

2V2 SMALL SIDED GAME

AGES 5 TO 16

HOW TO PLAY

- Split players into 2 teams.
- 4 players start the game back to back.
- Once the game starts the team to score first stays on the field.
- The losing players leave the field and to join the back of their team's line.
- If the ball goes out of bounds a new ball is played in by their teammate at the front of their line.
- No throw-ins, kick-ins, free kicks, etc.
- If a team scores 3 in a row then they must rotate off of the field with new players on their team.

KEY COACHING POINTS

- Encourage quick play. Every player in line should have a ball at their feet ready to play one into their teammate if the ball goes out.
- Players must enter the field quickly to help players learn the transition. (i.e. attacking at speed and transitioning to defend as quickly as possible).
- Encourage the players to be positive with their play. This means taking a touch forward, toward the opponent, attacking at a fast pace. If there is no space behind the defender, this is where encouraging them to use their teammate can be useful. Explain it as having awareness, to knowing where their teammate is.
- Timing movement and combination play is critical for success in 2 vs. 2 situations. If the game looks "too slow" limit their touches.
- Don't coach their every move, let me experience their own creativity. I know it's tough to remain silent in these situations, but the player has to be able to learn their potential and improve their development through their own experiences.

