

# 3v3+2 Game



**Topic:** Combination Play

**Practice type:** SSG

**No. of Players:** 14

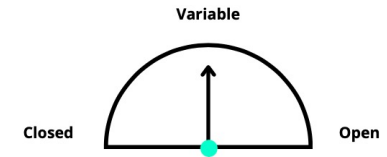
**Offsides:** N/A

**Timing:** 15-20 mins

**Goalkeepers:** N/A

**Pitch size:** 24 x 16

**Age group:** U9+



### Objective:

This practice is designed to provide players with opportunities to practice 3v3 scenarios. The team in possession (yellows) are trying to score in one of the two goals ahead of them. The defending team (blues) are trying to steal possession and score in one of the two goals ahead of them.

### Organisation:

Set up a small sided game divided into halves with two goals. Teams are made up of six players each, 3 are active and 3 are waiting on the side. Two additional players (red) play with the team in possession. If the attacking team score, the three attacking players stay in the game and the three defending players switch out with the waiting players in their team. Alternatively, if the ball goes out of play, then all six players switch with the players waiting on the side. Play for a set score (e.g. first to 8 goals) and switch the floaters (reds) after every game.

### What you might see

- Slow switching of players going in / out of the game
- Reds slow to get the next ball in play between rounds
- Attacking players quickly shooting from deep

### Actions you might take

- Encourage quick switch overs
- Have plenty of balls positioned behind the red players
- Encourage defending teams to sprint to press the ball

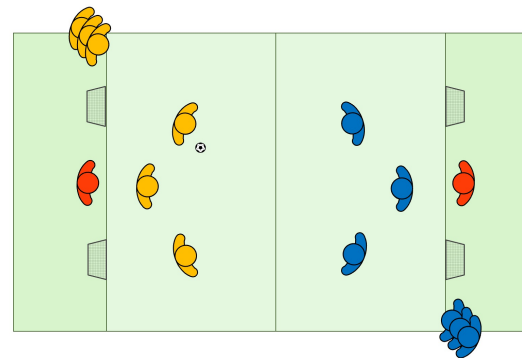
### Adaptations (based on the attacking player):

#### Is the session too easy?

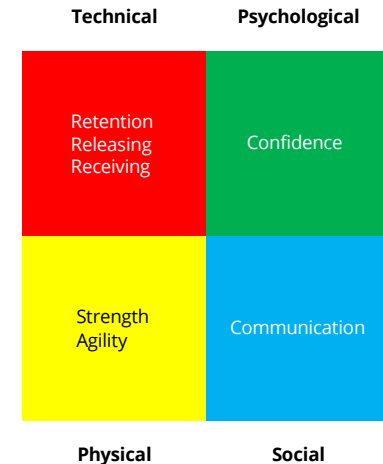
- Decrease the size of the area
- Reorganise the teams to increase the challenge point for players finding the session too easy

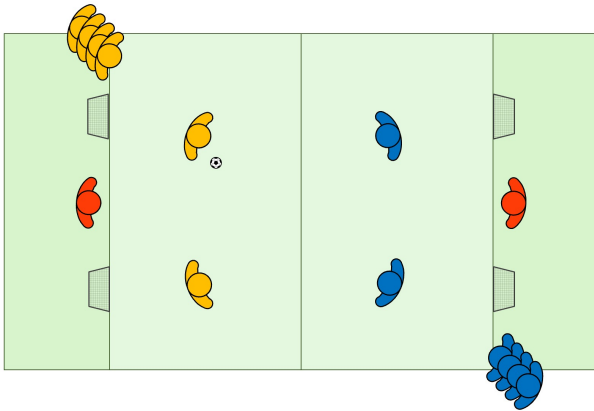
#### Is the session too hard?

- Increase the size of the area
- Reorganise the teams to decrease the challenge point for players finding the session too easy

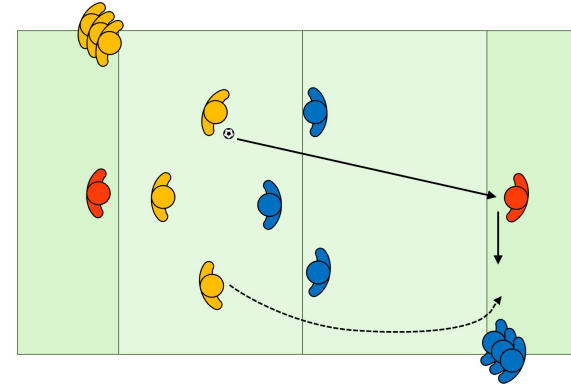


Area set up to 3v3 inside with 4 goals at either end of the pitch. 6 players (3 for each team) wait on the outside as shown in the figure above. Coach can choose a time limit or score limit to rotate floaters into the game - for example, first team to 8 goals wins.

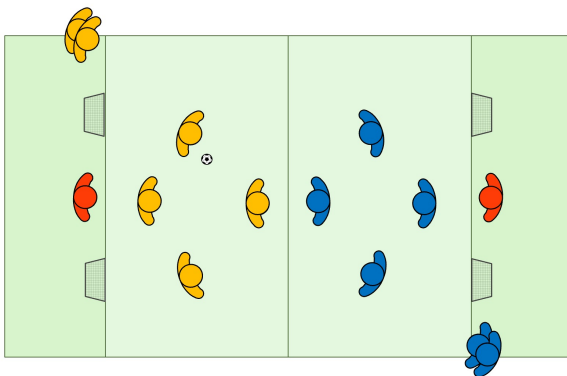




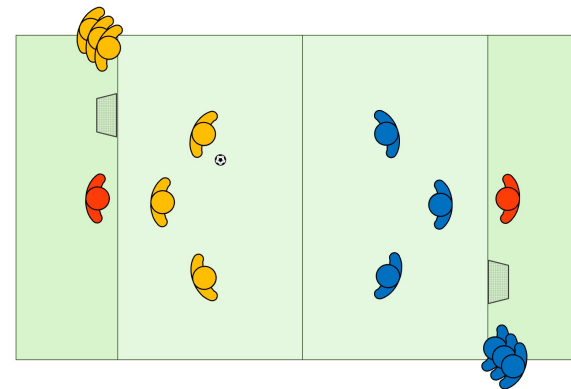
Teams are reduced to 2v2 in the same size playing area. Players will now have more space to play, possibly reducing the challenge point. Also, this adaptation will likely allow for additional rest for players between playing bouts.



In this example, the goals have been removed. In this game, teams score by now receiving the ball in the marked end zones. This adaptation will likely encourage forward runs off of the ball.



Teams are increased to 4v4 in the same size playing area. Players will now have less space to play. In possession, this adaptation will likely encourage close combination play between teammates.



This example is a combination of the adaptations from the other two examples. One goal has been removed, now the teams can score in the remaining goal or by receiving in the end zone.