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h required. e of ball. covering the goal. re & communicating	 If GK needs to punch ball: height, distance & width required. Two fisted or one fisted: through bottom & middle of ball. Ensuring roles of D's: depth, protection (of GK) & covering the goal. Readjustment of D's, holding a good defensive line & communicating (e.g. "Hold penalty spot" or "6yd line"). 	 Appropriate footwork & recovery lines to defend goal. If GK collects: timing & angle of take off (take off inside leg if possible). Angle & speed of GK approach via quickest & shortest route. Technique of catching at highest/safest point: elbows slightly flexed & 'see ball into hands'. 	 Key coaching points and detail Start position in relation to ball & goal. Main priority is to defend goal. 2nd. Priority is to defend space between GK & D's. GK positive stance & body language. Keeping D's pushed-out & organising marking positions. Assess flight of ball & make decision to collect or allow D's to deal with it. Early, loud, clear, calm and concise communication with D's ("Keeper" or "away"). If GK shouts: "away", retreat to defend goal.
Goalkeeping		✓ 30 yds 54 yds -	 Dealing with crosses II Practice organisation Quarter pitch incorporating full width & penalty area with appropriate size goal, as illustrated. 8 players (incl. GK) arranged 2 Attackers, 2 Defenders, plus 3 Servers (right & left foot mix if possible). Discs to mark off far post area, supply of balls by S's. Practice starts with: GK takes-up realistic start position in goal & S's cross balls in rotation to near & far post areas. S's provide a variety of in-swinging & out-swinging crosses. Simple progressions for this practice are: Provide crosses as described from opposite side. Introduce A & D to provide greater realism. GK collects far post service & quickly distributes ball away from direction of service, as to initiate counter-attack.