

The Real Madrid game

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How to play it

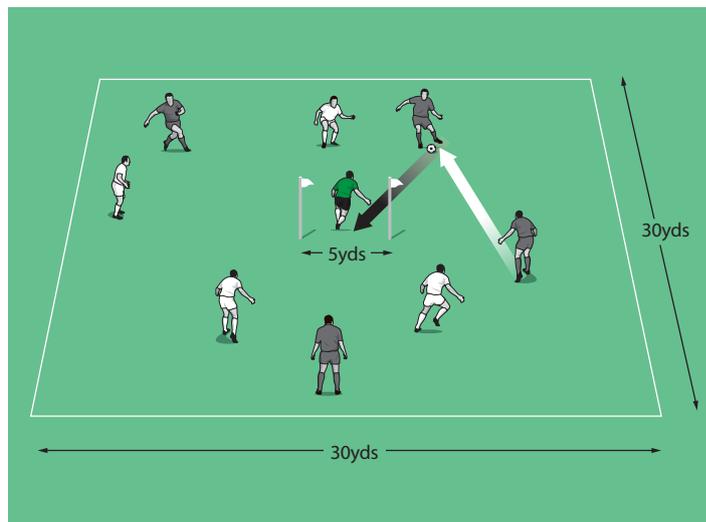
- This is a great game that develops football vision, encouraging players to use quick passing moves, and to take goalscoring opportunities when they present themselves. The progressions in this game are important as they take players out of their comfort zones.
- The Real Madrid game can be used for players as young as seven or as old as 14.
- You'll need some flat cones, training vests in two different colours, two poles (or standard cones) and one ball.
- Set-up as shown - a goal made with two poles (or standard cones) in the centre of a 30x30-yard square. The goal is five yards wide.
- Divide your players into two teams - 4v4 will do - plus one neutral keeper.
- Serve the ball in. Both teams have to score in the goal, but can do so from either side.
- Play for 10 minutes, or until one team scores five goals.

Advancing the game

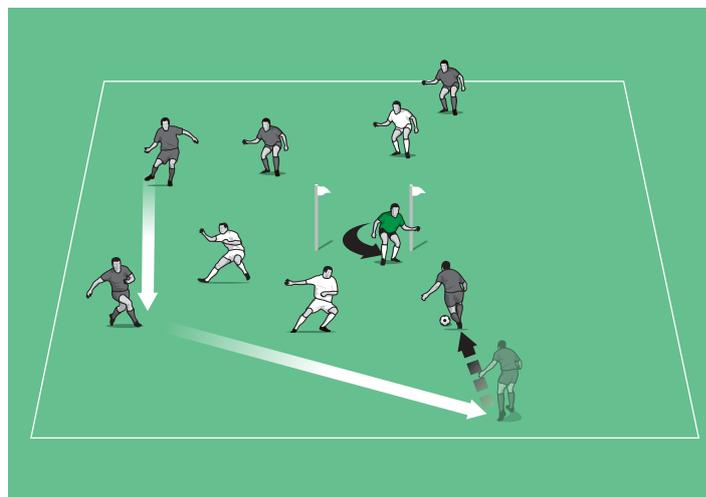
- Now play with uneven teams (5v3, for instance) to encourage players to become accustomed to a numerical advantage (or disadvantage).
- Alternatively, play with three teams instead of two.
- Or, allocate a 'target player' to each team. The condition is that these are the only players who can score.

Technique and tactics

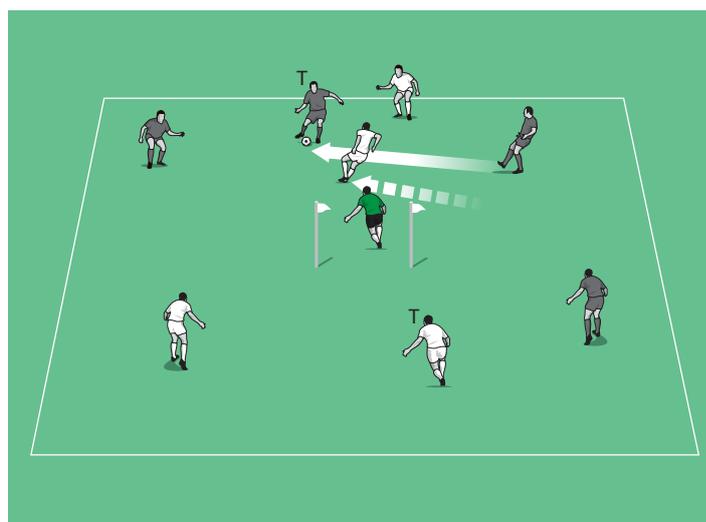
- I call this the Real Madrid game because it's all about attacking flair and intent. Going for goal is the ultimate aim for any team, and being able to score in either side makes this much easier than in any normal game.
- Teams can attack whilst defending as well, so if ever possession is turned over in front of goal, look for quick and positive attacking decisions.
- We also want players to recognise the benefit of switching the ball from one side of the goal to the other. After all, if play is congested on one side, that means there's space to be exploited on the other.



In the 4v4 game, greys find an unmarked man and a goal is scored



Advancing the game to produce an overload situation - 5v3 here - gets players adapting to different attacking conditions



Using target players focuses attacking angles and also gives covering defenders a target to concentrate on

