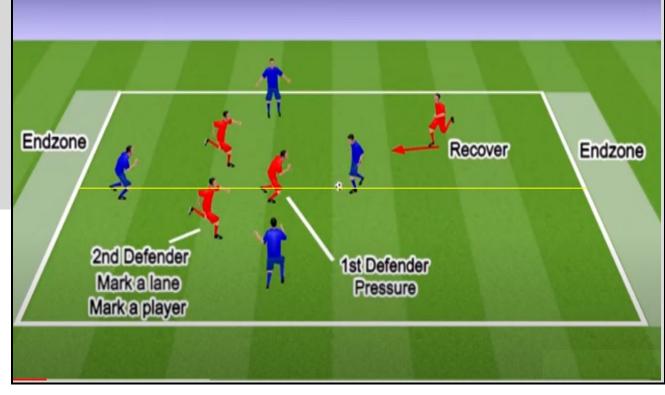
# Session Plan 8 - Topic: Support & Cover - Defensive Triangulation

WARM UP: Rondo 4v2
VIDEO LINK CLICK HERE



STATION 1: 4v4 Hunt In A Pack & Win It Back
VIDEO LINK CLICK HERE



Time: 10mins & after a dynamic & running warm-up

**Size:** 10 x 10 yards

**Organization / Equipment:** Cones & Balls

**Explanation**: Four players try to keep the ball away from the defenders. If possession is lost, the defender roles

change

### **Coaching Points:**

Use the 4Ds – Close Down, Slow Down, Get Down (side on / channel), Show Down (tackle)

- ii) Channel the play away from space & their support to create a 1v1
- iii) 2<sup>nd</sup> Defender read where the ball is going based on 1<sup>st</sup> Defender pressure & passer's body language
- iv) Can we double team & create a 2v1

### **Intervention Key Questions**:

- If you're the 1<sup>st</sup> defender, how should you approach the ball?
- ii) Do we want to give them two directions to play the ball? Which way should we channel the play?
- iii) If the 1<sup>st</sup> Defender is pressuring, where does the 2<sup>nd</sup> defender need to be?
- iv) How should my body position be when I approach the ball?

Constraints to Modify or Challenge: Size of playing area or numerical balance (ie could be 1v1, 3v1, or 3v2)

Time: 20mins

**Size**: 25x15 yards channels

Organization / Equipment: Cones, Balls, & Pinnies

**Explanation:** A 4v4 towards an endzone. Players are encouraged to "get together – go together - & win the ball together". Can they be compact and split the playing area with effective channeling. Optional...put a line down the middle of the field (picture's yellow line). Can you trap the other team in a half by channeling play?

**Coaching Points:** 

- i) Use the 4Ds Close Down, Slow Down, Get Down (side on / channel), Show Down (tackle)
- ii) Channel the play away from the space & their support. Can you outnumber them?
- iii) See Saw movement with two defenders; one up & one down covering
- iv) All players fill the half where the ball is Don't let them switch the play (channel)

# **Intervention Key Questions:**

- i) If you're the 1<sup>st</sup> defender, how should you approach the ball?
- ii) Do we want to give them two directions to play the ball?
- iii) Which way should we channel the play?
- iv) If the passer's body and eyes are pointing a certain way, what should I do to ensure they can't get behind us?

Constraints to Modify or Challenge: Size of playing area. Dribble over line instead of gate.

# STATION 2: Three Team Possession VIDEO LINK CLICK HERE



STATION 3: 2v2 (Winner Stays On)
NO VIDEO LINK



Time: 20mins Size: 25x25 yards

Organization / Equipment: Cones, Ball, & Pinnies

**Explanation:** Three team possession 6v3 + 1 floater. The three defenders must be compact and move together to recover the ball. If they intercept three times, they are no longer defenders and another group defends. Alternatively change them after a certain amount of time. Each group should have two turns as defenders. Work ethic / intensity should be high!

#### **Coaching Points:**

- i) Use the 4Ds Close Down, Slow Down, Get Down (side on / channel), Show Down (tackle)
- ii) Channel the play away from the support
- iii) 2<sup>nd</sup> defenders should read/anticipate where the 1<sup>st</sup> defender is pushing play and try to contain, steal or spoil possession
- iv) Read the visual cues / cognitive triggers of the passer

### **Intervention Key Questions:**

- i) If you're the 1<sup>st</sup> defender, how should you approach the ball?
- ii) Do we want to give them two directions to play the ball?
- iii) How do we know a player is passing in a particular direction?

**Constraints to Modify or Challenge:** Size of area

Time: 20mins Size: 25x25 yards

Organization / Equipment: Cones, Ball, Pinnies & Goal

**Explanation:** A wave activity with 2-5 two player partnerships. Two players attack two defenders with the emphasis of the 4Ds of good defenders & supporting one another. If the two defenders advance possession past the line, they then are the attackers. If the team scores they remain on; kings or queens of the court! **Coaching Points:** 

- v) Use the 4Ds Close Down, Slow Down, Get Down (side on / channel), Show Down (tackle)
- vi) Channel the play away from the space, the support, or goal?
- vii) Channel to the sideline to suffocate player's space & support
- viii) See Saw movement with two defenders; one up & one down covering

# **Intervention Key Questions**:

- iv) If you're the 1<sup>st</sup> defender, how should you approach the ball?
- v) Do we want to give them two directions to play the ball?
- vi) Should both defenders be in-line?
- vii) Once the ball is played to the other player, where should I drop quickly to support my partner?

**Constraints to Modify or Challenge:** # of attackers. Perhaps 3v2 & raise the defensive demands.

Session Plan 8 – Topic: Support & Cover – Defensive Triangulation

SMALL SIDED END GAME 5v5
(Regular FIFA Rules)

Time: 20mins

**Size:** May vary but ideally 35x20 yards

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