



Game Management — The Score and the Clock

Session 33 • Match intelligence • 14–16 players • 60 minutes

0:00 – 0:10 • 10 MIN

The Corner

0:10 – 0:25 • 15 MIN

Seeing It Out

0:25 – 0:40 • 15 MIN

The Scoreboard Game

0:40 – 0:55 • 15 MIN

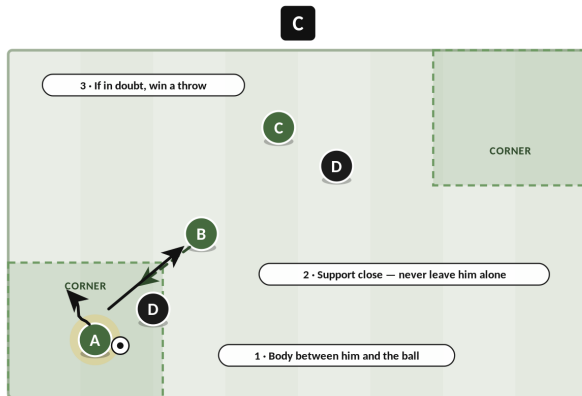
The Last Ten Minutes

0:55 – 1:00 • 5 MIN

Questions and homework

33.1 THE CORNER

Warm-up • 10 min



THE CORNER IS THE SAFEST PLACE ON THE PITCH

SET UP

- 30 × 18 m with a corner zone marked at two opposite corners.
- Threes: two attackers against one defender, working in a corner.

RULES

- Fifteen seconds in the corner zone scores 1 point.
- Winning a throw-in also scores 1 point.
- No pushing or holding. The arm is for balance; a foul concedes the point.

COACH IT

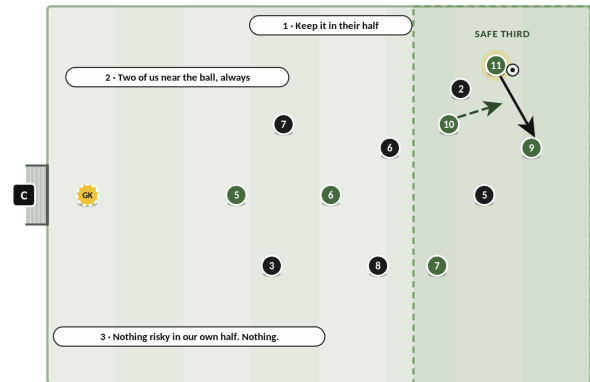
- Technical: Low centre of gravity, side-on, ball on the foot furthest from the defender, arm bent across for balance. Small touches, never a big one.

SAY

- Away from him. Ball on the far foot.
- Lower. You're twice as hard to move like that.

33.2 SEEING IT OUT

Technical practice • 15 min



AHEAD AND SHORT OF TIME - THE BALL IS THE BEST DEFENDER YOU HAVE

SET UP

- 46 × 32 m with a full goal and goalkeeper at one end only.
- Six against six. Reds are a goal up and defending the goal; blues are chasing the game and must ...

RULES

- Three-minute rounds. Reds start one goal up; blues must score.
- Reds score 1 point per thirty seconds of possession in the far half. Blues score 3 for a goal.

COACH IT

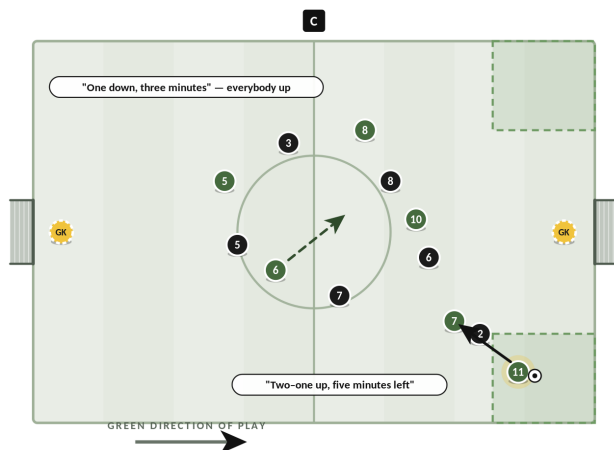
- Technical: Shielding, receiving on the back foot facing away from pressure, and the short pass under pressure. Nothing new, all of it under a different ...

SAY

- The instinct, and the thing that loses the game. Every time you kick it away, they get it back.

33.3 THE SCOREBOARD GAME (6 v 6 + GKs)

Skill game • 15 min



SET UP

- One pitch, 44 × 30 m, both full goals with a goalkeeper in each.
- Safe corners marked at both ends of the pitch.
- 6 v 6 outfield plus two goalkeepers (14). With ...

RULES

- A new score and time is announced every two minutes and applies immediately.
- Goals count towards the announced score until the next change.

COACH IT

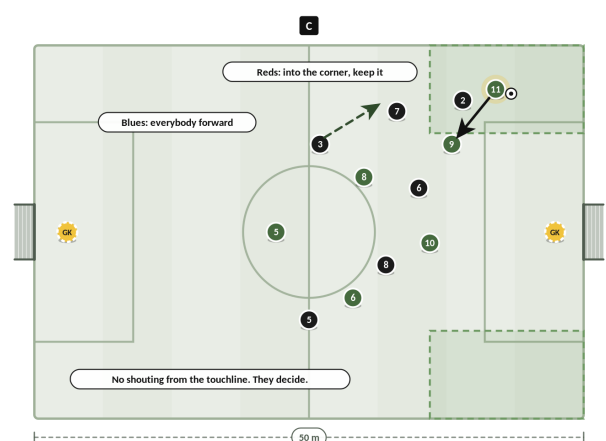
- Technical: Note whether the technique changes under different pressures. It should — a team protecting a lead needs its best passing, not its worst.

SAY

- The whole point. You're one up with two minutes left. Is this how you'd play?

33.4 THE LAST TEN MINUTES (7 v 7)

Conditioned match • 15 min



SET UP

- 50 × 34 m with full-size goals and marked boxes.
- 7 v 7 including goalkeepers (14). With 15–16, play 8v8 or roll substitutes every two minutes.
- Reds start 1–0 up with ten minutes on the clock ...

RULES

- Reds are one goal up. Ten minutes, then four more.
- No time-wasting. Any of it and the goal is chalked off — the sanction has to be severe enough to be real.

COACH IT

- Technical: Passing under anxiety, which is a different skill from passing under pressure. Note who keeps their technique.

SAY

- Count them. It is the number that decides the exercise.