

## Small Sided Games - #11 / 4v4 Role Reversal Game

Start Game – 15 Minutes

### Organisation/ Explanation

- Playing Area: 25m x 25m.
- Two teams of four players.
- One goal, one keeper as illustrated.
- Each team number themselves 1 to 4.
- One team starts as defenders.
- One team starts as attackers.

### If ball leaves play, play restarts with:

- Coach passing a new ball onto the pitch.

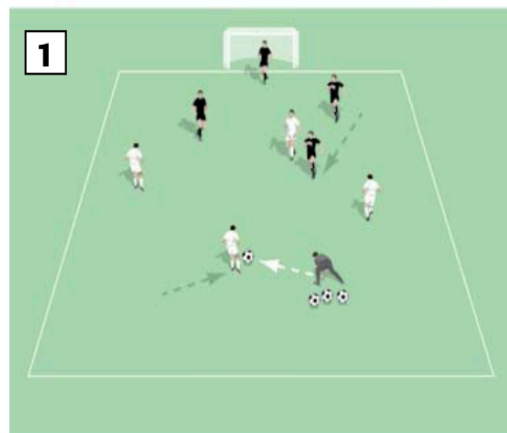
### Rules

- When defending, the players each take a turn as goalkeeper.
- The attacking team receive a ball from the coach and attempt to build up and score in a 4v3 situation.
- If the attacking team score, then they turn and receive a new ball from the coach.
- If the attacking team fail to score, then the defending team break out to receive a pass from the coach and the roles are reversed.

### Coaching Points

- Encourage players in possession to make the field as big as possible.
- Take on defenders in 1v1 situations.
- Move the ball quickly.
- Look to pass to the free player.
- Shoot when the opportunity presents itself.
- When defending, close down the player on the ball quickly.

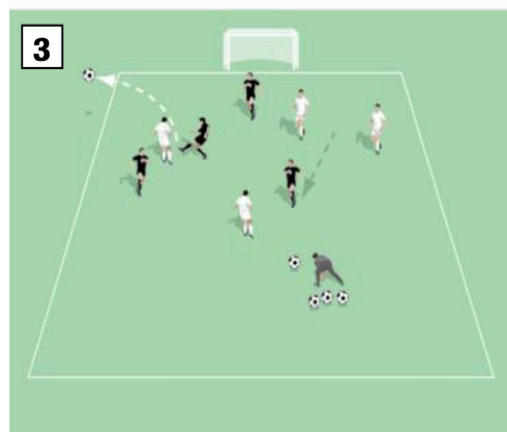
### Diagram



1. Start the game by feeding a ball in for a 4v3 attack.



2. The attacking team must use their numbers advantage to score.



3. If the defending team can win the ball, roles are reversed and they attack.