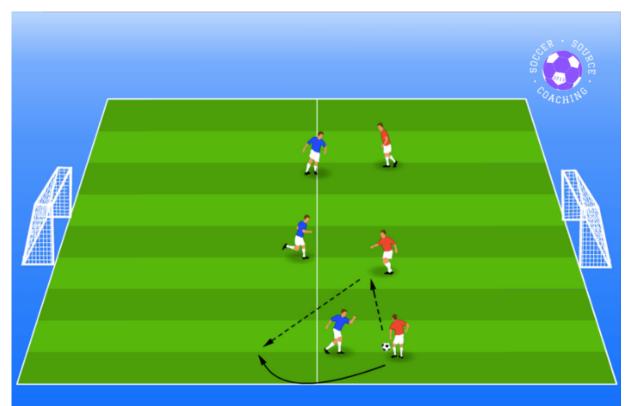


3v3 Small-sided game | Bounce pass



Purpose

The purpose of this is to reward penetrative give-and-go passes in a game realistic scenario

Set up

- 15 x 20-yard area
- 2 teams of 3
- 1 soccer ball
- 2 goals



How it works

Set up your 3v3 pitch and divide your players into 2 teams of 3.

Ask your players to put themselves in positions(LM, RM, CM) This will be a regular 3v3 where if a goal is scored will count as 1 point.

However, if 2 players can combine a give-and-go pass around an opposition that will also count as a point.

If the team can score in the same phase of play as a give-andgo around an opposition player the goal will be worth 3 points.

Coaching points

- Move away from the space you want to receive the ball then move into that space with your second movement
- Try and pass with your first touch (if you are the bounce player)
- Even if you think you are not going to receive the ball back from the give-and-go still make that movement to receive the ball as you will give the player on the ball more time and space.

Questions

- How can you create space for yourself?
- What can you do to keep the momentum of a give-andgo?
- How does the player on the ball benefit even if you do not receive the ball back from a give-and-go?