## 5v5 + Height vs Width

Objective — learning to attack with height or width

## ${\tt GameFocusResetProgression}$

- 1. 5v5 1/4 pitch
- 2. Each team has "extra room" for players
- 3. They can use those players to help them to score
- 4. These players cannot be tackled BUT they cannot hold the ball longer than 5 sec
- 1. Use the players in space
- 2. Play straight back in after inviting pressure
- 1. Start with keeper if backline
- 2. Start with coach if sideline
- 1. Time to score
- 2. If use wide/high player 2 goals
- 3. Turn and burn when scoring
- 4. If score in 30 secs after last goal then 2 goals

