

**EDUCATE - CONNECT - INSPIRE**

**MANSFIELD YOUTH SOCCER  
GRADES 3 & 4**



# EDUCATE - CONNECT - INSPIRE

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# SEASON GOALS

It is important to note what we are trying to achieve within a season so we can re-evaluate at the end to see if we have accomplished our goals. The pathway to success depends on how well we execute the follow philosophy in every session we take.

- To help each third and fourth grade player reach their full potential in the sport of soccer.
- To develop players that are comfortable with the ball at their feet
- To Improve each players knowledge and understanding of the game.
- To create a positive and fun atmosphere where players can learn and develop at their own pace.
- To learn how to win and lose graciously and the full meaning of fair play.

# MOVEMENT SHEET

## Dynamic Movements

- Heel Flicks
- High Knees
- Open Gate
- Closed Gate
- Inside Volley
- Left leg to right arm
- Side to Sides (left to right)
- Karaoke
- Arms across body
- Arms up and down
- Arm Circles Forwards
- Arm Circles Backwards
- Arms Side to Side
- Quick sprint, hamstring stretch
- Lunge

## Fast Footwork

- Side to Side Shuffles Forwards
- Side to Side Shuffles Backwards
- Forward / Backward Shuffles
- Two Feet in Sideways
- Two Feet in Forwards
- One Foot in Forwards
- Figure 8 forwards
- Forwards 2, Backwards 1
- Feet together jump & bounce forwards
- Feet together jump & bounce sideways
- Feet together jump & bounce forwards 2, backwards 1

# BALL MASTERY

- **Heel / Toe Roll** :- Roll ball up and down sole of foot from heel to toe keeping contact with the ball at all times
- **Inside Outside Roll** :- Same but now moving ball from inside to outside of sole of foot
- **Circle Roll** :- Moving ball with same foot in a circular motion
- **Front foot Dribble** :- Small touches using the front of the foot only (laces)
- **Big Toe / Little Toe** :- Move ball with Inside of big toe, followed by outside of little toe in a zig zag fashion
- **Big Toe, Big Toe / Little Toe Little Toe** :- Same but now 2 touches with big toe followed by two touches of little toe
- **Side Sprints**:- Ball in between feet moving ball from side to side in a pendulum fashion
- **Side Sprints forwards / backwards** :- Same but now moving ball forwards and backwards
- **Side Sprints Side to Side** :- Now move body to left whilst performing 3-4 side sprints and then back to the right in a zig zag
- **Pull Push** :- Pull ball back from heel to toe and push forward with the laces
- **Pull Push Inside / Outside** :- Pull ball across body using the pull and out of body using the push, repeat both sides
- **Pull Push Behind** :- Pull ball to side & behind standing foot and using inside of big toe push across to control with other foot
- **Side sprints w / pull push combo** :- As described above
- **Sole Taps** :- Little touches on ball using front of the sole of the foot
- **Sole Taps forwards / backwards** :- Same, moving ball backwards and forwards
- **Sole Taps w / pull push behind combo** :- Same but now add a pull push behind
- **Sideways Rolls** :- Body square to the ball, roll whole foot over the ball inside of foot first and quickly repeat
- **Sideways Rolls change over left to right** :- Same but change ball from left to right with a roll across body
- **Sideways Rolls w/ roll over step over** :- Same but now roll across body while performing a step over
- **Figure 8 dribbling** :- Dribbling ball in a figure 8 between two cones

# THE LANGUAGE

<b>ARM FLASH</b> - Player must use arm and body to protect ball.
<b>BE PROVOCATIVE</b> - With or without the ball, players should look to test the opposition by making aggressive penetrative movements.
<b>One - Two</b> – Players must look to perform a quick 1-2 combination pass.
<b>BREAK LINES</b> - Constantly look to penetrate the opposition with runs, passes, dribbles, crosses or shots.
<b>CONNECT PASSES</b> - Passes should be made to players feet and not leading. “Utilize when we wish to keep possession”
<b>CORRECT FOOT</b> - Player must use the foot that is under the least amount of pressure.
<b>DECISIONS</b> – Triggers players to search for more options, starting with the easy choice and progressively thinking more creatively.
<b>EXPLODE</b> – Once a move is performed, players must change speed and direction to accelerate away from opponent
<b>HEELS TO THE LINE</b> - Players must recognize when to break wide and open the field up by running to the touch line.
<b>INTELLIGENT FEET</b> - Players must always adjust their feet and avoid stretching for the ball as much as possible.

# MOVEMENT SHEET

**MAN ON** – There is immediate pressure on the receiving player. And they should prepare their body shape and thoughts to keep possession.

**PLAY THE WAY YOUR FACING** - The player must recognize that the pressure is so tight a pass in the direction they are facing is the only option.

**POSITIVE TOUCH** - Players must take directional touches of the ball

**PRESS THE FIRST TOUCH** - Players must press the opponent who has the ball so they are not able to turn and face forward.

**RE-CONNECT** - Players must reconnect, 4 to 5, 7 to 8 and so on.

**RELAX** – The player in possession must relax and slow play down.

**RELEASE** - Can the player play a leading pass for a team mate that changes the phase from possession to attack.

**RESET ATTACK** – When the attack is blocked, players must maneuver the ball back and around the field to attack from a different point.

**SCAN** - On and off the ball, the player must look over shoulders to identify where the pressure or next pass is.

**SEARCH** – The player in possession must get their head up and search for the correct option.

**SEE PASS TWO** – Triggers players firstly to think then to see and finally communicate where the next ball goes after they pass it.

**SIDEWAYS ON**– The player must open shoulders and hips to set themselves to receive the ball.

**TIME** - Player have time to turn, face forward and be positive. There is no immediate pressure on the player

# 8 WEEK SEASONAL PLAN

1. Dribbling – Ball Mastery
2. Dribbling – COD Turns/1 vs 1's
3. Dribbling – COD Fakes/1 vs 1's
4. 1 vs 1's to Goal(s)
5. Passing and Control
6. 1<sup>ST</sup> Touch & Use of Space
7. Possession & Basic Positioning
8. Possession in Games



# SESSION PLAN OVERVIEW

Each session will follow the same format. The format is designed to get the player into game situations right from the start of training. There are 3 phases that the session will go through, progressively getting more challenging and competitive:

1. Related Warm-Up
2. Topic Activity (technical)/ Progression (functional)
3. Small Sided or Conditioned Game
4. 5 vs 5 OR 6 vs 6 Game

Each session will last 60 minutes.

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## Session One: Dribbling: Ball Mastery



# WARM-UP: TOUCHES ON THE BALL



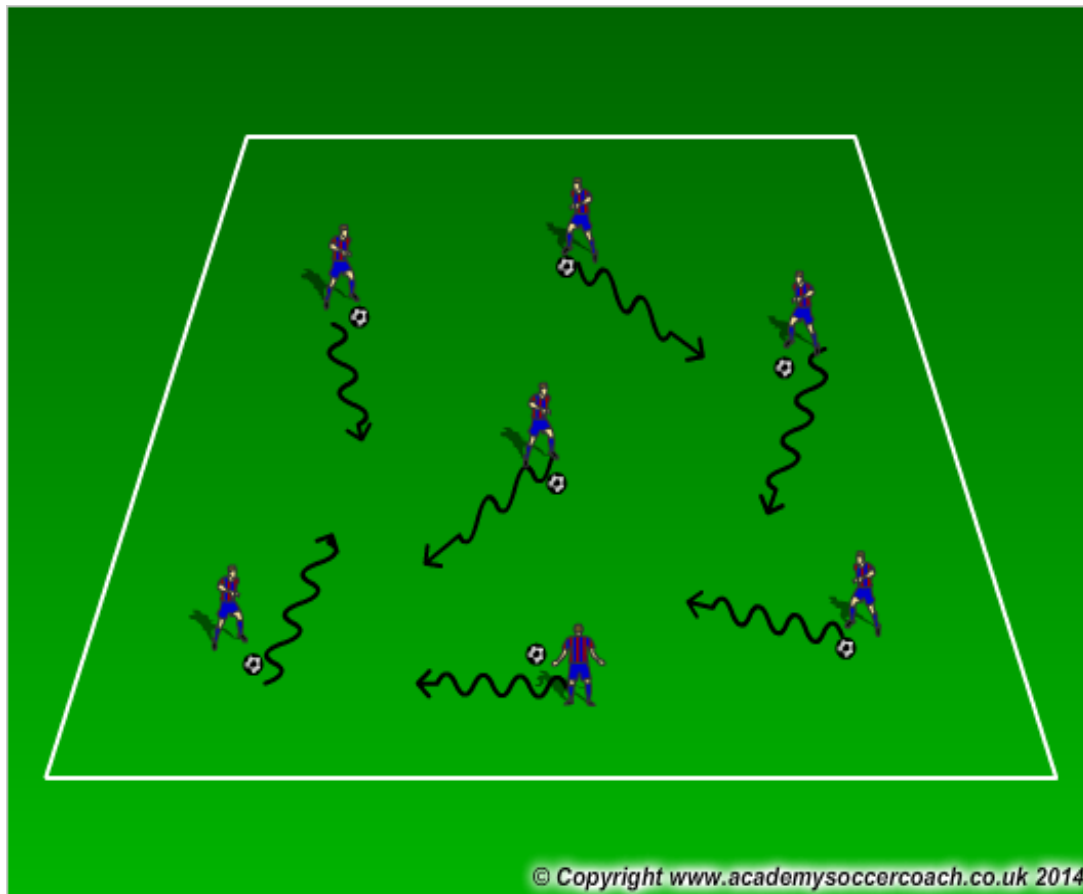
**Area:** 30 x 30 yards area. All players with a ball.

**Description:** All players dribble around the area taking small touches with different surfaces of the feet. Every touch counts as a point. Coach times activity for 2 minutes. Players record number of touches within the time frame.

**Progression:**

**Coaching Points:** Players concentrate on small, close touches with a touch on the ball every time they take a step. Change direction every 6-8 touches with a turn or a fake. Use other players as a guide as to when to turn or fake, i.e. if someone is in your way, do a turn or fake

# DRIBBLING: BASIC TECHNIQUE

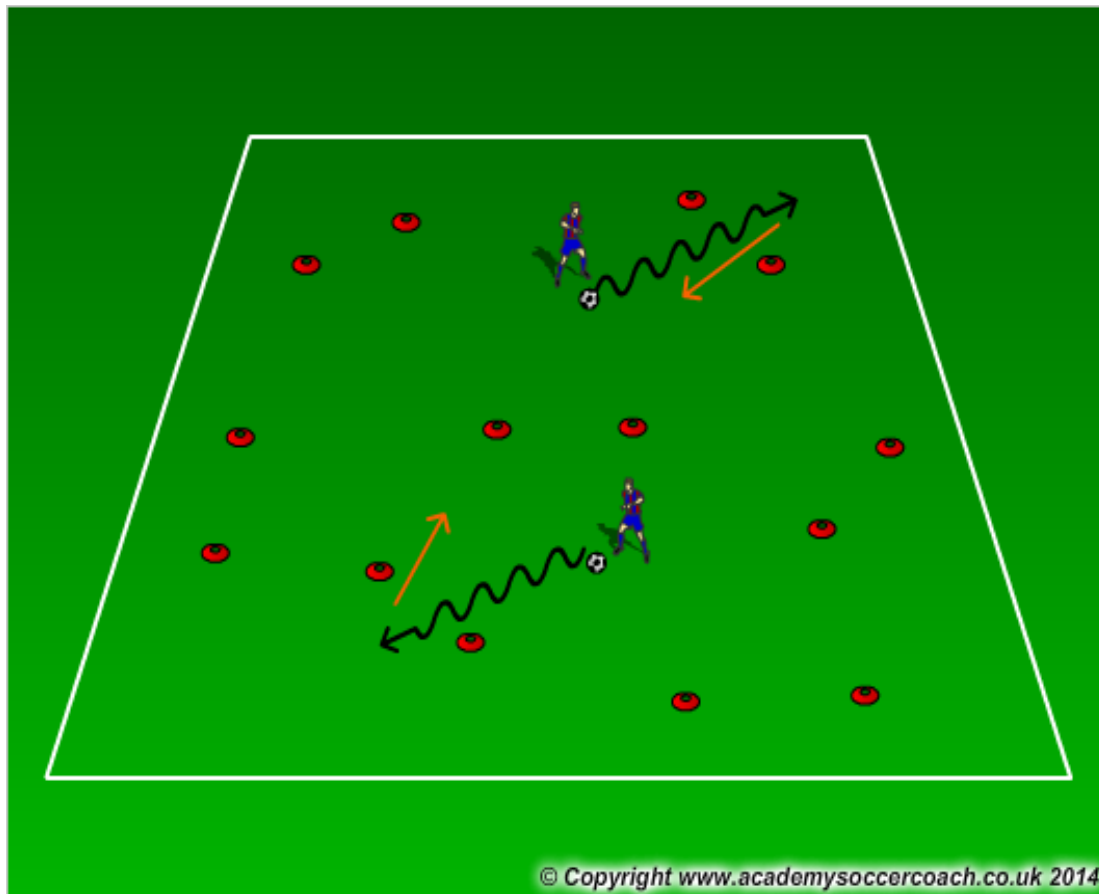


**Set-up:** 30 x 30 yard area. Players working individually with 1 ball per player.

**Description:** Coach leading the activity calling out different dribbling surfaces and coordination activities with the ball (toe taps, tic tock, zig zags etc).

