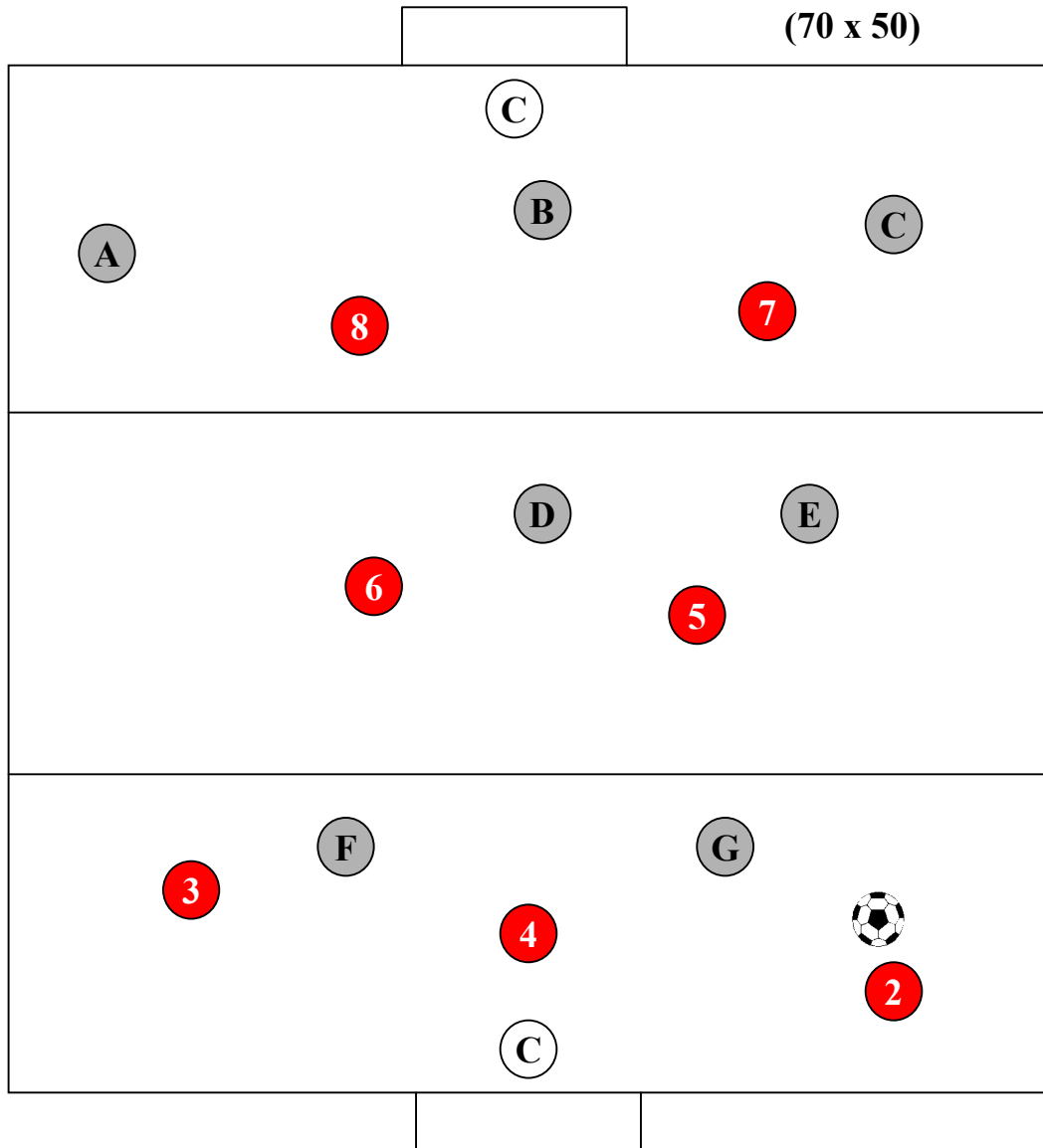


PRESSURIZING GAME



1. The game is designed to work on **pressurizing** the player on the ball , **prevent** a forward pass and ultimately win the ball. Closest player has to pressure the ball.
2. To score , a player has to make a pass from **anywhere** into the coach (or a keeper). The ball can be played in the air to the targets hands (to practice quality long distance lofted passes) or on the ground to feet (driven passes). All over the field players must work hard to close people on the ball down quickly.
3. **Develop** – A) As a reward when a team score a goal they keep possession so they play to the opposite goal to score. Previously they played to the same goal and the opposition got the ball when they scored. B) Go to **man –marking** so in possession players must get free and defenders must work hard to stop them scoring.
4. Show by **high pressure** as a team how defenders can win the ball back early and close to the opponents goal to score. Need to push up from the back to start this. (Wayne Harrison)