THE GOAL SCORING MATRIX

E

PART 5

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90/00

The 4 Ways to Beat the Goalkeeper!

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- Perfect drills for Counterattacks
- Detailed Analyses for 1v1 against the Goalkeeper
- Drills for 1v1 against the Goalkeeper
- Time Pressure, Through Passes, Combinations and Game Formats

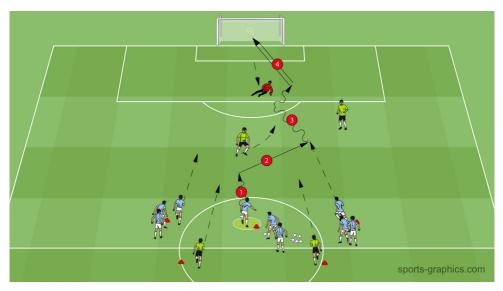
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3 against 1 +1 under time pressure



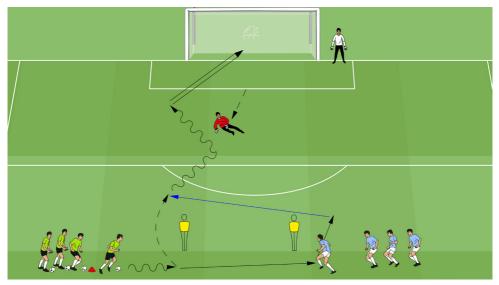
ORGANIZATION/PROCEDURE

Three starting positions, one defender, a goalkeeper in the large goal, and a defender who starts from behind when the first player touches the ball.

- 1. Three attackers execute a fast break against one defender. Depending on the defender's behavior, the dribbler passes to the left or right.
- 2. Another defender starts approximately 2-3 meters behind the attackers.
- 3. This results in a 3 against 2 plus the goalkeeper situation.
- 4. After the final pass, the striker attempts to successfully complete a 1v1 against the goalkeeper.

COACHING POINTS

- Player A should dribble towards the defender at a high pace to prevent the trailing defender from intercepting.
- The pass should be made in a way that allows a teammate to receive the ball at a high tempo.
- The pass must under no circumstances be played into the back of the teammate.



Pass into the run for the 1v1 against the goalkeeper.

ORGANIZATION/PROCEDURE

Two mannequins define the gap between two defenders. On one side, the dribblers start, while on the other side, there are the forwards. A goalkeeper is in the large goal.

- 1. The passer dribbles toward the gap and passes the ball to the foot of the forward, then turns and runs around the dummy in a curve at the right moment.
- 2. The forward takes the ball past the dummy and passes it into the path of the starting player.
- 3. The starting player takes the ball with their first touch toward the goal and enters a 1v1 situation against the goalkeeper.

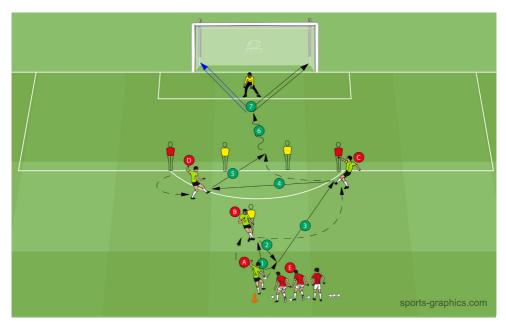
COACHING POINTS

- The starting player should not initiate the curved run into space too early to avoid an offside position.
- After each attack, the two involved players swap their roles.

VARIATIONS

- This training exercise can also start from the right side.
- The partner has the option to pass to the starting player or dribble towards the goalkeeper.
- The distance and position of the mannequins can vary.

1v1 against the goalkeeper from the Y-formation (3) – passes through the middle



ORGANIZATION/PROCEDURE

Set up two red mannequins 16-20m in front of the goal, spaced approximately 14-18m apart. Use 2 yellow mannequins to form the through pass lane, and 1 yellow mannequin for the wall player, with 1 player assigned to each mannequin. Have 4-6 players at the starting cones and 1-2 goalkeepers in the goal.

- 1. A passes to B, who drops the ball.
- 2. A then plays a through pass to C, who plays it horizontally to D, who has timely separated from the mannequin.
- 3. D plays a pass through the through-pass lane into the run of C, who curves around the yellow mannequin inside.
- 4. C dribbles towards the goalkeeper and overcomes him with a precise shot into the left or right corner.
- 5. The next round starts from the other side.
- 6. Everyone moves one station further.

COACHING POINTS

- Don't dribble too close to the goalkeeper and shoot past him with pressure.
- Quick passing sequences with precise passes.
- Smart off-the-ball movement at the last defensive line.
- Fast positional changes.

VARIATIONS

- Increase the distance from the goal.
- Passes and goal attempts from the other side.

