

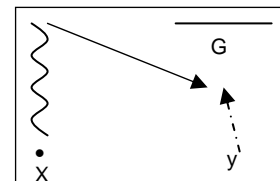
# Wide Play



## Session Objectives: Improving Crossing Opportunities

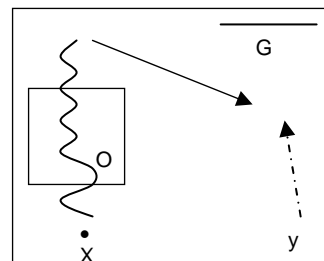
### 1. Finishing off a Cross-No Pressure

- Wide player (x) dribbles down the line and crosses
- Finishing player (y) makes a run onto the cross and strikes the ball into goal
- Wide player receives one point for a successful cross. Finisher receives two points for a first time finish or one point for a second time finish



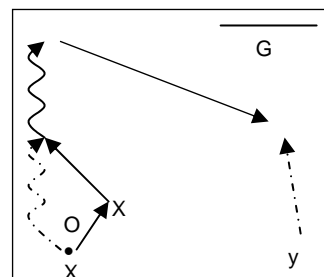
### 2. Finishing off a Cross with 1 v 1 on the Flank

- Defender (o) must stay within marked grid while Wide Player (x) tries to beat him and get past the grid to strike a successful cross
- Defender (o) starts five paces behind Wide Player (x). O tries to prevent X from getting a cross off once he passes the last line of the grid.
- Wide Player receives one point every time a cross is successful. Finisher receives two points for a first time finish or one point for a second time finish.



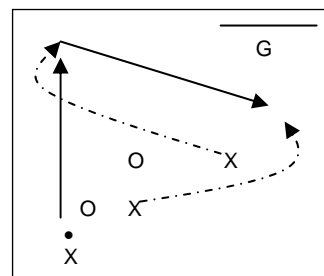
### 3. Finishing off a Cross with 2 v 1 on the Flank

- 2 v 1 on the flank with a finisher waiting in the box. Players create the crossing opportunity using overlaps, wall passes, takeovers, and 1 v 1 abilities.



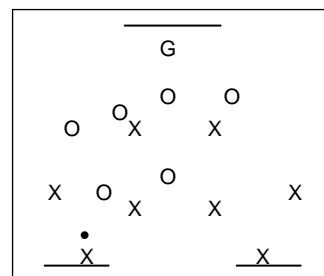
### 4. Finishing off a Cross with 3 v 1 and 3 v 2

- Finisher can now come across to join the attack forming a 3 v 1. The finishing player helps to create a crossing opportunity, and then peels off to finish the ball
- One defender is added to make 3 v 2. Allow the players to make decisions on runs and different patterns of play. Allow any player of the 3 to make the final cross and finish. Coach will show different patterns, but allow the players to be creative and come up with patterns on their own may pass to each other.



### 5. 8 v 5 or 8 v 6 with Counter Goals

- Attacking team tries to score off crosses while defending team tries to score on either counter goal. Defense receives 3 points for every goal. Attacking team receives one point for every dangerous cross and two points for every goal. Any player can make the cross. Each player in the attack should be creatively thinking about how they can help to create a crossing opportunity. Coach can freeze play and help, but allow the players to come up with their own solutions also.



### 6. Final Game

- Allow the players to play a regular game, but with each score off a cross being 4 points and every other goal one

"Building Character On And Off The Field"