**Coaching Points:** Correct dribbling technique, dependent on the surface of the foot being used: inside and outside (one in/one out)

# DRIBBLING: GATES



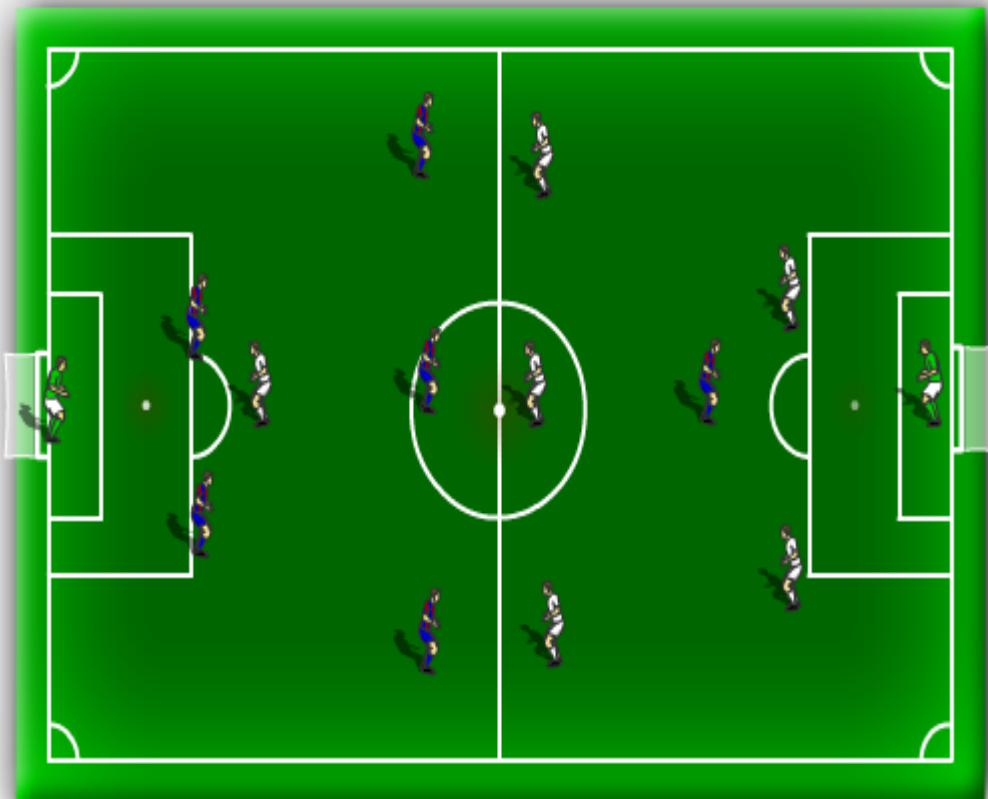
**Set-up:** Repeat in the same area. Add cones (gates 2 yards apart) scattered randomly around the area. Players working individually with 1 ball each.

**Description:** Players dribble around the area attempting to execute the move through the gates. Repeat to different gates around the area.

Moves: Dribbling with the in-step and out-step

**Coaching Points:** Try to perform the move after dribbling through the gate. Concentrate on move (Change of Direction) rather than speed. Try to get the ball out of your feet after the turn and take a positive touch away from the gates. Add change of speed after the move.

## 6 vs 6: Conditioned Game(s)



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**Area:** 35 x 55 (dependent on area available)

**Description:** Separate players into teams of 6. Make 2-3 fields based on numbers.

**Coaching Points:** Emphasize the key points that have been worked on over each week; Dribbling under control, dribbling with inside and outside of the foot.

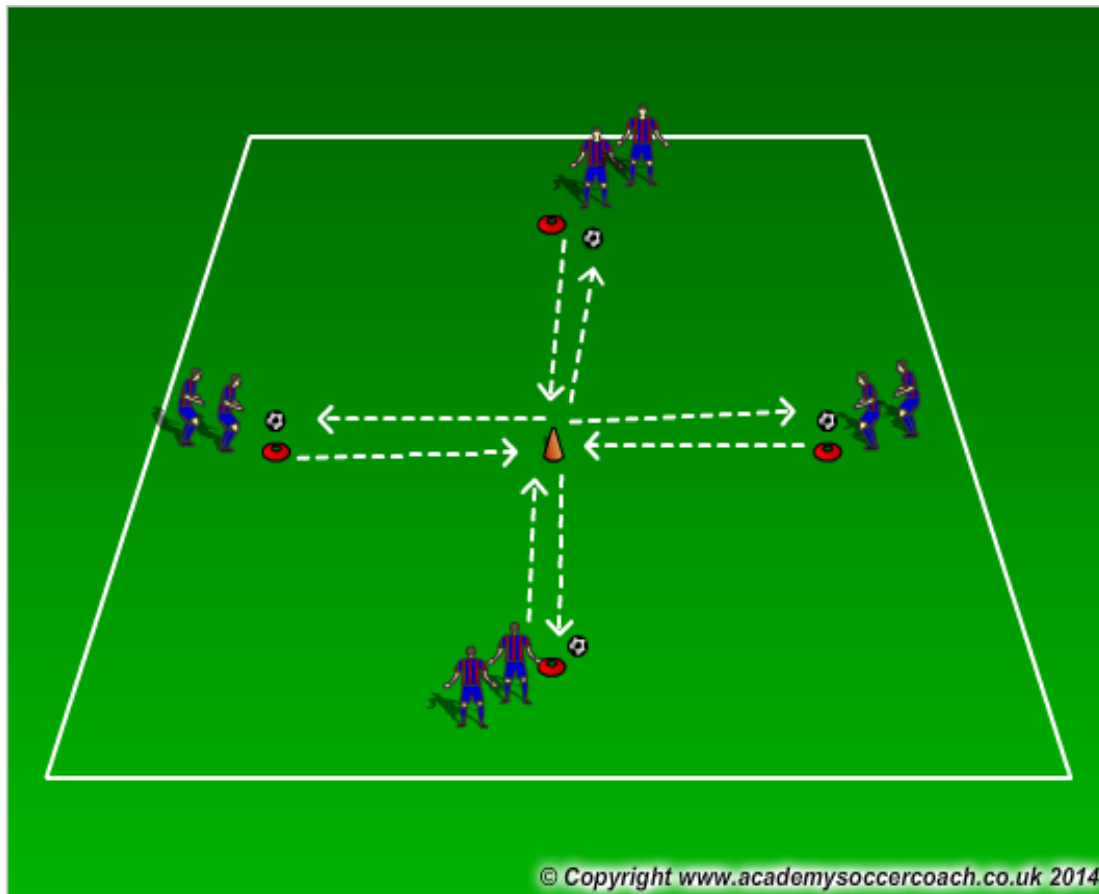
**Progression:** Add neutral players or target players, dependent on the number of players available.

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## Session Two: Dribbling: COD Turns/1 vs 1's



# WARM-UP: TURNS FROM THE CENTER



**Set-up:** 4 cones in a cross formation, approximately 10-15 yards from the center cone. Players in groups of 2/3 at each of the outside cones. 1 ball per group.

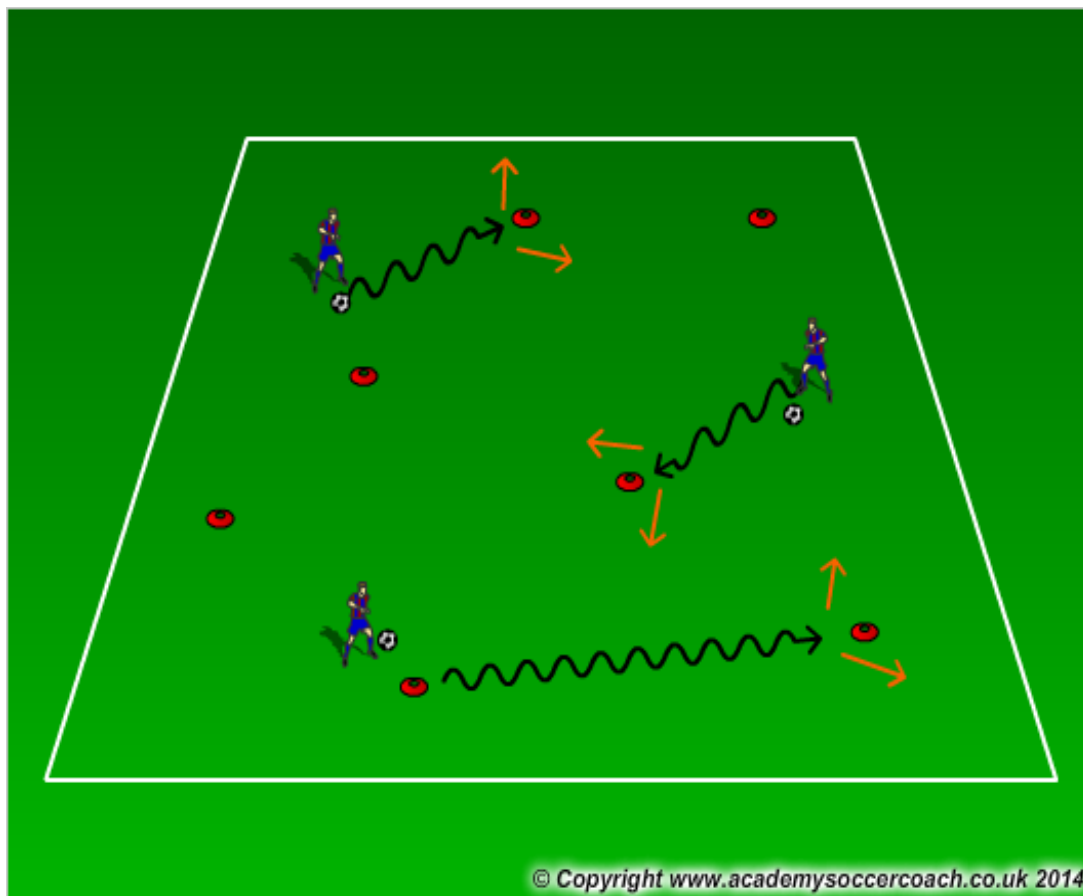
**Description:** First player from each line dribbles into the center cone, performs a turn and then dribbles back to the next player in the line. All players at the front of the line dribble at the same time. Vary turns, touch conditions and add competition.

**Coaching Points:** Quick, small touches into the middle. Turn in as few touches as possible. Add change of speed after the turn. Good pass to the next player. Player receiving the ball to be on their toes and take a positive first touch forward.

