



Odd Numbers

Session A6 • Contingency — when the plan does not fit • 8 to 24 players • 60 minutes

0:00 – 0:10 • 10 MIN

The Circle

0:10 – 0:25 • 15 MIN

Add a Grid

0:25 – 0:40 • 15 MIN

Outside Players

0:40 – 0:55 • 15 MIN

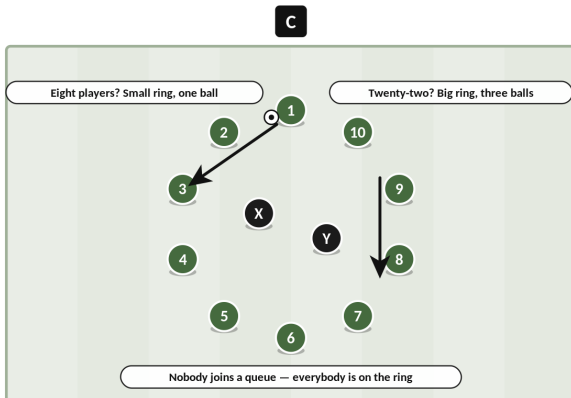
Split or Shrink

0:55 – 1:00 • 5 MIN

Questions and homework

A6.1 THE CIRCLE

Warm-up • 10 min



THE RING STRETCHES • THE SESSION DOES NOT CHANGE

SET UP

- One ring, players about 3 m apart. Eight players make a small ring; twenty-two make a big one.
- Two players in the middle. With big numbers, four in the middle.

RULES

- Everybody is on the ring. Nobody spectates and nobody queues.
- Two touches, one if the group is strong.
- Middle players win it, then swap with the giver.

COACH IT

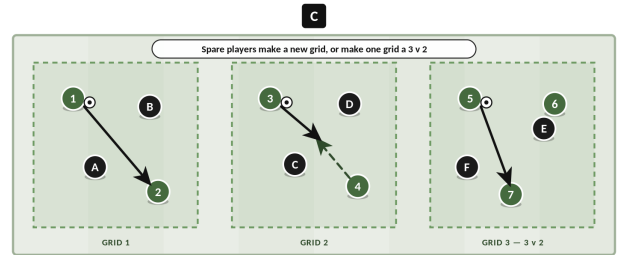
- Technical: Passing and receiving with the correct foot, and an open body so the next option is already visible.

SAY

- There is no off. Get in the circle.
- Step back out. Keep it big.

A6.2 ADD A GRID

Technical practice • 15 min



ONE MORE GRID • NEVER ONE MORE PLAYER STANDING

SET UP

- 12 × 12 m grids, marked with four flat markers each, about 2 m apart.
- Four players per grid — 2 v 2 — with a ball in each.

RULES

- Four players per grid, 2 v 2, one ball.
- Spare players make a new grid or a 3 v 2 — never a queue.
- From minute 5: three passes before a tackle is ...

COACH IT

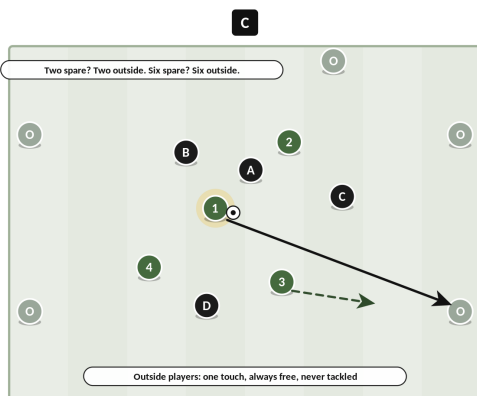
- Technical: Close control, turning and the short pass — the same technical content as any of the numbered sessions, running in parallel.

SAY

- The one thing to walk over and fix.
- Reset the markers. Two metres between grids is ...

A6.3 OUTSIDE PLAYERS

Skill game • 15 min



THE PITCH STAYS THE SAME • THE EDGES ABSORB THE EXTRAS

SET UP

- 32 × 24 m square.
- Even teams inside — 4 v 4, or 3 v 3, or 5 v 5, whatever divides.
- Everybody left over stands on the outside in grey ...

RULES

- Outside players play for whoever has the ball, one touch, never tackled.
 - Rotate the outside in every three minutes.
- Non-negotiable.

COACH IT

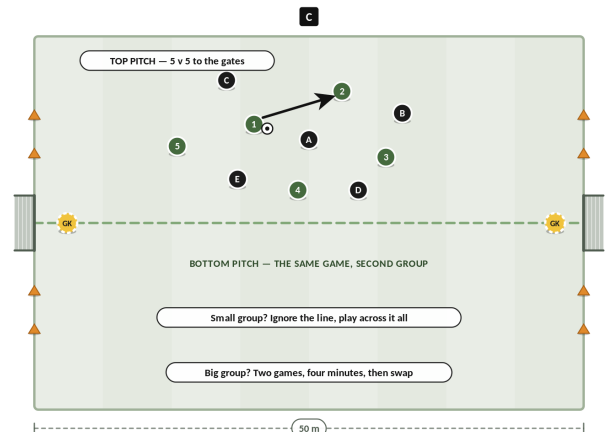
- Technical: One-touch passing for the outside players — genuinely difficult and genuinely valuable — and receiving on the half-turn for those ...

SAY

- The one failure that turns this into a queue with extra steps.

A6.4 SPLIT OR SHRINK

Conditioned match • 15 min



SET UP

- 50 × 34 m with a goal at each end and a dashed line straight down the middle of the length.
- Gates at each corner so the split pitches have targets without needing four goals.

RULES

- Small group: one pitch, full area, normal rules.
- Large group: two pitches, four-minute games, swap opponents each time.
- Corner gates count as goals on the split pitches.

COACH IT

- Technical: Whatever the season has been about. The match is the same match regardless of how the pitch was arranged.

SAY

- The commonest error on a big night. Split it.
- The commonest error on a small night. Shrink it.