



# Counter Attacking Conditioned Game

**ORGANISATION:** Normal game but with different conditions put in to encourage outcomes in line with the counter attacking topic.

**Initial condition:**

- Not allowed to win the ball back in your attacking half – penalty to the other team if it happens.

**Progressions (outcome-specific):**

- Score after an overlap = 2 goals.
- Finish with disguised outside of the foot = 3 goals.

**EQUIPMENT:** Footballs, cones, goals.

**CORE TOPIC:** Counter attacking.

**COACHING POINTS / PROGRESSIONS:**

**Initial Points (build on previous practices):**

- Quick transitions.
- Disguise.

**Further Points:**

- Can still engage without tackling – show one way.
- Recognise triggers to support higher up the pitch – player on the ball has time and is forward-facing.
- Look for the furthest pass – the player underneath can then support with a forward run.

