

# Opposite Corners

**Ages; 12/13 +**

**Key focus; Switching Play**

## OPPOSITE CORNERS

Key Focus: Switching Play

### HOW TO PLAY:

- ✓ 2 teams of 4 players in a square with 4 goals (red and blue)
- ✓ Area 30m x 40m (Bigger for Striking)
- ✓ Score in either of the two oppositions' goals
- ✓ Or coach may choose a goals to score into when a team is on the attack
- ✓ If the ball goes out restart with a sideline kick or side line cut.
- ✓ When a score is made, give the ball to the other team who start with a kick/strike out
- ✓ No goalkeepers in this game
- ✓ Ball is straight back into play after the score is taken (Keep a ball behind each of the goals)
- ✓ Focus on use of weak side

### Variation 1: Pass the Midfield

- ✓ Mark out centre zone for players to play around (This encourages wing play i.e. width in mid field)

### Variation 2: Through the Midfield

- ✓ Ball must be played through the middle (This encourages penetration through the middle)

