PASSING - CREATING THE FINAL PASS

Mobility -> support -> width -> blind-side runs -> diagonal movement

SESSION OVERVIEW

SESSION AIM

Develop passing combinations that create the final pass through mobility, support, width, blind-side runs and diagonal movement.

THEME	PRACTICE 1	PRACTICE 2	END GOAL
Final Pass	**End-Line Penetration**	**6v6 + Wide Channels**	**Create Chances**

EXERCISE 1 | 4V4 END-LINE PENETRATION

ORGANISATION

Create two separate 4v4 games so all players are active. Organise each area as a 20 x 30-yard grid with an end-line target zone for each team.

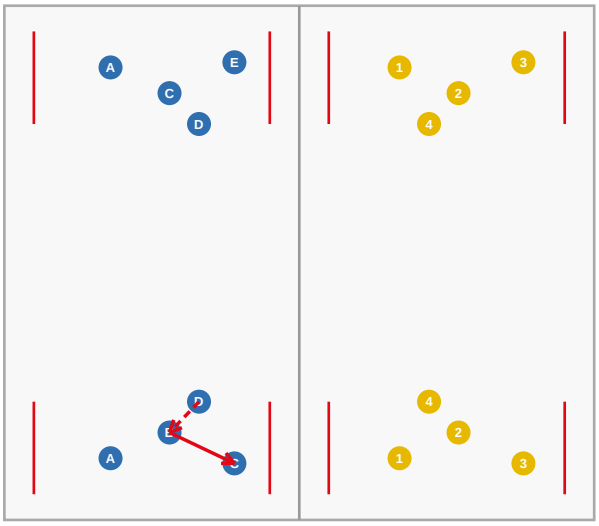
HOW IT WORKS

Both teams compete for possession and score by penetrating the opponent's end line. Encourage quick play and a one-minute scoring mindset. Players should use mobility and support to create the final pass, including blind-side and diagonal runs. One player may check short to create space while another spins or runs beyond to receive the penetrating ball.

COACHING POINTS

- Encourage quick, sharp movement of the ball.
- Support with proper angles and distances around the passer.
- Use diagonal runs, blind-side runs and good timing to penetrate.
- Maintain width and depth at all times and look to play forward early.

DIAGRAM



Two 4v4 games running at once, with teams scoring by penetrating the end line.

PROGRESSIONS

1. Add a touch limit to increase speed of play and quicker recognition of the final pass.
2. Award bonus points for penetrations created by a check-short movement followed by a diagonal run.

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Mobility -> support -> width -> blind-side runs -> diagonal movement

EXERCISE 2 | 6V6 + WIDE CHANNEL PLAYERS

ORGANISATION

Organise a pitch with wide channels running the length of the field. Play 6v6 plus goalkeepers in the central area, with two advanced channel players for each team positioned wide.

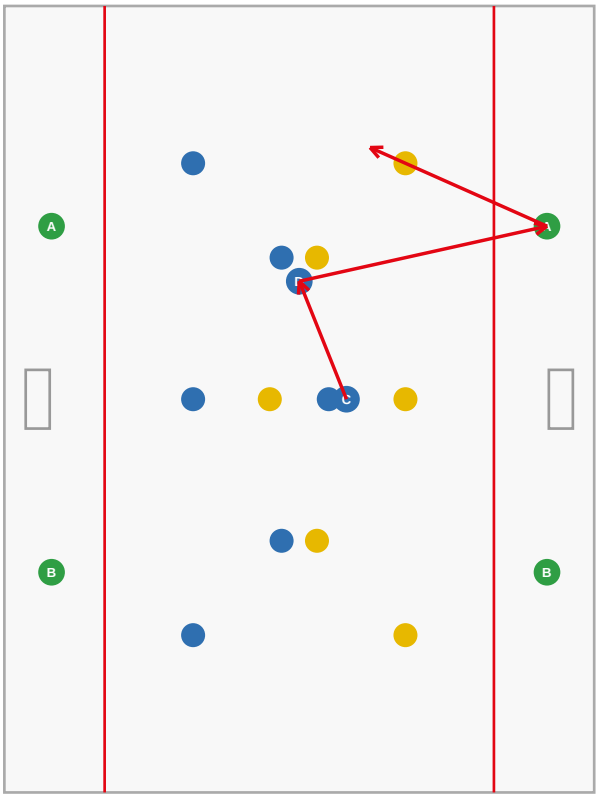
HOW IT WORKS

Teams compete for possession and may score from general play or from attacks created through the wide players. Channel players cannot defend against each other and begin with a two-touch restriction. Encourage the central team to recognise when to combine centrally, when to play into an advanced player and when to release the ball wide for an early cross. Wide players may cross or combine back inside depending on the picture.

COACHING POINTS

- Choose the correct pass: lay-off, wide pass, through ball or shot.
- Keep all players mobile to create the final pass.
- Time wide support well so crosses can be delivered effectively.
- Make positive forward runs into the box to attack early service.

DIAGRAM



Central players combine and release wide players to create the final pass or cross.

PROGRESSIONS

1. Start with a two-touch restriction on all players to promote quick circulation.
2. Then remove the touch limit but still demand sharp passing and quick support.