

Creative corner kicks

Variations for effective corners

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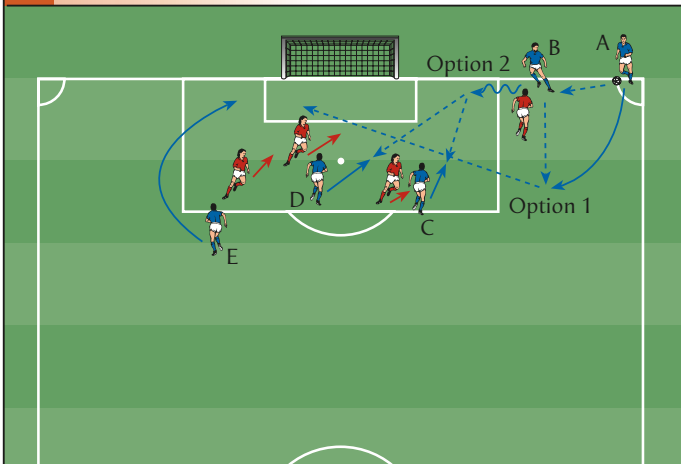
In pro soccer these past years, very few teams seemed to enjoy much success from their corner kicks. The reasons are many: poor runs, the lack of a strong header, the pace of the corner kick, the lack of repeti-

tions and even the intensity of the players. At the same time, modern ball-oriented defense formations are making set plays, including corner kicks, more and more important. So why not change your normal

schemes and offer your players a chance to get a shot on goal? Two-man corners have been around for years, and the examples provided in this article will lead to some quality chances to score.

PRACTICE GAMES

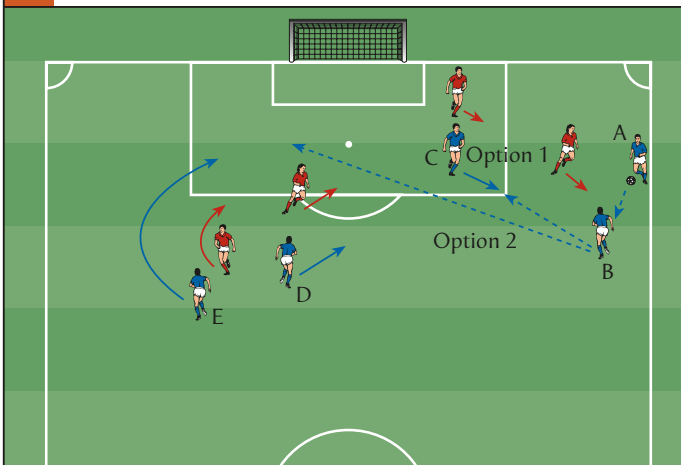
1 Basic two-man corner



Setup and sequence

- Top finisher (Player A) is on the ball.
- Ball is at the intersection of the endline and the corner arc.
- Top schemer or possession player (Player B) is three yards from the ball.
- Player A pushes the ball to B, who attacks the defender while dribbling.
- Player A bends his run outside B and the defender.
- B now has the option to
 - attack and beat the defender, or
 - pass to A, who will attempt to bend the ball inside the far post.
- Should B create space with a feint or step-over, he will take the ball along the endline and look for C and D, who have sealed off defenders along the six-yard-box.
- The final option would be E, who made a delayed bending run to the far post.
- Balls played to C or D should be driven hard on the ground. Balls played to E should be lofted or chipped, bending away from the endline.