**Moves Covered:** Turns with the inside, outside and sole of the foot.



# DRIBBLING: MOVES TO A CONE/TARGET

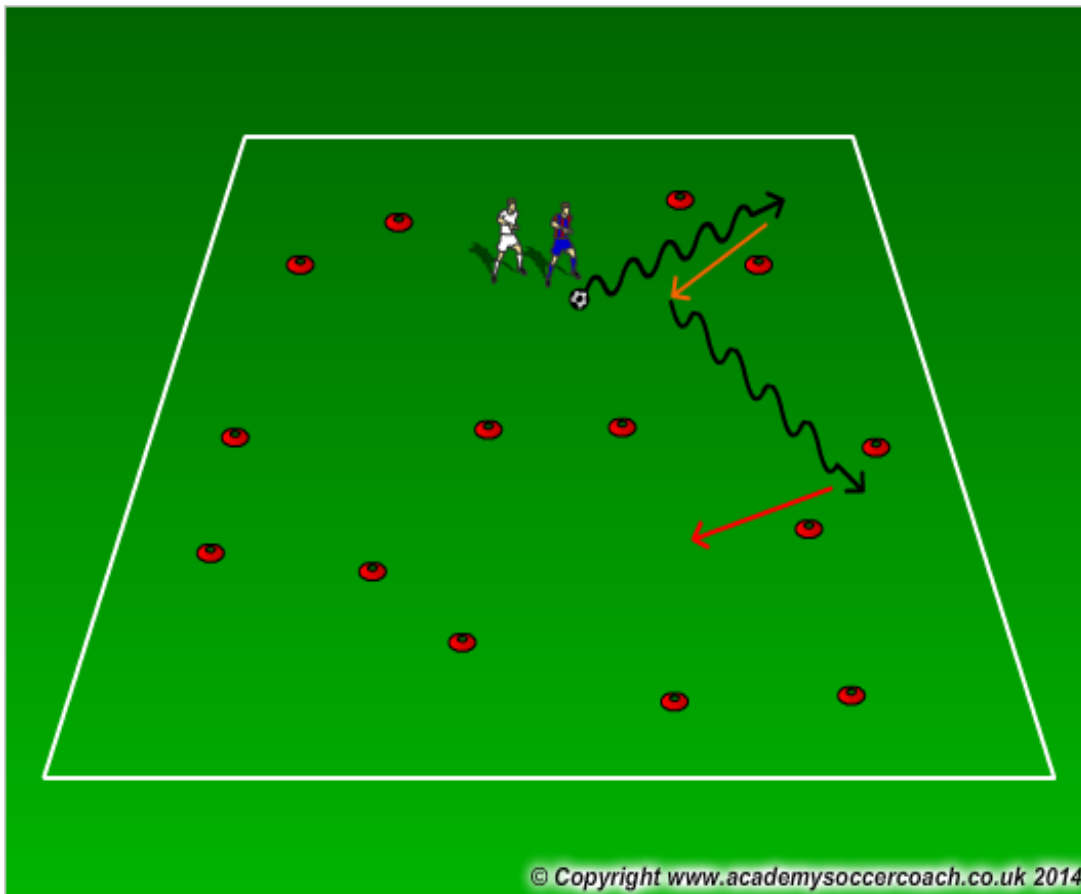


**Set-up:** Repeat in the same area. Add cones scattered randomly around the area. Players working individually with 1 ball each.

**Description:** Players dribble around the area attempting to execute the move in front of a cone (imaginary defender). Repeat to different cones around the area.  
Moves: Inside Cut, Outside cut, stop-turn

**Coaching Points:** Try to perform the move before the cone. Not too far away or defender would cover, but not too close that the defender could steal. Ideally 2 yards away from the cone, depending on move. Concentrate on move (Change of Direction) rather than speed. Touch to the outside, not directly to the cones after move. Add change of speed after the move.

# 1 VS 1's: GATES

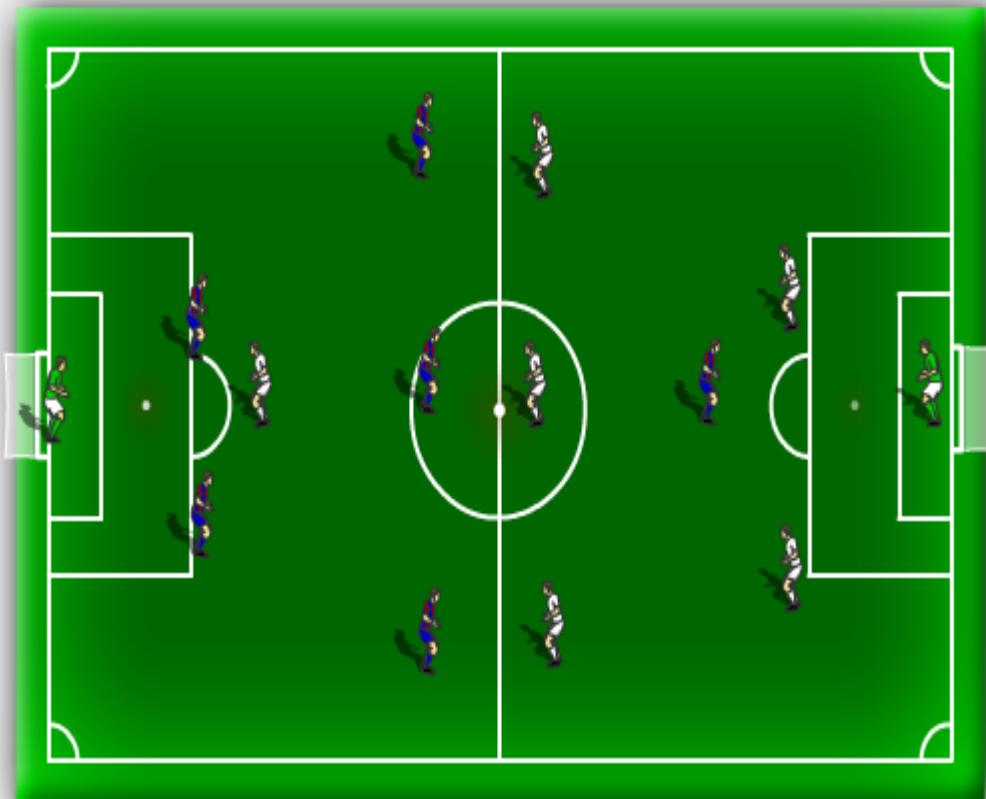


**Set-up:** Area same as above. Players in pairs with 1 ball per pair.

**Description:** Player 1 has the ball and attempts to dribble around the area, moving through the different gates. Player 2 tries to stop them and win possession. Once possession is lost, ball goes back to Player 1. Perform 1-2 minute rotations.

**Coaching Points:** Player 1 (attacker) uses body to shield the ball and dribbles for the open gates. If defender comes in from the side or gets in front of you, use a move to change direction. To increase difficulty, Player 1 has to perform a turn through the gate(s). Add points to make the activity more competitive or change partners with each rotation.

## 6 vs 6: Conditioned Game(s)



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**Area:** 35 x 55 (dependent on area available)

**Description:** Separate players into teams of 6. Make 2-3 fields based on numbers.

**Coaching Points:** Emphasize the key points that have been worked on over each week; Speed of the pass, first touch, movement on and off the ball, combination play etc

**Progression:** Add neutral players or target players, dependent on the number of players available.

Moves: Add points/goals for successful turns within the game.

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## Session Three: Dribbling: COD Fakes/1 vs 1's



# DIAMOND WARM-UP: TURNS



## **Area:**

20 x 20 Diamond with cones on the inside.

## **Description:**

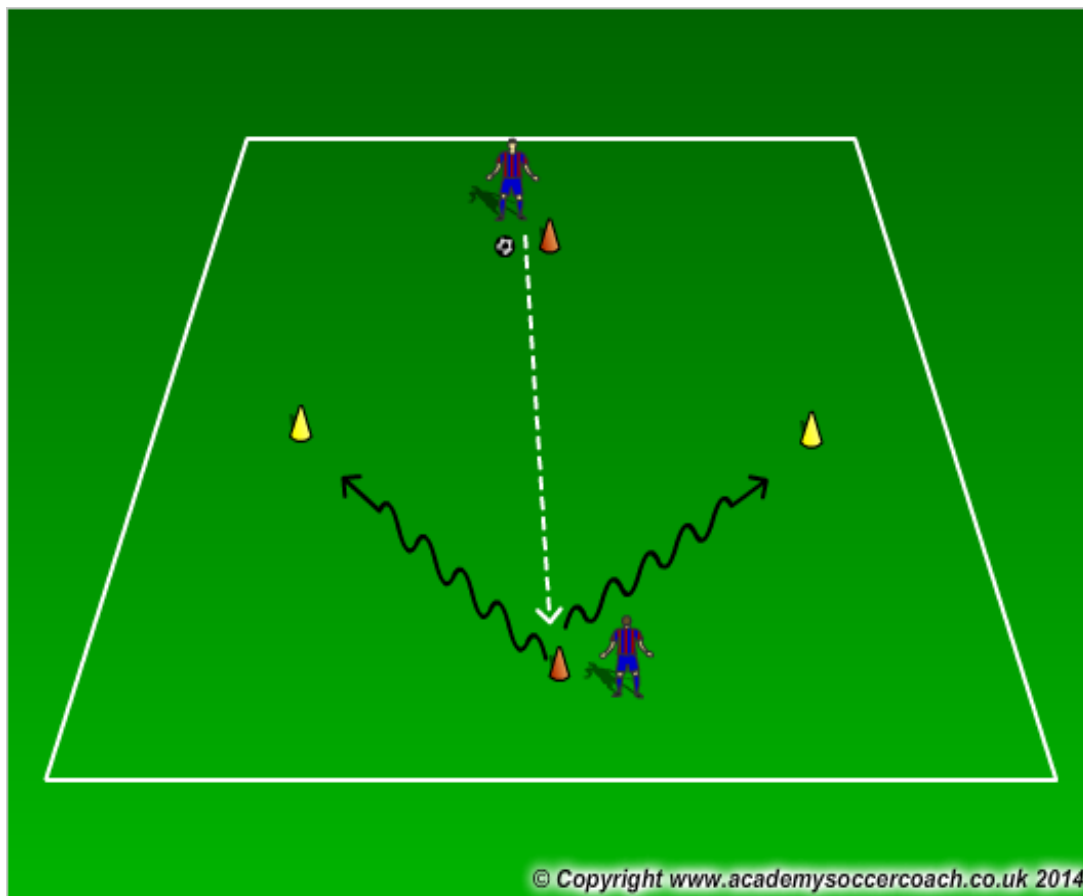
Players in 2's and 3's at outside cones. Players dribble into area and turn at the center cone. Perform passing variations:

- 1) Dribble, turn and pass to next player
- 2) Dribble, turn and play 1-2 to outside space with next player
- 3) Dribble, turn and play 1-2 around the outside cone with next player
- 4) Dribble, pass to center player, pass back and lay-off for next pass to outside player. Rotate center players with each passing combination.

## **Coaching Points:**

Quality and speed of the pass  
Preparation and first touch  
Communication and movement before the pass

# 1 VS 1's: MOVES TO A SIDE CONE/TARGET



**Set-up:** Players 15-20 yards apart. Side cones (targets) approximately 10 yards either side (diamond formation). Players in pairs with 1 ball per pair.

**Description:** Player 1 passes to Player 2. Player 1 becomes a defender, Player 2 becomes an attacker. Player 2 attempts to dribble to one of the side cones (targets) utilizing the moves to change direction. Rotate positions after possession is lost.

**Coaching Points:** Attacker on the toes before receiving the ball. Positive first touch in the direction you want to dribble. Use the moves to change direction. Change speed after move(s) to create separation from the defender.

# 1 VS 1's: TO TARGET GOALS

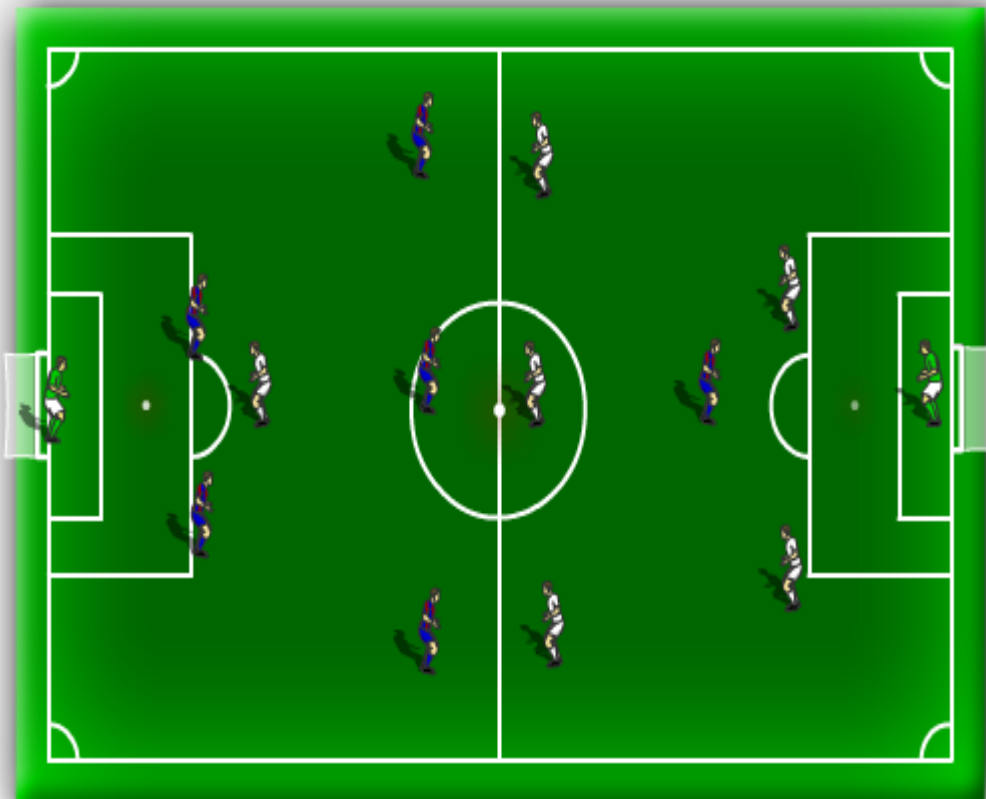


**Set-up:** Defender and attacker 20 yards apart. Gates (3 yards wide) on each side of the area with target goal 5 yards from gates. 1 ball per pair. Arrange pairs behind each line, based on the number of players.

