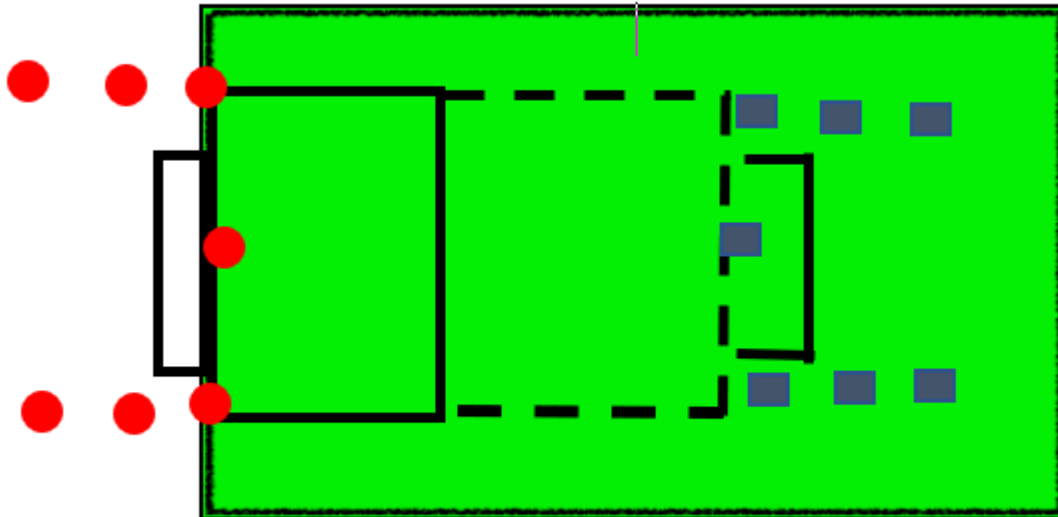


## Conditioned Small-Sided Games: Counter-Attack (shooting and finishing)



**Equipment** – 1 Goal, Two Corner Flags as a Goal, Cones, Pinnies, Balls and up to 14 players (If more than 14 players best to set up at each end of the field)

### **Shooting and Finishing with pressure**

The GK from one side plays it to a teammate at the front of the line (left or right) and that player attacks the goal on a break away (1 V 0). Once the shot has been taken, the other GK serves a ball to one of their teammates and that team attacks the opposite goal with 2 players versus the 1 with player already on the field of play. 2 players from alternating ends are added after a shoot until all players but 1 (6 V 5). The game is then restarted by the opposite team with the 1 remaining player.