2 Changed angle of kick



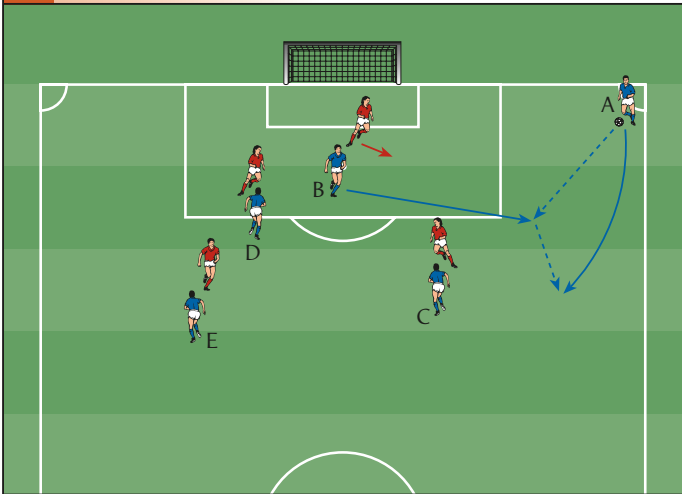
Setup and sequence

- Player A has the ball on any part of the outside corner arc.
- B stands farther away from the endline, about two yards from the ball.
- Player A plays the ball to B, who stops it with the sole of his foot.
- B strikes a driven ball to either the near post or the far post.
- C stands at the near post and steps toward the corner as A pushes the ball to B.
- C looks to slip the ball inside the near post or redirect it to E, who is making a bending run to the far post.
- The other option is a far post ball to E.



PRACTICE GAMES

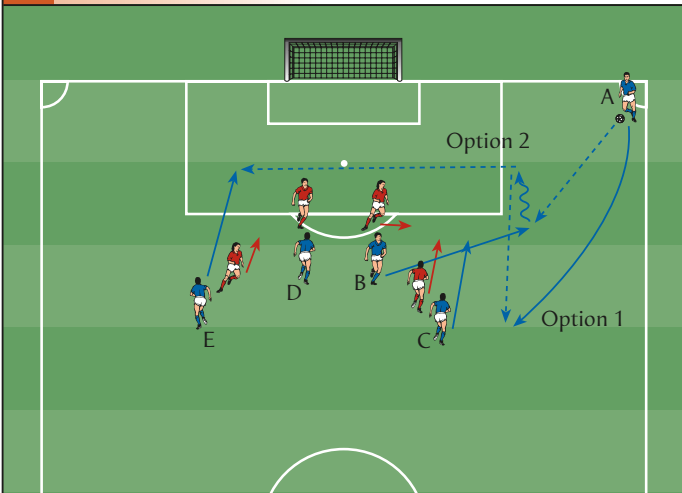
3 Bending run (picking off the defender)



Setup and sequence

- Player A takes the corner (notice the position of B in the diagram).
- As A approaches the ball, B runs toward A. B runs off the shoulder of C, picking off his defender.
- Player A plays the ball to B's outside foot. B has the option of holding the ball and laying it off to A (who is bending his run outside B) or turning to the endline with the ball and playing it back to A, who delayed his outside run.

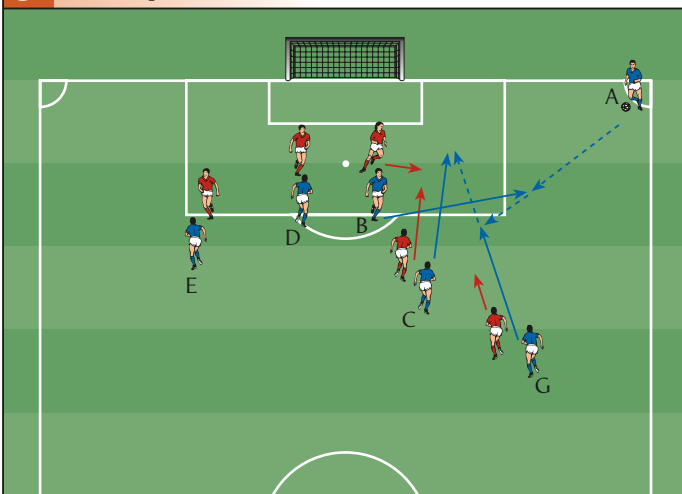
4 Receiving and turning



Setup and sequence

- Setup is the same as before.
- Should B feel pressure from the defender to the outside when he receives the ball, his role changes.
- B turns to the endline with the ball and looks to play it to A (who has continued his run to the corner of the near six-yard-box), to C (who is sealing off the defender at the near post), to D (between the six-yard-box and the penalty mark) or to E (at the far post).

5 Unexpected action of attacker



Setup and sequence

- Setup is the same as before except for the addition of one more attacking player (G).
- B has the option of allowing the ball to roll between his legs to G, who strikes a one-time finish on goal. G makes contact with the inside of his foot.
- The congestion inside the six-yard-box will create enormous problems for the defense, but this will be of little value if the ball is not on goal.