**Activity:** Defender passes the ball to the attacker. Attacker attempts to dribble through either side-gate and then shoot into a target goal. Rotate positions each time.

**Coaching Points:** Good pass to start off the activity. Attacker takes positive first touch in the direction you want to go. Attack the defender at speed making them commit to the ball. Shoot as soon as you are through the gates and have space to do so.

## 6 vs 6: Conditioned Game(s)



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**Area:** 35 x 55 (dependent on area available)

**Description:** Separate players into teams of 6. Make 2-3 fields based on numbers.

**Coaching Points:** Emphasize the key points that have been worked on over each week; Speed of the pass, first touch, movement on and off the ball, combination play etc

**Progression:** Add neutral players or target players, dependent on the number of players available.

Moves: Add points/goals for successful fakes within the game.

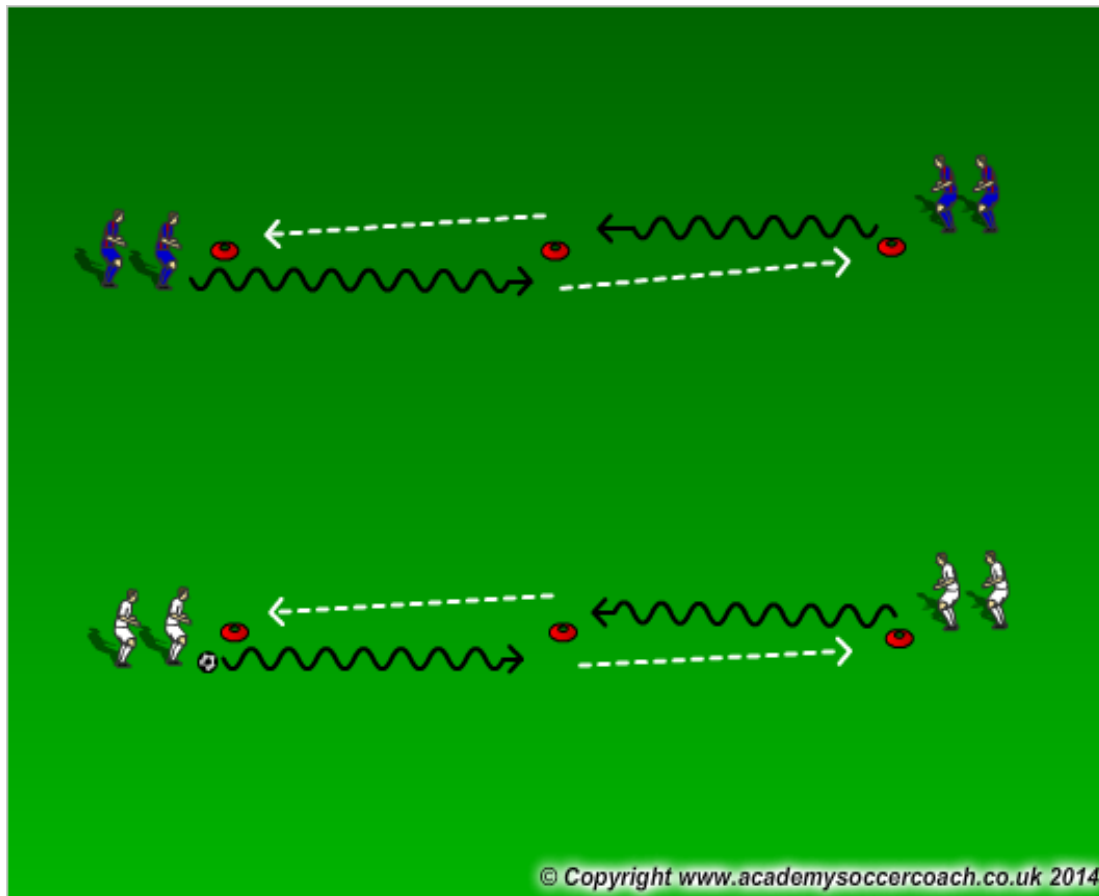


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## Session Four: 1 vs 1's to Goal(s)



# PASSING: PASS AND FOLLOW



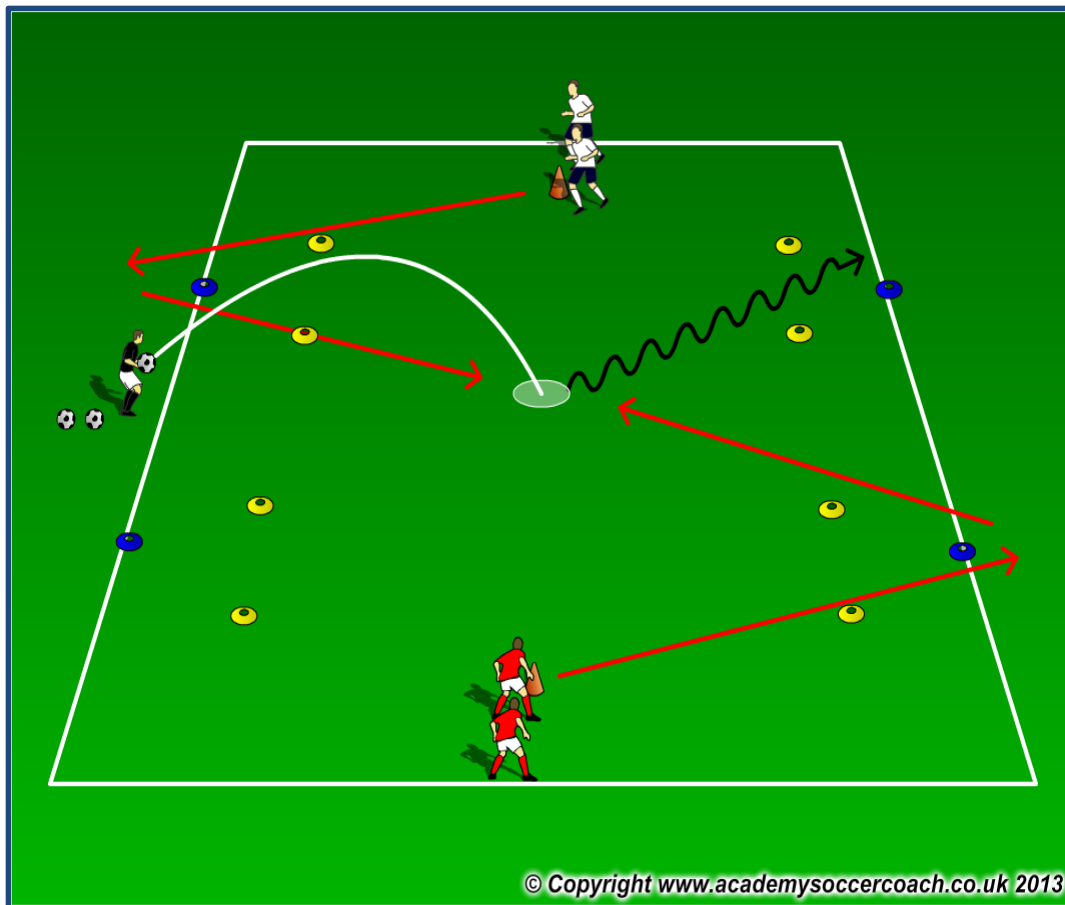
**Set-up:** Players approximately 20 yards apart (center cone @ 10 yards). Multiple players in line(s) depending on #'s. 1/2 Balls per group, depending on #'s.

**Description:** Player(s) with the ball dribble across the area, staying to the right side of the cones and at the half way cone pass to the opposite player. All players follow their pass. Add in touches with different surfaces and dribbling combinations.

**Coaching Points:** Dribble with close control, concentrating on the dribbling combination. Quick touches rather than speed. Quality pass to the opposite player, concentrating on accuracy and speed of the pass.

**Progressions:** Add passing turns, fakes and passing combinations. Add competition.

# 1 VS 1's: CHANGE OF DIRECTION



**Area:** Start cones are 15 yards apart, wide cones are 15 yards apart and 5 yards from start cones, gates are 2 yards wide, and 3 yards from wide cones.

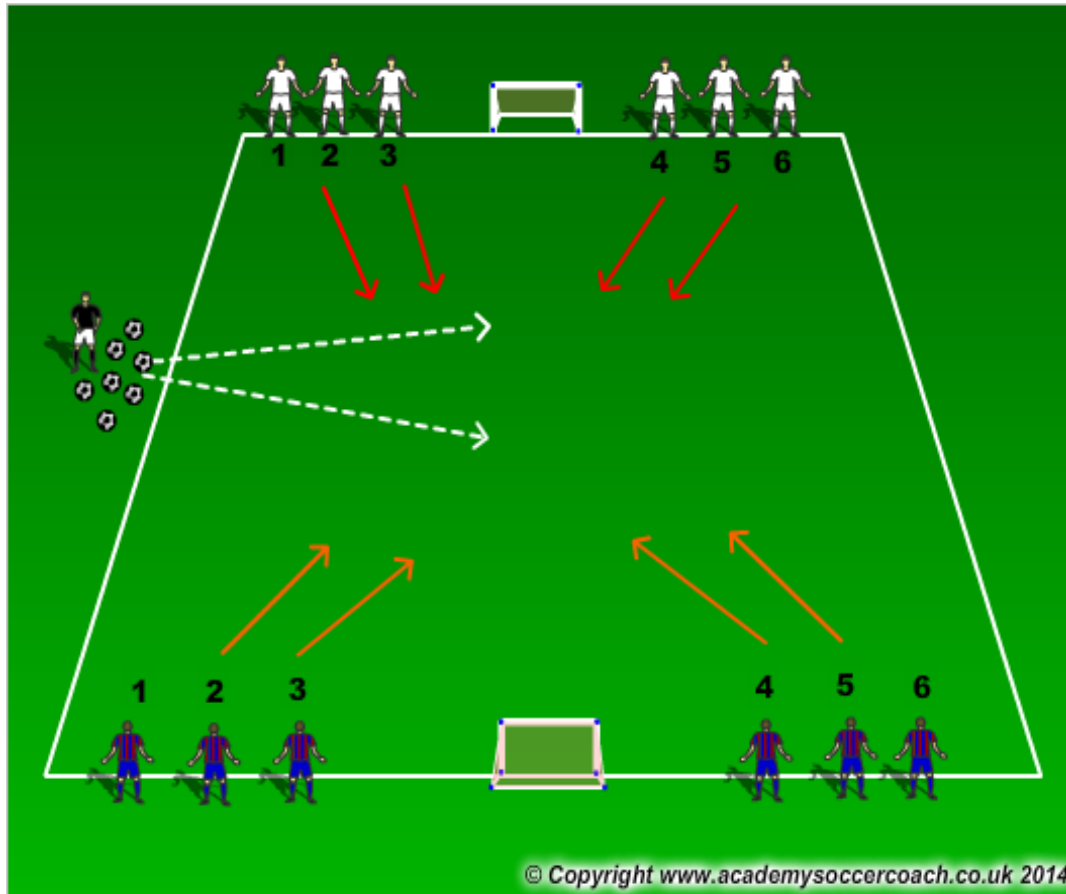
## Description:

Separate the group into 2 teams, the first player from each line play 1v1. Players must react to the ball being played in, then run around the wide blue cone before challenging for the ball. To score the players must dribble through one of the gates.

