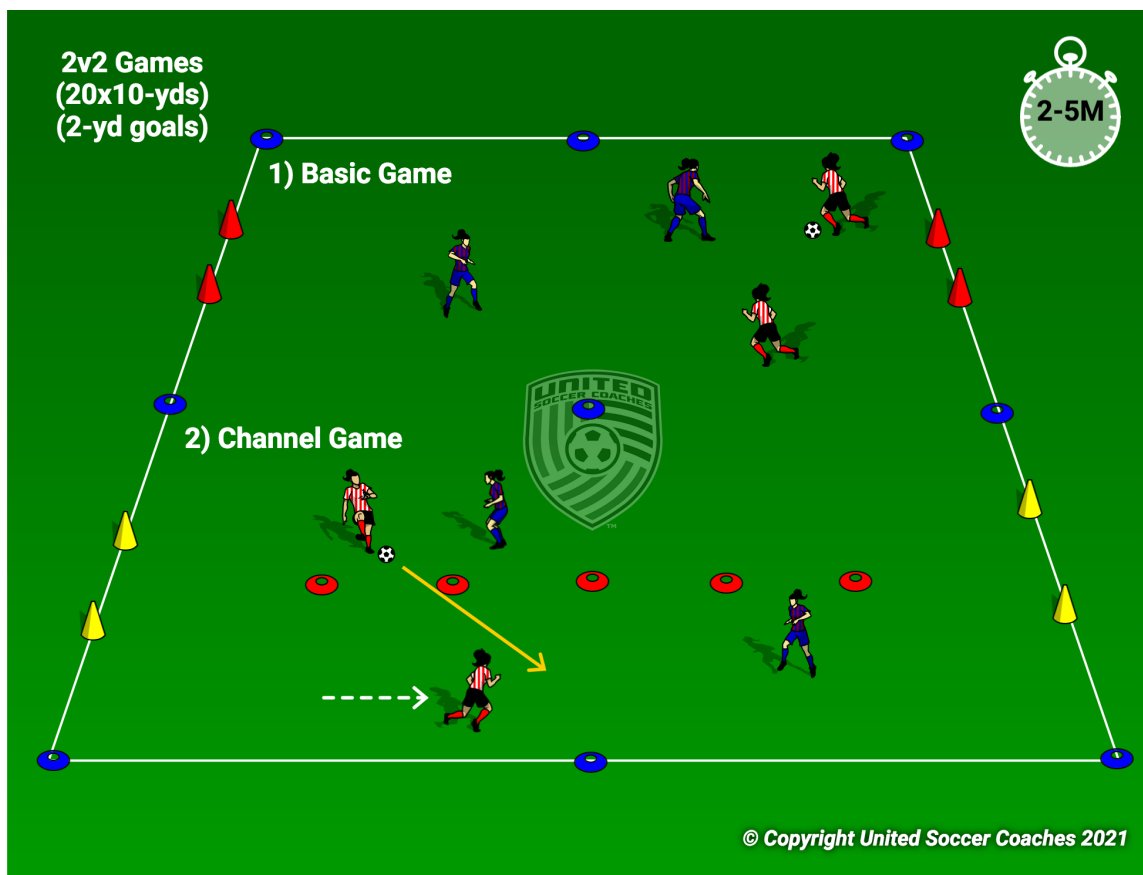


2v2

Set-Up – Basic field set-up (can be larger/smaller depending on age and ability)

- 20-yds long x 10-yds wide, 2-yd wide goals
- (Add cones down middle of field if playing channel game)



Restarts – Teach players how to restart the game when the ball goes out of play:

- *Goal-kick* – if attacking team kicks ball over goal (end) line without scoring
- *Corner-kick* – if defending team kicks ball over their own goal (end) line
- *Throw-in/Kick-in** – when ball is kicked out of play on touch (side) line
(*Kick-ins used in 6u/7u games; Throw-ins used in 8u+ games)
- *Kick-off* – at middle of field for team that conceded a goal

Challenges – Introduce technical/tactical challenges that must be met to shoot:

- “You then me” – teammate must score before first player can score again
- “Both of us” – both teammates must touch the ball before shooting (pass)
- “Left foot” – player must shoot with left foot only (technique)
- “Left & Right” – each player stays on their own side of the field (channels)
- “1-Touch, 2-Points” – a single touch finish earns a bonus point (pass)