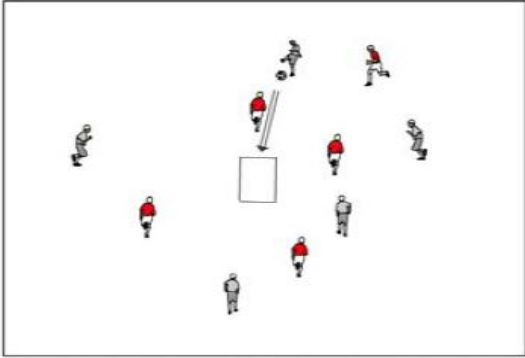


Kick the Can



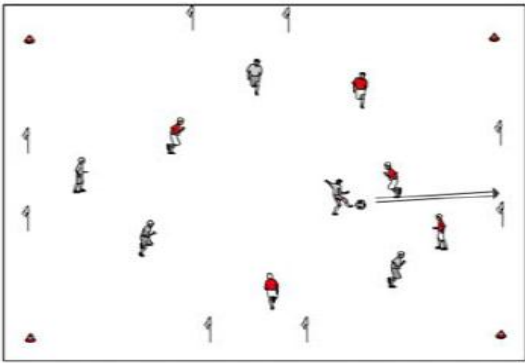
Organization

- Divide players into two equal teams.
- Use up to half a field with no out of bounds and a trash can in the middle of the field.
- Score a goal when you hit the barrel. The game is continuous and continues even when a goal is scored.
- If players congregate around the can place a 2 yard circle around the can that players cannot enter.
- Condition: Can only score with a first time finish.

Key Coaching Points

- **Let Them Play**

Four Goals



- Divide players into two equal teams
- 40 x 30 training area
- Players defend and attack two goals

- **Let Them Play**

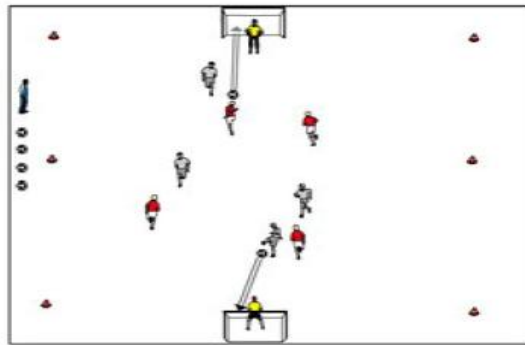
Corner Goals



- Divide players into two equal teams on a 30 x 40 yard training area
- Make diagonal goals with flags or cones in each corner of the field
- When a goal is scored or the ball goes out of bounds, the coach plays in a new ball to keep the game flowing
- The object of the game is to score through any of the 4 corner goals by passing or shooting
- Progression: Assign each team two goals to attack and two goals to defend

- **Let Them Play**

Balls Galore



- 4 v4 plus GKS in a 40 x 30 training area.
- Play a normal small-sided game with the exception of playing with multiple balls fed in by the coach.

- **Let Them Play**

