## Topic: Goalkeeping - Dealing with Breakaways

Objective: To improve the proper technique and decision making of goalkeepers when confronting an attacker in a 1v1 situation

## Technical Warm up Organization Coaching Pts. Breakaway Goalie Warm up: • Coach should position behind GK are standing in a cone goal in a 12x24 the GK yard grid. Dribblers are at each end. • Crouching Position The GK will roll the soccer ball to the o arms down with hands dribbler that is 12 yards away. As the ball is touching the ground traveling, the GK will close down the space o palms facing forward and set his/her feet before the dribbler o bend knees decides to release the shot/pass into the o head and upper body goal. The GK will then step and attack the ball hands first for a save. forward Coach: Concentrate on the proper GK • GK should explode to the ball technique with hands and upper body so Time: 15 minutes they go in strong Small Sided Game Organization • Hands should be in a W shape, Game Situation Breakaway: extended away from the body A 40x50 yard grid is divided in three zones. with elbows slightly bent and Goal zones: 15 yards long by 40 yards wide the nose behind the hands to with goals and GK's, and the middle zone protect the face 20 yards long by 40 yards wide. Two teams • GK should go to the ground and all players with a ball. Number the sideways to create a barrier players from 1-5. Each team will attack a behind the ball goal. When the coach calls the number, the players with that number will try to score • Stay low. Do not stand up! Get by dribbling out of the central zone and closer to the ground and closer beating the GK. to the attacker **Version 2:** Assign a couple of defenders to • Approach the attacker at chase down the attackers. controlled speed Time: 15 minutes • GK tries to force attacker to go Exp. Small Sided Game Organization around him/her. This way GK 5v5 Breakaway Game: can try to win the soccer ball Two teams will play to produce a • GK should be off the goal line breakaway by a through pass to the goal zones or dribbling out of the central zone to engage the attacker as far inside a 20x40 yard central zone of a 40x50 away as possible yard grid. Once the player is inside the goal zone, he/she can beat the goalkeeper with a shot or dribbling by him/her. GK must come out to try to stop the attacker from scoring. Time: 25 minutes Organization Coaching Pts. Game If 6v6, play in a 45x60 yd. field. If 8v8, • All of the above play in a 55x80 yd. field. Play with 6v6 to 8v8 Scrimmage Goalkeepers and encourage them to Time: 30 minutes communicate with teammates. Activities to reduce heart rate, static stretching & review session. **Time: 5-10 Minutes** COOL DOWN