3v3 - 3v2 Attacking-Defending

Category: Tactical: Attacking principles
**Difficulty:** Difficult

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Individual-Adult Member

Screen 1

Set Up: 20x15 Yards and two teams of 3 players

Teams play 3v3 with one player from the defending team on the outside of the playing area, creating a 3v2.

When defending team wins the ball or attacking team loses it, the defender on the outside jumps on and one of the players from the team that lost the ball jumps off to create a 3v2
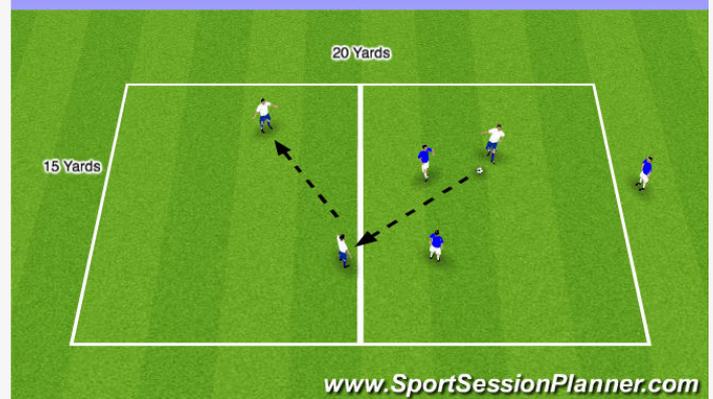
Screen 2

Set up 30x15 yard area with 5 yard safe zones and small goals at each end, two teams of 3 players each.

Teams play 3v3 to small goals. Attackers can only score inside the 5 yard safe zone that defenders cannot enter. once an attacker scores or shoots, they run around the goal as the server sends another ball in to create a 3v2 advantage until they can recover.
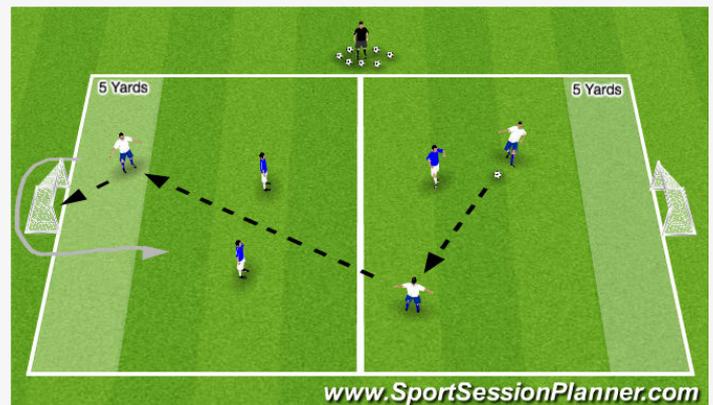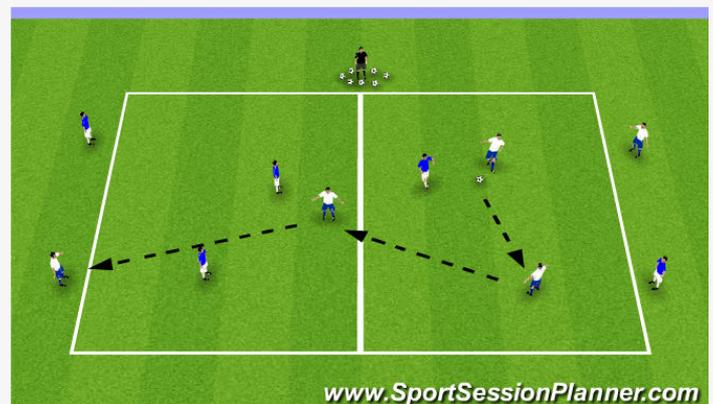
Screen 3

Set up same as before 30x15 yard area. Two teams of 5 players each with two bumpers at each end (one from each team as shown) - Bumpers can move side to side

Teams play 3v3 to try and keep possession, and they can use their own players at each end as bumpers to pass out and receive back from.

PROGRESSION:

1. Teams can use all bumpers
2. Bumper receiving from same team can enter field with the ball
3. Cannot use same bumper until the ball has been to the other bumper
4. Bumper cannot pass to the player they received from
5. 1-2 touch based on age and ability

Screen 4

Set up same as before without safe zones (30x15 yard area) with two teams of five players

Teams play 3v3 (2v1 in each half as shown). Once the attacking team plays their target forward, both players join the attack to goal creating a 3v2 situation. The lone defender cannot follow.

The two outside players jump on as soon as their two teammates enter the attacking half to keep it 2v1 defensively. Target forwards can switch after each attack.

PROGRESSION:

Add larger goals and keepers

Make field bigger and add more players