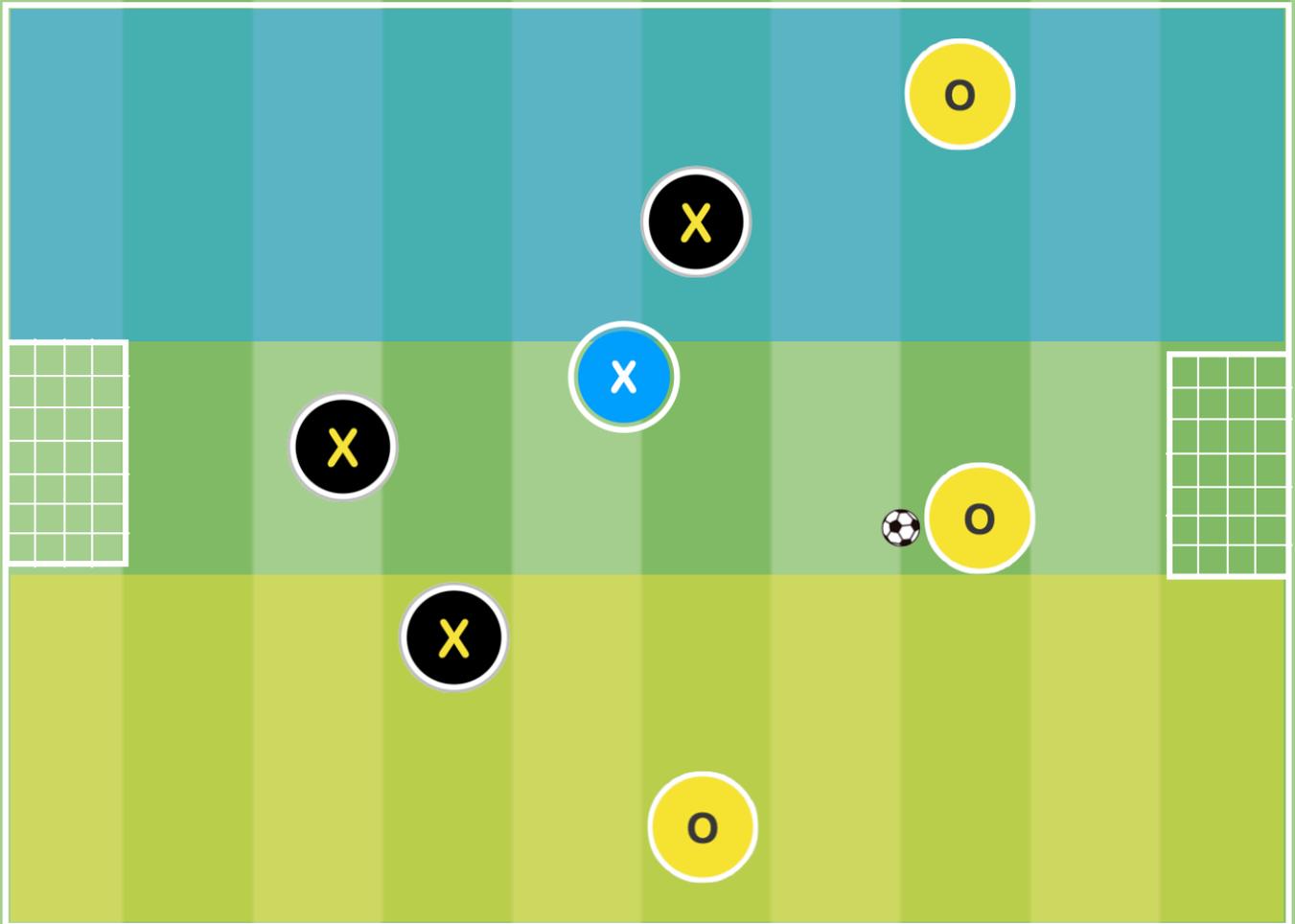# 3v3+NEUTRAL 3 CHANNEL GAME

3v3+NEUTRAL 3 CHANNEL GAME

This is a great game to start to introduce the concept of position on the pitch to your beginner players by placing them into one of 3 channels.

SET UP & ACTIVITY

Set up a small sided pitch and create three channels (left, middle, right) make your middle channel a little narrower than the left and right channels. You want to make sure that the wide players can also score from their channel and are not isolated in the game and only have the option of passing.

Pick two teams of 3v3 and assign a specific channel (right, middle, left) pick an additional player who will be the Neutral player. The neutral player will play on whichever team has possession of the ball and will also be able to move freely anywhere on the pitch.

The neutral is there to help create 2v1 situations and help the attacking team move the ball. Without the neutral the game simply becomes a series of 1v1 in each channel.

Players must stay in their channels, the neutral must go into the channels to help create 2v1 situations.

COACHING POINTS

- Encourage your neutral player to go and support and create a 2v1 with whichever player has the ball.

- Have the team who gets possession look for the neutral player and bring them into the play to give them the advantage.

- Encourage the neutral to dribble the ball into a different channel to change which goal the team will attack or create a new 2v1 match up.

Q. If the player with the ball dribbles out of their channel which player should replace them?

A. The player who should replace them is the player in the channel that they dribble into

VARIATIONS

- Switch which channel the players are playing in so they a chance to play in each channel and also switch your neutral player.

- Change the condition of the game so the player with the ball can leave their channel when they have the ball. When they leave their channel with the ball one of their team mates must take their space. Team in possession must have a player in each channel at all times.

- Add a constraint that the ball must go into at least 2 different channels before a team can score.

- Add a constraint that the ball go into all 3 channels before the team can score.