## Coaching Points:

Always protect the ball  
Correct Foot  
Scan  
Quick acceleration after move  
Moves: Use turns/fakes from Week 1-3

# 1 VS 1's: TEAMS TO LARGE GOALS

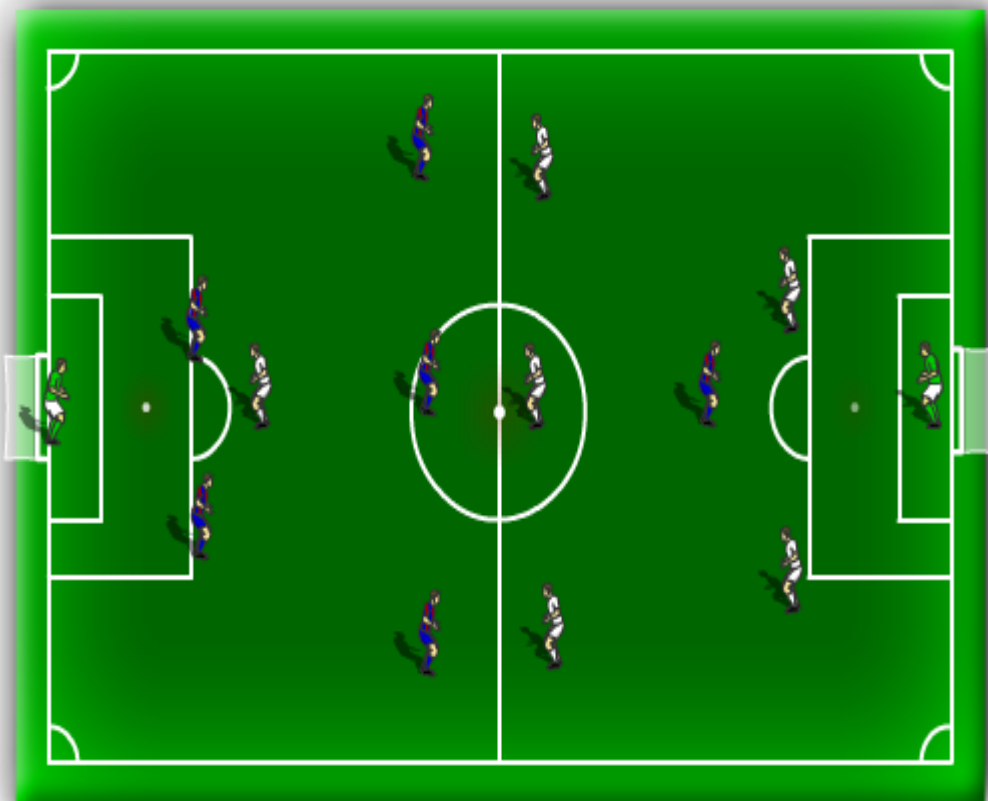


**Set-up:** 40 x 60 yard area. 2 large target goals (1 on each end line). Players in teams of 4-6 split evenly on either side of the target goals. Number each team 1-6 (depending on number of players). Coach on the outside of the area with a supply of balls. Add GK's to progress.

**Description:** Coach calls out a number and passes a ball into the middle of the area. The numbered player(s) from each side of the area run into the area and attempt to win possession of the ball. The first player to the ball becomes an attacker, the second player becomes a defender. Once the ball is either outside of the area or in one of the target goals the players go back to their lines. Coach varies the calls to include 1 vs 1 and 2 vs 2's.

**Coaching Points:** Concentrate and listen for the coaches' call. When you hear your number get to the ball as quickly as possible. If you are the attacker be positive and try and beat the defender. Use changes of direction (moves) and changes of speed to beat the defender.

## 6 vs 6: Conditioned Game(s)



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**Area:** 35 x 55 (dependent on area available)

**Description:** Separate players into teams of 6. Make 2-3 fields based on numbers.

**Coaching Points:** Emphasize the key points that have been worked on over each week; Speed of the pass, first touch, movement on and off the ball, combination play etc

**Progression:** Add neutral players or target players, dependent on the number of players available.

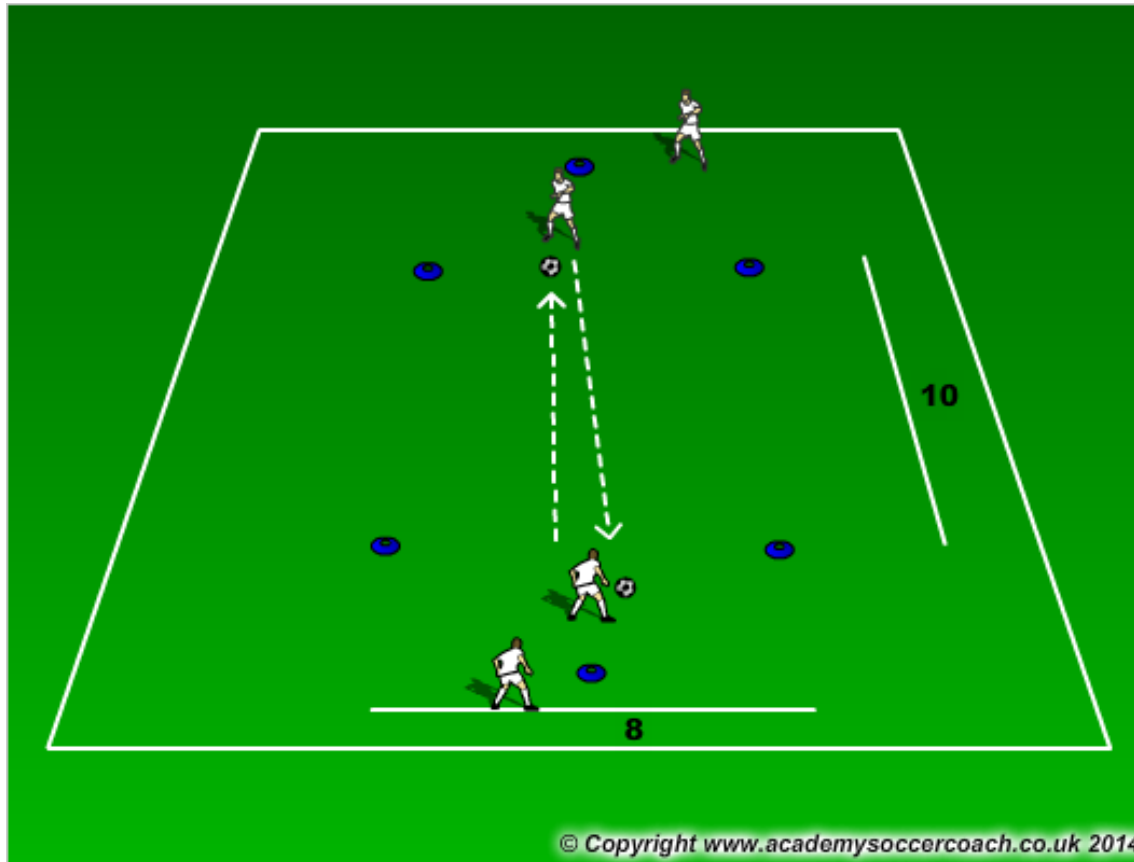
Moves: Add points/goals for all 1 vs 1 moves

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## Session Five: Passing & Control



# BAYERN MUNICH: PHASE 1



**Area:** 10 x 8 Hexagon

**Description:** Players pass 1 ball back and forwards over 10 yards

1. Pass and back pedal around cone with partner stepping in for next pass

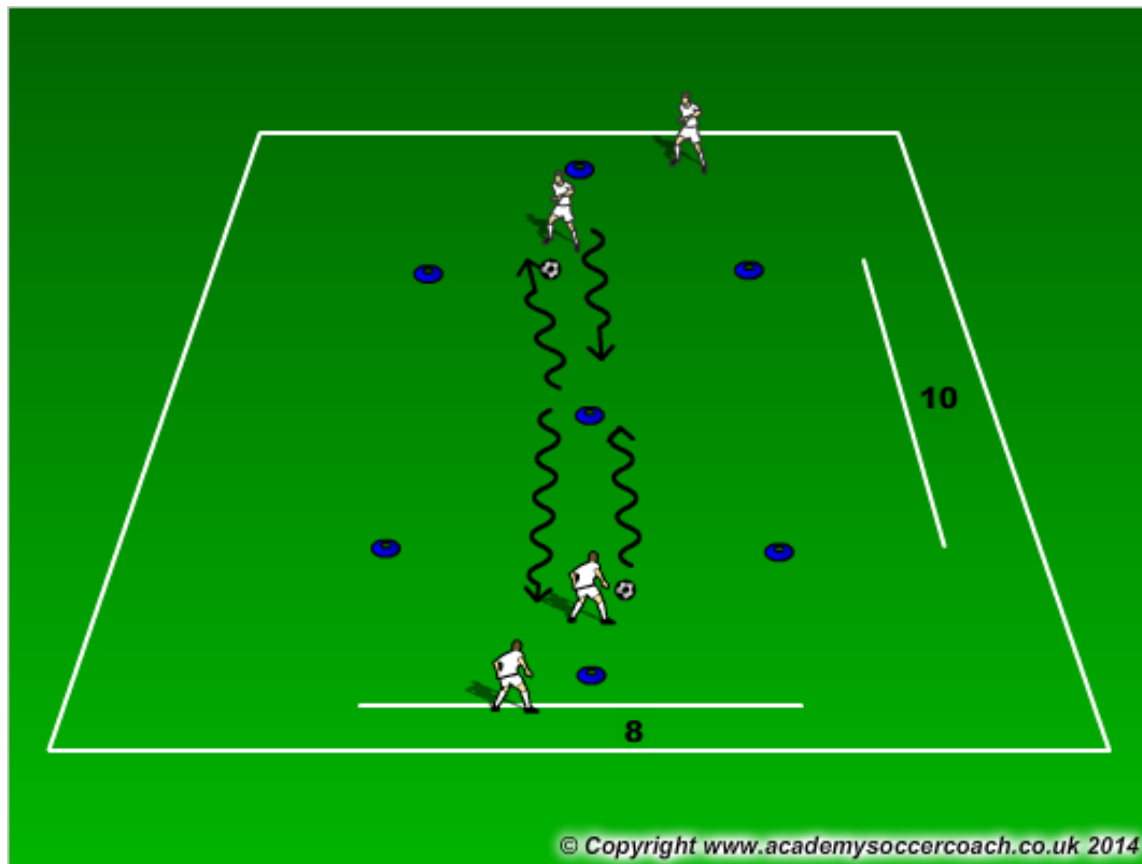
**Coaching Points:** Self preparation, strike center of ball with center of foot, don't land striking foot

## **Progressions**

- Pass and take 1<sup>st</sup> touch behind cone to right or left and connect pass
- Pass and take 1<sup>st</sup> touch in front of cone to left or right (use all surfaces of foot)
- Pass and attack cone with first touch and then use pull push behind and pass back
- Same as above with any COD move
- Pass and have partner set ball for you (quick set and pass, switching roles) RACE to 20 passes

Lots of different options for progressions working on 1<sup>st</sup> touch and passing

# BAYERN MUNICH: PHASE 2



**Area:** 10 x 8 Hexagon

**Description:** In 4 players perform different Ball mastery sequences in to the center cone

# 1 Double touches into the cone and play to next player waiting

# 2 Double touches with a figure 8 around to the blue discs on the way back

(lots of variations within this , set up for ball mastery and COD moves)



# BAYERN MUNICH: 3 VS 3 + 3 NEUTRALS



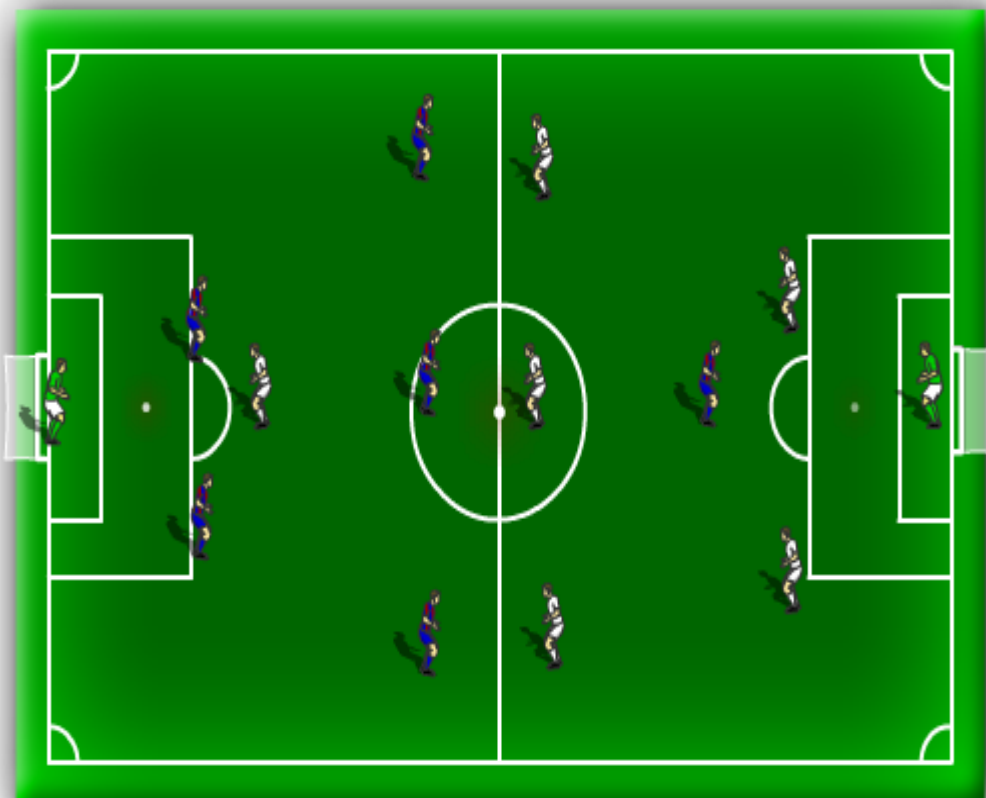
**Area:** 25 x 25 Grid

**Description:** 3 teams of 3 players. Two teams in the area playing against each other with the other team as neutral players. Neutral players have 1 player in the area and 2 players as targets on the outside of the area. Players attempt to combine passes from one side of the area to the other using neutral players.

