

Recreating The Streets

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Almost every one agrees that kids do not play much football in the streets anymore. As a result, players may be losing technical and decision making skills that were fostered on the streets.

This one-pager gives coaches 8 ideas to Replicate The Streets.

GENERAL TIPS

Standing at the side lines coaching is not like playing FIFA. You don't need to instruct the players & guide their every move. If we give the players ownership & let them play, they will learn from mistakes and make better decisions (with your help when needed)

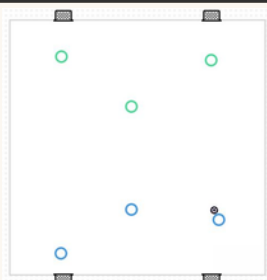
The games listed align to footballs principles (attacking, defending, transitions) so players can learn while having fun

All 8 games are small sided, which means more touches, more decisions to make, and more fun

Lets recreate the streets.

3V3

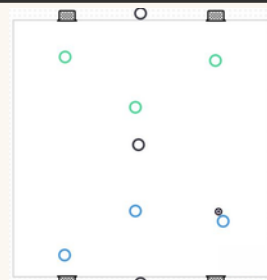
THE STREET



- The ultimate small sided game
- Increased Touches, Decisions, Goals, Passes, and Dribbles
- Play for a set time and mix the teams up
- Does a player need to go it alone or combine with teammates to score?

3V3+3

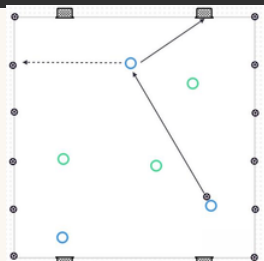
DEPTH THREAT



- Play 3v3+3, with +3 (Black) players playing with the team in possession
- Once a team scores, it starts a rotation where the team who concede become the +3 team
- Can the possession team use the depth option to create chances?

3V3

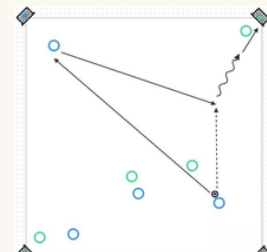
ENCOURAGE CONCENTRATION



- When a ball goes out, the team who has possession can start from any of the other balls
- When a team scores, they retain possession (scorer must restart play)
- Play until all balls are used
- Players need to stay switched on

4V4

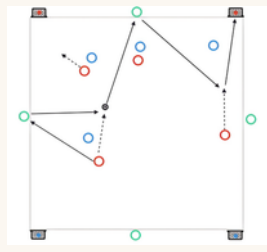
DIAGONALITY



- Teams are assigned 2 corners goals to score in and 2 to defend.
- Place coloured cones or bibs in the goal to help the players
- Encourage diagonal passing and diagonal dribbling

4V4+4

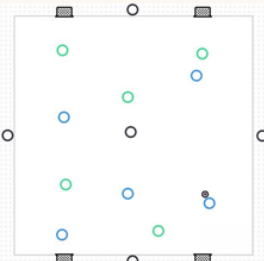
WIDTH AND DEPTH



- Same idea as 3v3+3, but add a player to create width options as well
- The att. team may need to move the def. team side-to-side before exploiting the gaps that appear
- Can the att. team fake to pass to a neutral and then dribble instead?

5V5+5

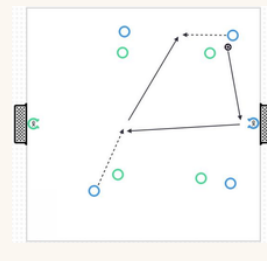
THE LINK PLAYER



- Same idea as 4v4+4, but a "link" player in the centre helps connect the play
- The att. team may need to move the def. team side-to-side before exploiting the gaps that appear
- Can the att. team fake to pass to a neutral and then dribble instead?

5V5 (1-0 GAME)

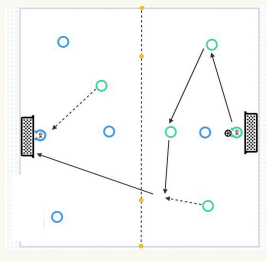
GAME MANAGEMENT



- If a team score, they go 1-0 up, they cannot score again
- They aim to keep the ball from the opposition instead
- The opposition to win the ball back and score to reset the score to 0-0
- This sequence repeats
- Play for a set time and the team who are winning 1-0, wins.

5V5

REBOUND GAME



- Create 2 playing zones
- Start from the GK - the possession team must complete at least 3 consecutive passes in the zone, while the striker presses
- After the 3rd pass, a team can shoot
- Defending teams aims to win the ball & attack, with the same rules.
- Striker in the opposite zone needs to be alive for rebounds

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