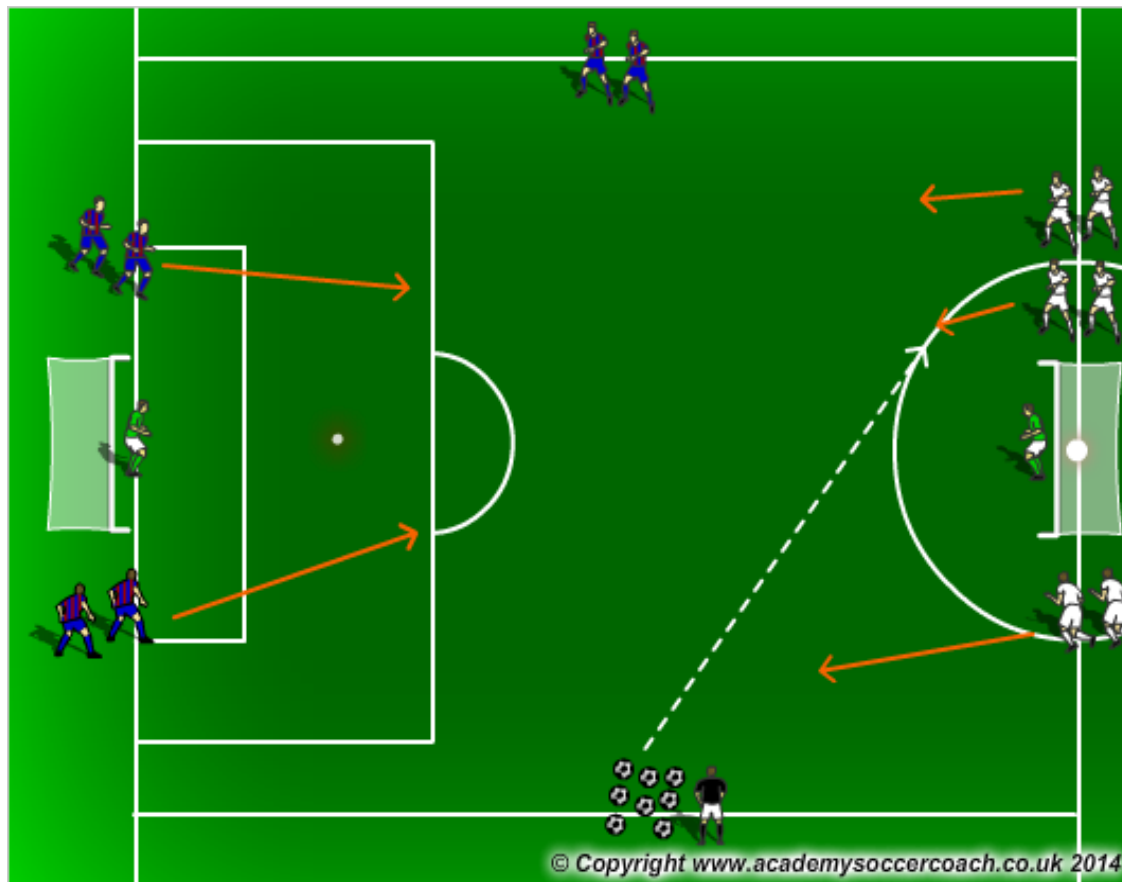
Double Pass

Passer turns striker and is played through by forward.

Coaching Points:

- Striker checks away creating separation from defender
- Quality first pass into checking player
- Take care of the set ball
- Good angle and weight of pass through cones
- Striker watches off sides on bent run

3v2 Transition to Goal



Area: Half Field with 2 Goals Squeeze Sideline and tweak based on age of players

Description: Coach plays pass into team of 3 (white team) who attack 3v2 to goal. If the attacking team score then round is over. If the attacking team miss or the ball goes out of play Coach plays pass square to a player on halfway line to create a counter attack 3v3

Coaching points: Player on ball in the 3v2 should attack the defender (invite pressure, destroy pressure with pass) and slip pass into one of the other two attacking players. Timing of pass, aggressive wide runs. Quality of lead pass (allow forward to finish first time).

Transition in the 3v3 at speed both sides of the ball, quick support to player on the ball

4v4 Inside 18



Description Split group into 3 teams of 3 or 4 depending on the numbers. One team on the outside have two touch. Coach at top of box has supply of balls and always starts from him. Outside team at top of box CAN score / Wide CANT score. Team attacking has 10 balls to score as many goals as possible. After 10 balls are done. Teams rotate.

-Coaching Points

- Movement off ball to create space
- Aggressive runs when ball goes into targets
- Quick / Early finishes
- Not a possession game – be direct!
- Quality finish
- First touch to goal
- Players should be looking to shoot on 2nd touch!

Academy Finishing Game



Area: 50x40 Yards

Description: 4v4 (Can go as big as 6v6) Teams can score from anywhere on the field. Bumpers play in the attacking half of field.

- Advanced Targets have 1 touch
- Wide Targets have 2 touch (game speed)
- Do not have to use targets – look to score at all times

Coaching Points:

- Movement off ball to create space
- Aggressive runs when ball goes into targets
- Quick / Early finishes
- Not a possession game – be direct!
- Quality finish
- Runs into box