**Coaching Points:** Speed of the pass is very important. Move the ball quickly with short, sharp passes. Once the ball is played to the outside targets move wide to create space for a return pass. Use the inside neutral player to link up the play.

**Progression:** Reduce the number of touches. Add additional outside targets.

## 6 vs 6: Conditioned Game(s)



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**Area:** 35 x 55 (dependent on area available)

**Description:** Separate players into teams of 6. Make 2-3 fields based on numbers.

**Coaching Points:** Emphasize the key points that have been worked on over each week; Speed of the pass, first touch, movement on and off the ball, combination play etc

**Progression:** Add neutral players or target players, dependent on the number of players available.

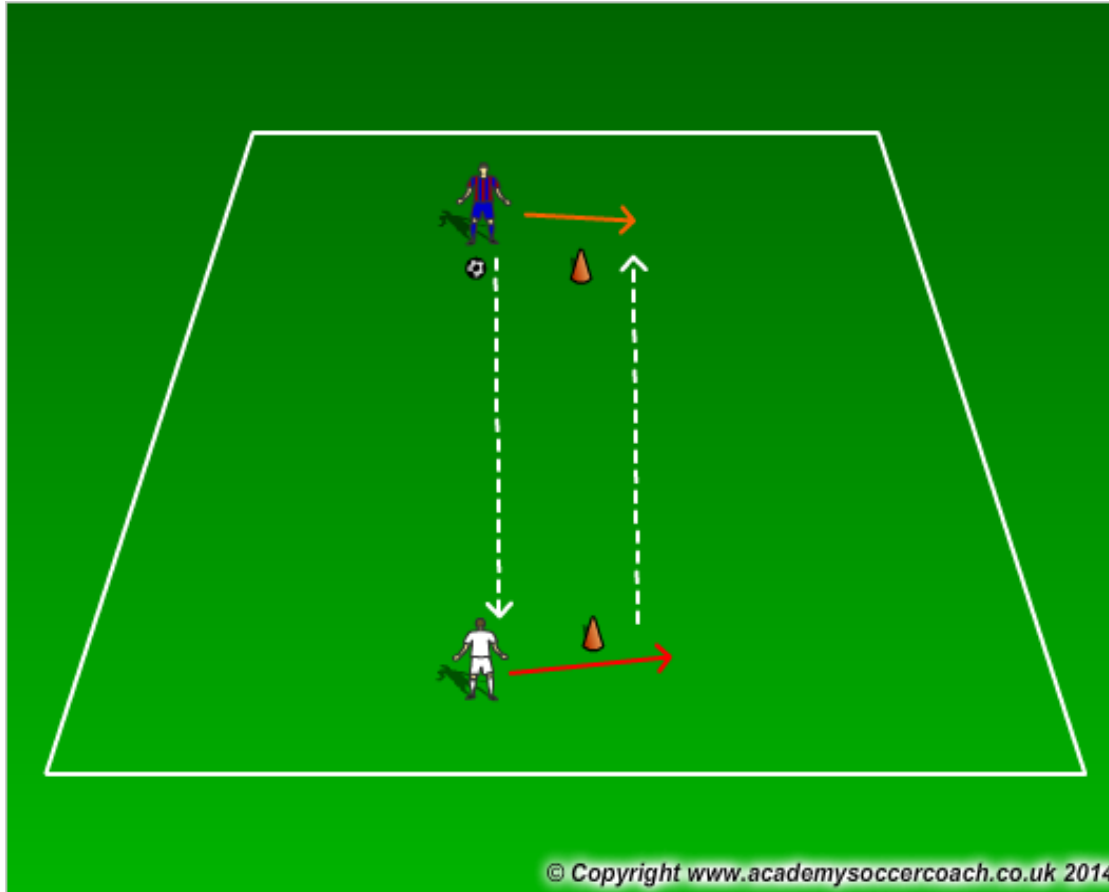
Add passing conditions; Set number of passes for a point/goal, set number of passes before you can shoot etc

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## Session Six: 1<sup>st</sup> Touch & Use of Space



# PASSING: 1<sup>st</sup> TOUCH

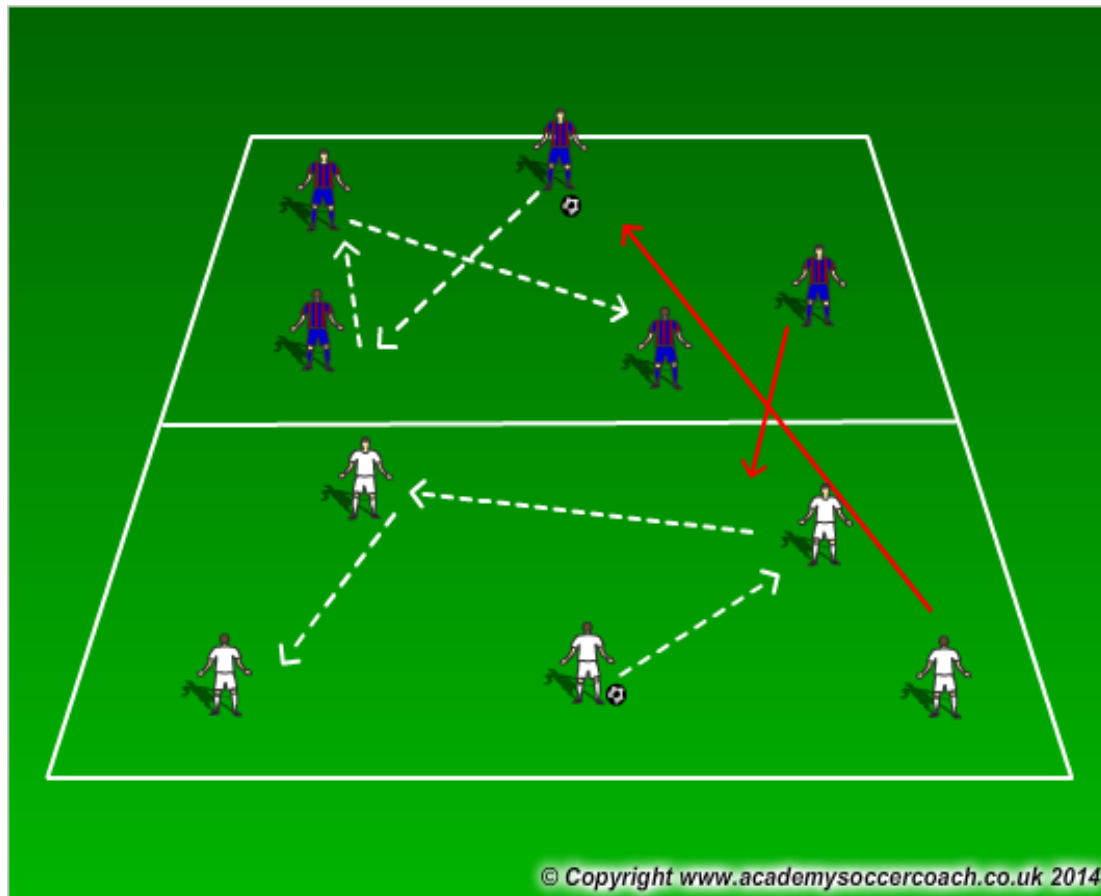


**Set-up:** Cones 10-20 yards apart, depending on passing surface. Players in pairs, one player at each end cone. 1 ball per pair.

**Activity:** Player with the ball passes across the area and then moves to the opposite side of the cone. Player receiving the ball, takes a touch to the side to move themselves to the opposite side of their cone. Repeat across the area. Change passing surfaces (side-foot, instep, laces)

**Coaching Points:** Concentrate on speed of the pass to get it across the area quickly. Strike the ball with the correct surface. Knee over the ball to keep the passes on the ground. First touch to the outside, second touch is the pass. Make sure the ball is in front of you, not under your feet; take an extra touch if necessary.

# PASSING: #'s GAME – 4 vs 1

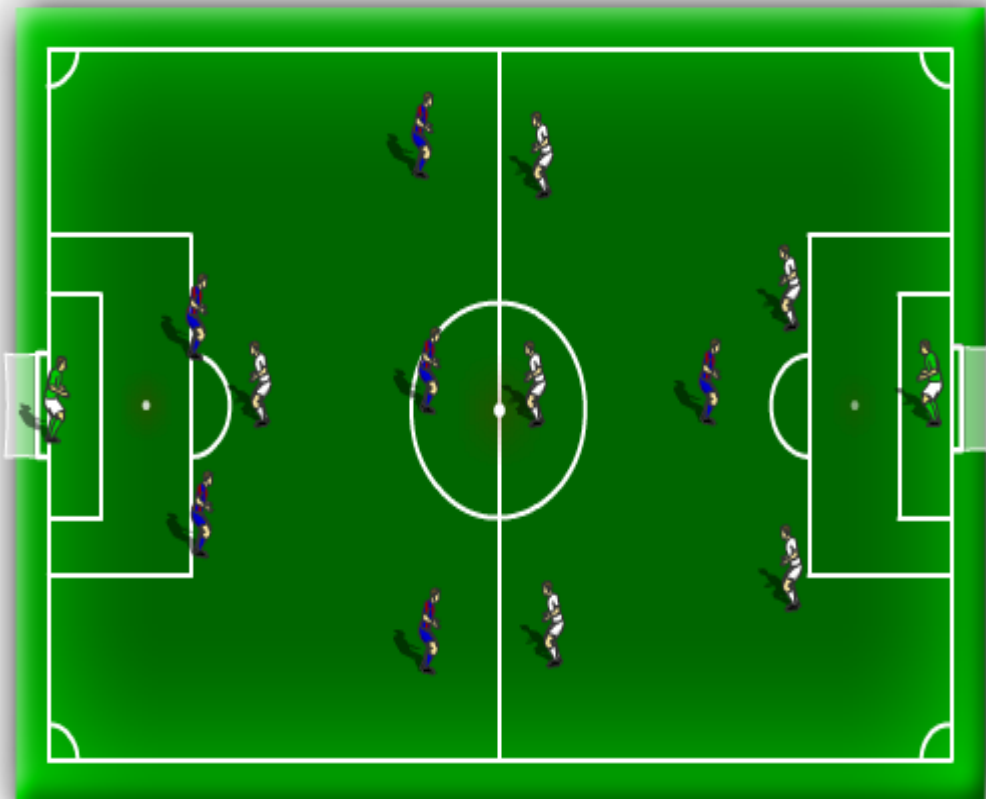


**Set-up:** 25 x 50 yard area (2 x 25 yard areas next to each other). Players in two separate groups of 5-10 players in each of the areas. 1 ball per team. Players number themselves within their group (1-5).

**Activity:** Players numbered 1-5 within the area. Players pass and move within the area to start. Coach on the outside calling out numbers. If coach shouts out # 1, then # 1 from each team goes into the opposing area and tries to win the ball (4 vs 1). First defender to win the ball gets a point for their team. If players possess the ball for more than 10-12 passes the coach calls out a second #.

**Coaching Point(s):** Try to move to open space (outside of the area). Paces to be hit with pace. Use your hands to let the player with the ball know where you want the pass played. Take first touch away from the pass (pressure) on the back foot. Try to split the defender(s).

## 6 vs 6: Conditioned Game(s)



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**Area:** 35 x 55 (dependent on area available)

**Description:** Separate players into teams of 6. Make 2-3 fields based on numbers.

**Coaching Points:** Emphasize the key points that have been worked on over each week; Speed of the pass, first touch, movement on and off the ball, combination play etc

**Progression:** Add neutral players or target players, dependent on the number of players available.

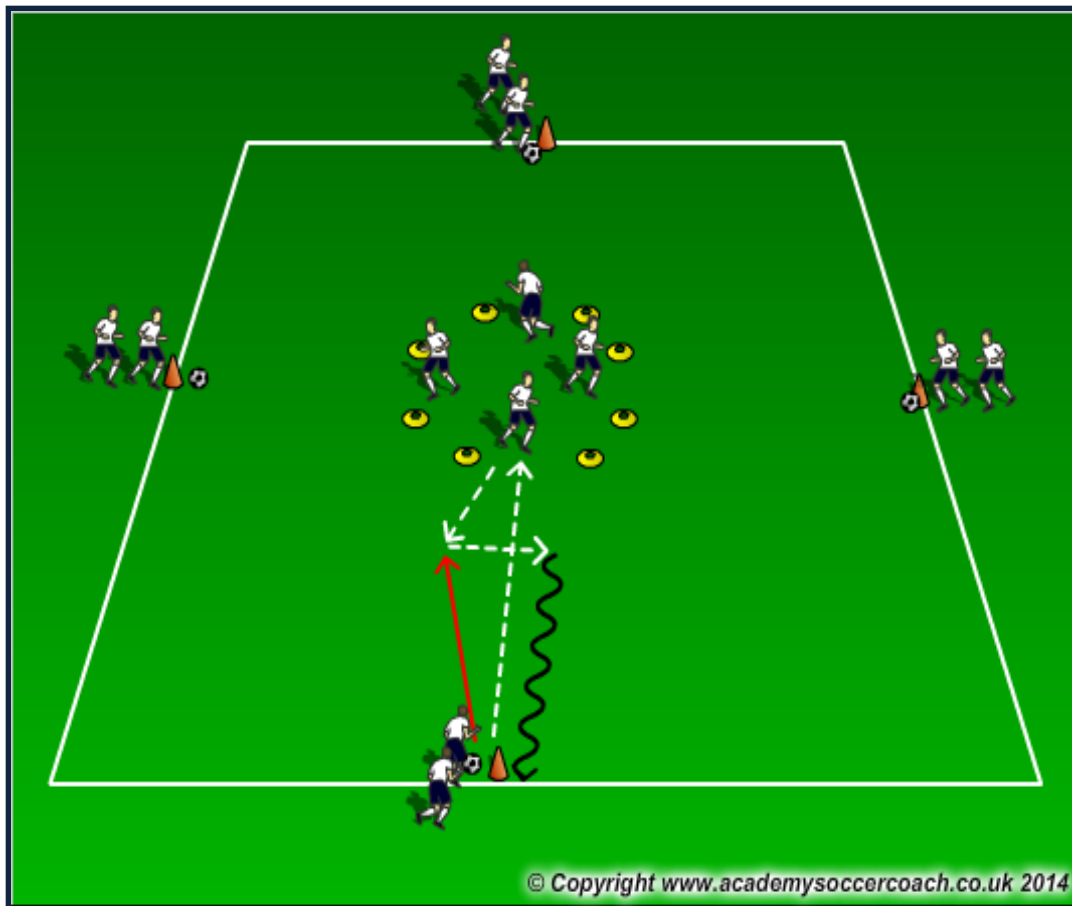
Add points/goals for successful passes ie. 21 point game.

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## Session Seven: Possession & Basic Positioning



# PASSING WARM-UP: LATRONICA



**Area:** 20x20 yard grid

**Description:**

Separate players equally around grid on the outside. 1 player from each line starts in the middle. Players perform passing patterns. Add gates between inside and outside players to complete passing combinations.

Passing Patterns:

1-2 to feet, 1-2 to feet (with movement to outside gate), 1-2 between 3 players

**Coaching Points:**

Short sharp touches on the ball

Check back to receive ball

Vary passing surfaces – focus on inside of the foot

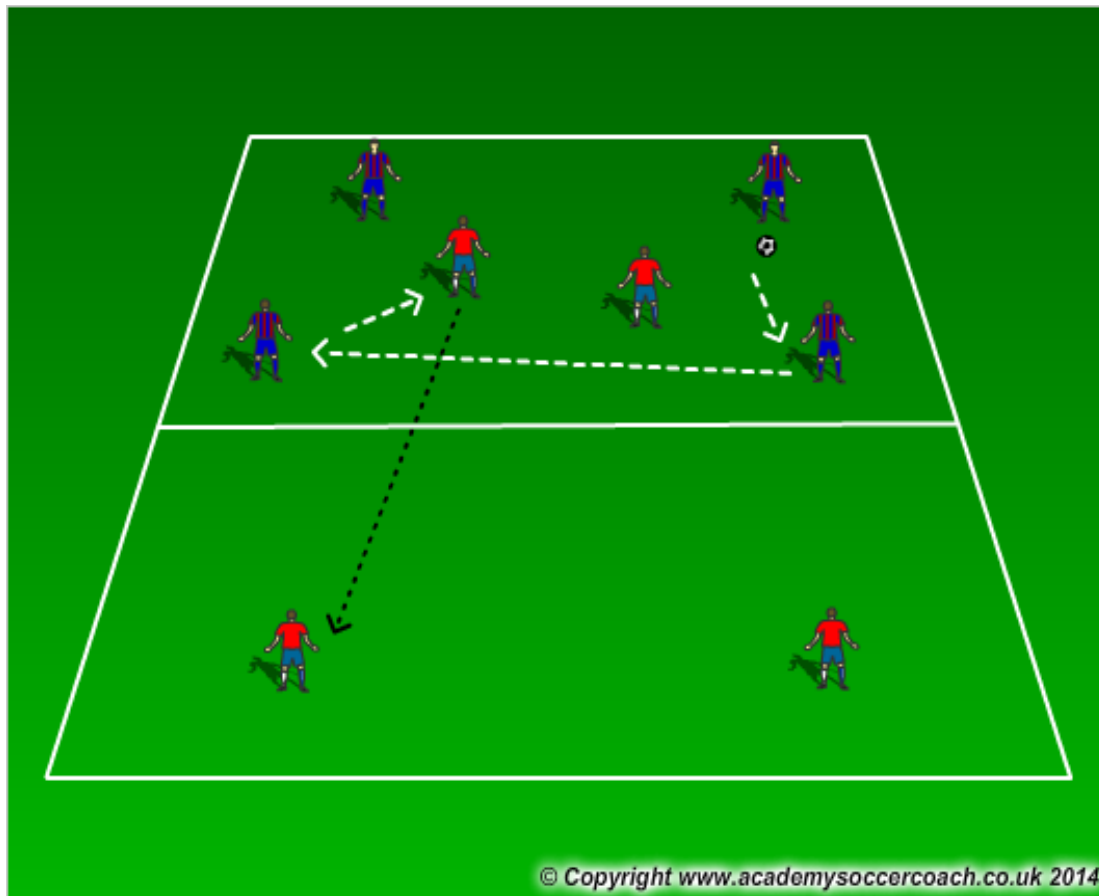
Vary receiving technique

Scan as they dribble

Scan before they receive the ball



# PASSING WARM-UP: LATRONICA

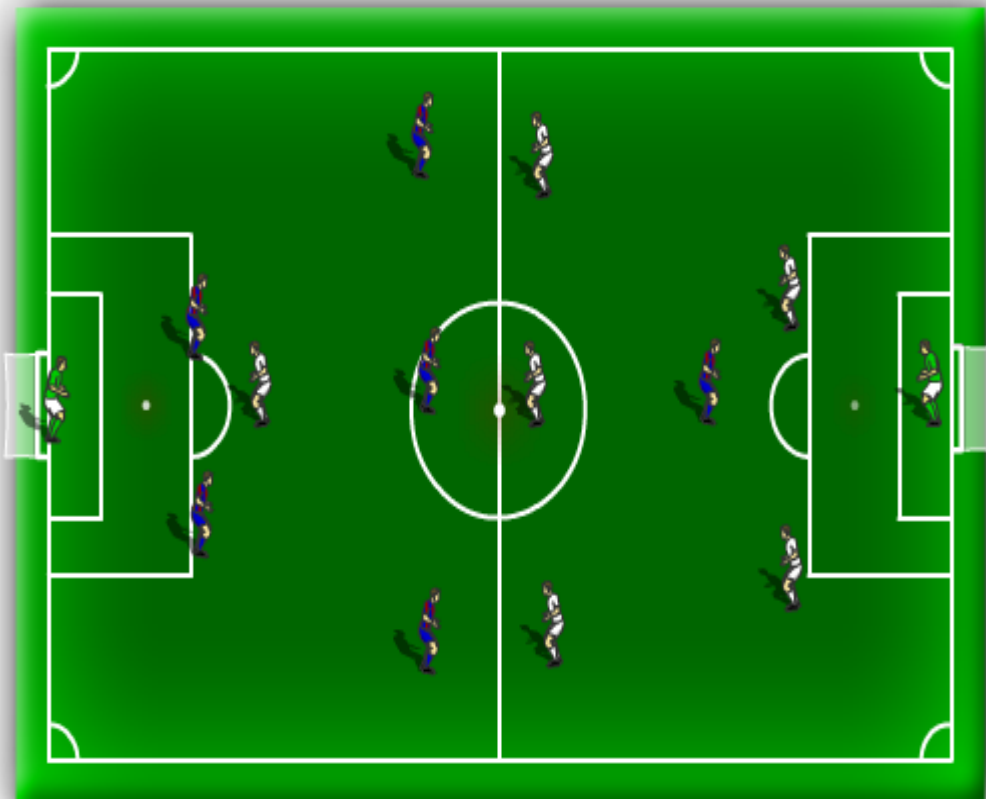


**Set-up:** 25 x 15 yard areas, back to back. Two teams of 4 players. Start with 1 team in one of the areas versus 2 players from the opposite team. Remaining players waiting in the opposite area. 1 ball, with a supply of extra balls on the outside of the area.

**Activity:** 4 vs 2 possession in one area. Possession team try to move the ball quickly and complete as many successful passes as possible. If the defenders kick the ball outside of the area, then the possession team restart. If the defending team get possession of the ball, then they attempt to pass the ball to either of their remaining 2 team mates in the opposite area. The play then transitions into this area with the activity repeated (4 vs 2). Keep playing until one team reaches 21 points.

**Coaching Points:** Move the ball quickly (speed of play) with reduced touches. First touch away from pressure, on the back foot where possible. Speed of pass is important. When possession is lost move the ball into the opposite area as quickly as possible.

## 6 vs 6: Conditioned Game(s)



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**Area:** 35 x 55 (dependent on area available)

**Description:** Separate players into teams of 6. Make 2-3 fields based on numbers.

**Coaching Points:** Emphasize the key points that have been worked on over each week; Speed of the pass, first touch, movement on and off the ball, combination play etc

**Progression:** Add neutral players or target players, dependent on the number of players available.

**Basic Positions and Rules:**

Set-up Teams in basic formations:

1 – 2 – 1 – 2

1 – 2 – 2 – 1

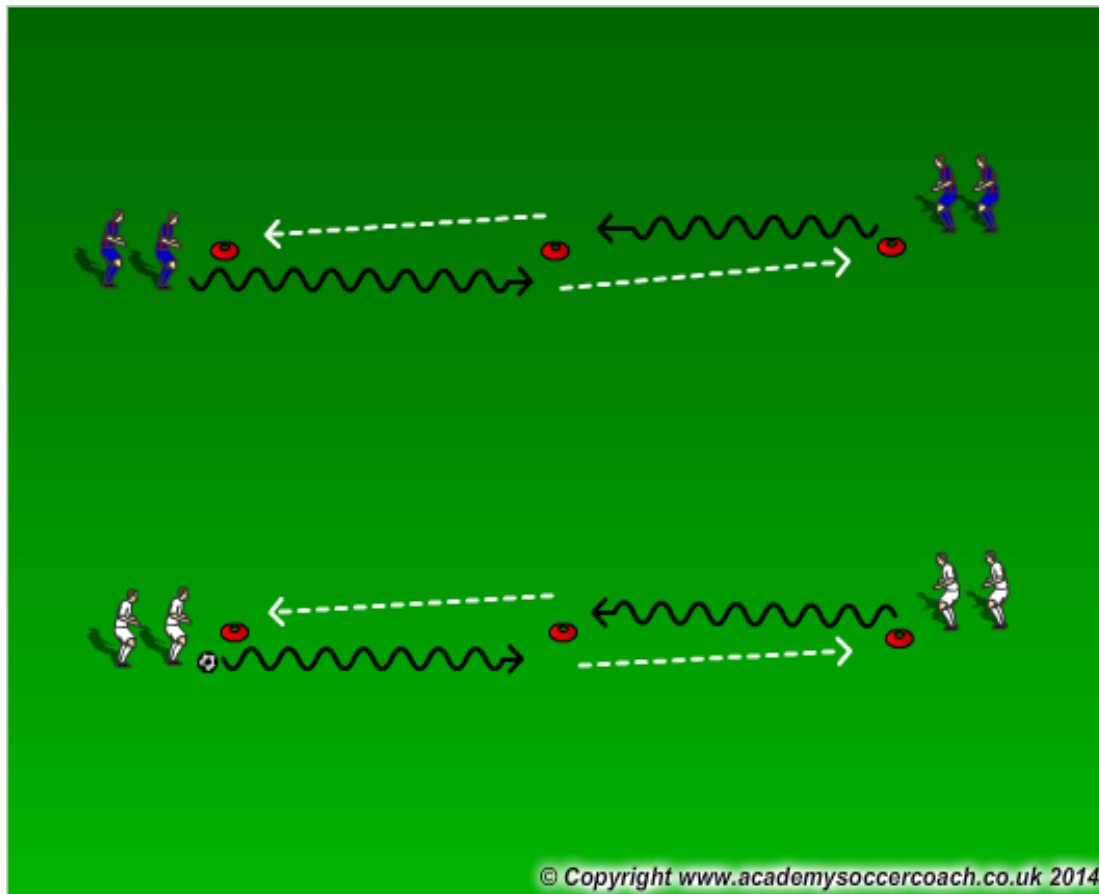
Focus on using the space, making the field bigger (player positions) and moving the ball.

# EDUCATE - CONNECT - INSPIRE

## Session Eight: Possession in Games



# PASSING: PASS AND FOLLOW



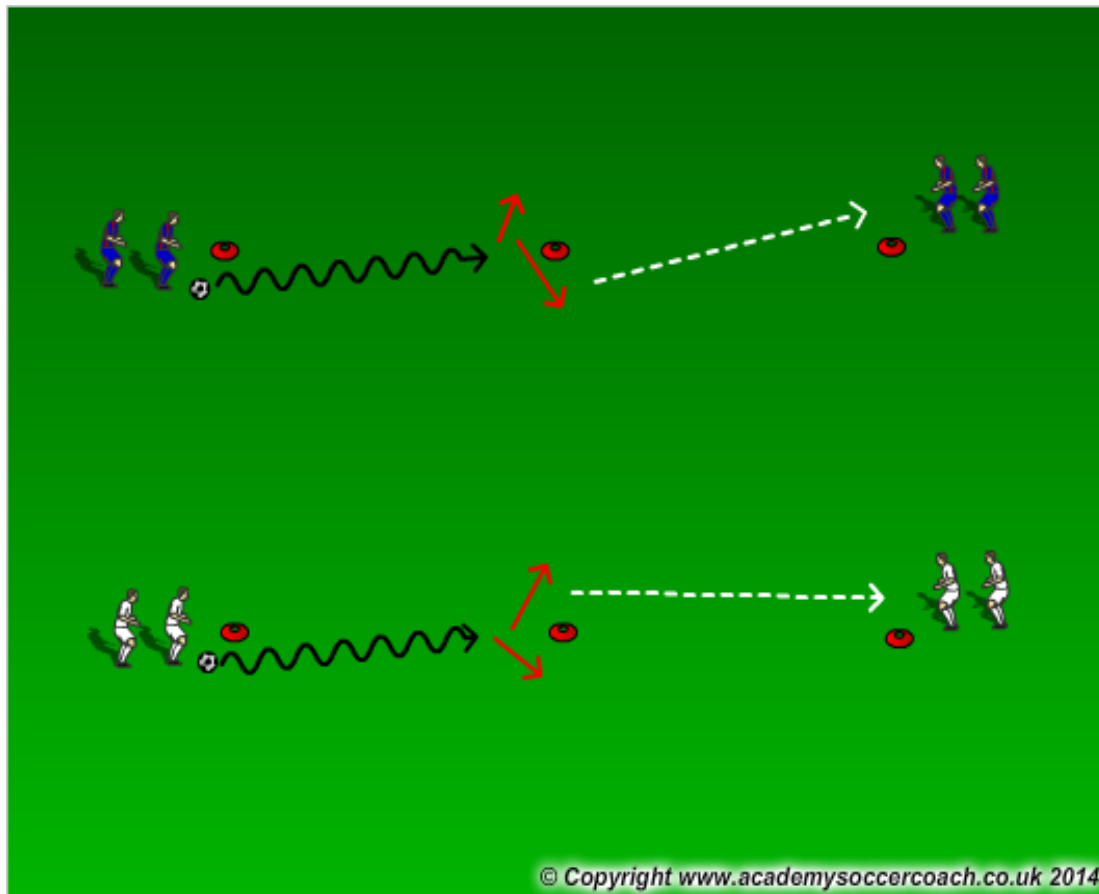
**Set-up:** Players approximately 20 yards apart (center cone @ 10 yards). Multiple players in line(s) depending on #'s. 1/2 Balls per group, depending on #'s.

**Description:** Player(s) with the ball dribble across the area, staying to the right side of the cones and at the half way cone pass to the opposite player. All players follow their pass. Add in touches with different surfaces and dribbling combinations.

**Coaching Points:** Dribble with close control, concentrating on the dribbling combination. Quick touches rather than speed. Quality pass to the opposite player, concentrating on accuracy and speed of the pass.

**Progressions:** Add passing turns, fakes and passing combinations. Add competition.

# PASSING: PASS AND FOLLOW WITH FAKES

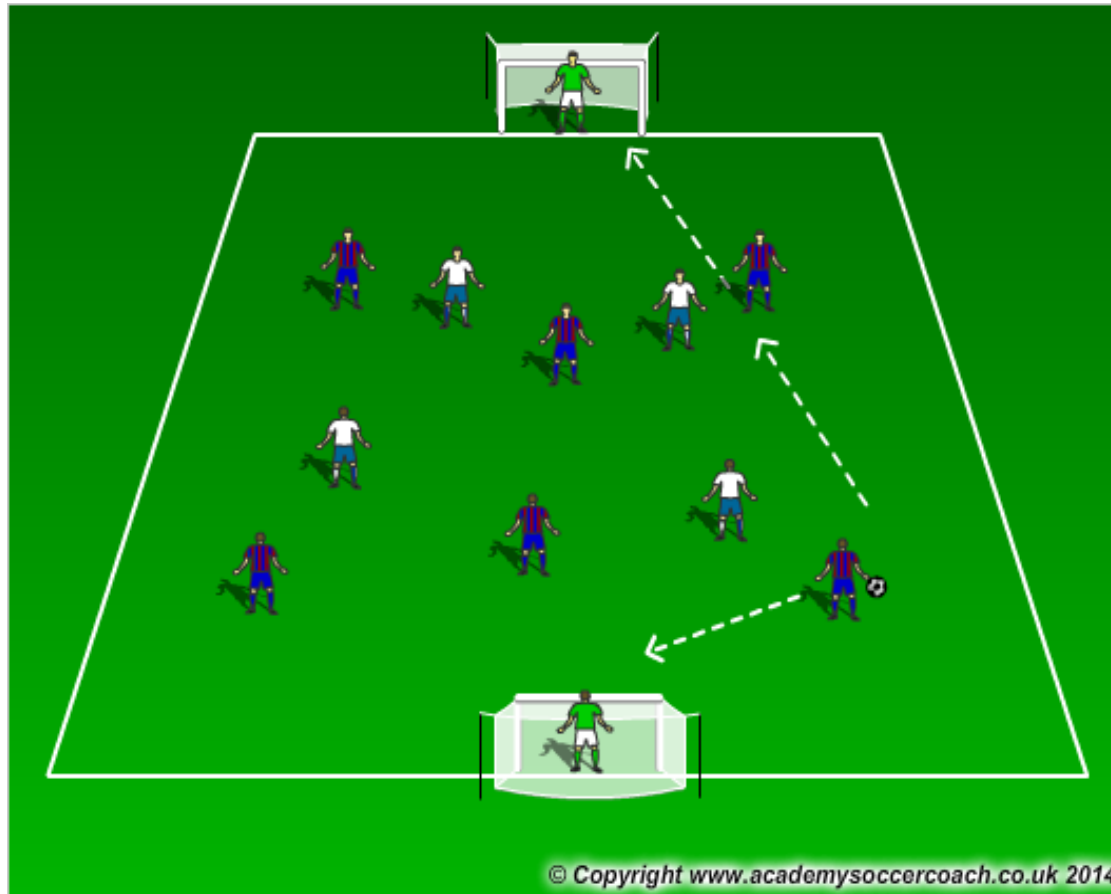


**Set-up:** Players Approximately 20 yards apart (center cone @ 10 yards). Multiple players in line(s) depending on #'s. 1/2 Balls per group, depending on #'s.

**Activity:** Player(s) with the ball dribble across the area, staying to the right side of the cones and at the half way cone pass to the opposite player. All players follow their pass. Players perform a fake before and around the center cone, then pass to the opposite line of players.

**Coaching Points:** Dribble with close control, concentrating on the dribbling combination. Quick touches rather than speed. Fake around imaginary defender (cone) and make sure the change of direction is big. Add in change of speed after fake; positive first touch out of the fake. Quality pass to the opposite player, concentrating on accuracy and speed of the pass.

# POSSESSION vs ATTACK

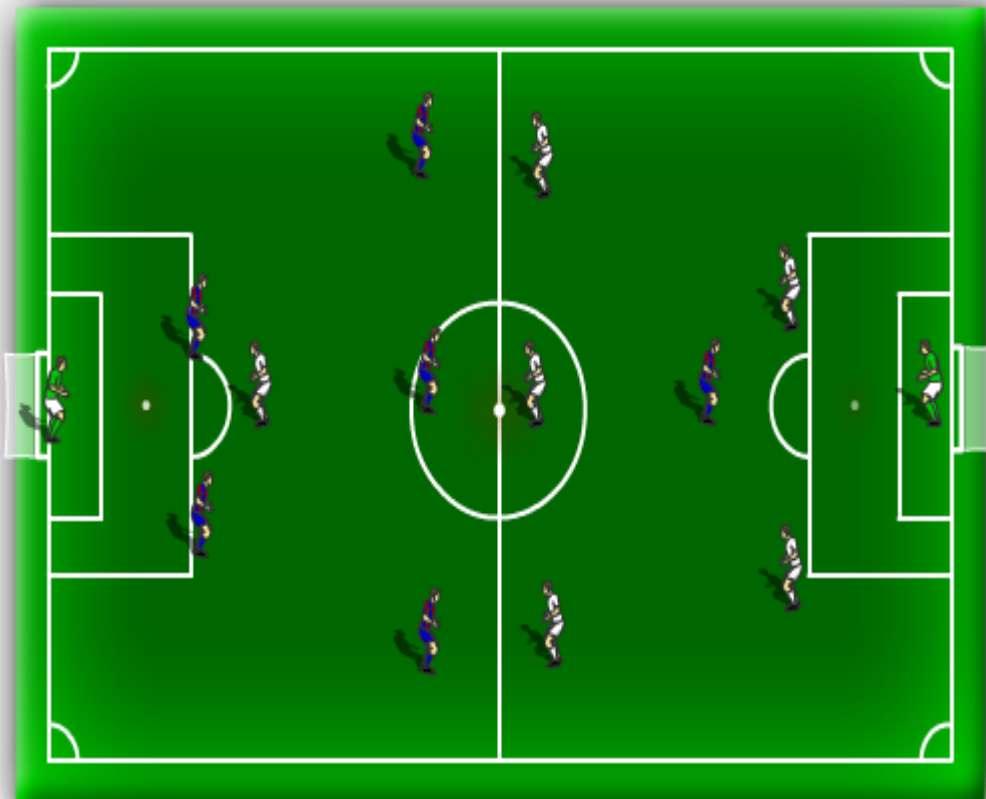


**Set-up:** 60 x 40 yard area. 6 vs 4 in the area with a GK in each target goal. 1 ball in the area with a supply of balls on the outside.

**Activity:** 6 vs 4 in the area. Team of 6 (attackers) attempt to move the ball quickly to create opportunities to shoot in either of the goals. Defenders try and delay the attacks and deny space. 5 minute possession game(s) and then switch the teams and roles.

**Coaching Points:** Move the ball quickly to create space and opportunities to attack the goal(s). Look for attacking passes (first look forward) and use moves and changes of direction to create space. Defenders try and deny space and delay the attack(s). If defenders kick the ball out then another one is played in. If they gain possession then try and keep the ball to delay the attack.

## 6 vs 6: Conditioned Game(s)



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**Area:** 35 x 55 (dependent on area available)

**Description:** Separate players into teams of 6. Make 2-3 fields based on numbers.

**Coaching Points:** Emphasize the key points that have been worked on over each week; Speed of the pass, first touch, movement on and off the ball, combination play etc

**Progression:** Add neutral players or target players, dependent on the number of players available.

### Game Positions and Rules:

Set-up players in basic formations (as in Week 7).

Focus on quick restarts and rules applied to the re-starts.