

Number 22

Force has no place where there is need of skill.

Sunday 18<sup>th</sup> March 2012

## U15 MATCH REPORT U15 MATCH REPORT FRY CLUB COLTS V BITTON AFC U15 MATCH REPORT U15 MATCH REPORT

Max had been ill over the weekend, but had recovered to play. Tom had some discomfort in his heel but had declared himself fit, so essentially we had the full squad available. It was a lovely sunny day down on pitch 8.

The line-up was:

Harry			
Josh	Ben	Aaron	Reece
Bryn	Sam	George	Joel
	Del	Lore	

#### Substitutes: Max, Noah & Tom

Bitton started strongly, passing the ball around well which culminated in a dangerous cross which was headed over. They attacked down the right and lifted a high ball into the area. It was slightly behind Harry, and he did well to jump and catch it slightly behind his head. A free kick halfway was laid wide to Brvn who found George in the middle. and he shot from distance but the 'keeper made the save. A corner was swung in and headed towards the back left post, and Bryn had to leap high to head clear. They floated a ball into our area and Ben headed clear as far as the edge of the area where a striker thundered a shot in, off of the crossbar and down, to where Bryn got to it and took it away from danger. Another dangerous ball came into our area, and three attempted clearances didn't get far enough until the final shot was blasted into the roof of the net 0-1. Bitton's play fell into a constant pattern of hoofed balls over the top, turning our defence, and us clearing it, or shots coming in, there was no real zip and movement to their play. They got to the edge of our area and Aaron mistimed a challenge leading to a free-kick, however fortunately it was fired high.

## HALF-TIME: FRYS 0 BITTON 1

We were awarded a free-kick outside of their area which Tom smashed with the wind, and Mo in goal for them was forced to tip it over for a corner. The corner was swung in, but lore's header was just too high. The goal kick wasn't the best however and Noah got it, shielding it from the defender before turning and shooting, but it was always rising. Noah challenged their defender and won the ball for Max, who shot early from outside of the area, over the 'keeper and dropping.... Jon cheering for a goal..... but it dropped just over. We forced a throw in their half which came to Lore. He held the ball well, then turned quickly and raced away from the defender before slamming it in at the near post **1-1**. Tom floated a great corner to the back post to where Aaron ran late and thundered a header, but Mo again just got his fingers to it to push it out for another corner, by now the game was travelling in one direction. Sam floated this one over, out to Tom who smashed one in and again off of the crossbar. They won what by now was a rare throw in our half, launched it into our area, and as it came to their striker Aaron got his toe to it to lift it away from him, however unfortunately it was lifted over Harry and into the far corner **1-2**. The game got a bit heated at this point as James for Bitton and George crunched through a tackle, and James' momentum then took him into a sliding tackle on Ben which took Ben just on the ankle. It was eventually calmed. Tom fired a free-kick in which Lore flicked at goal, the 'keeper parried but no one chased in, and it eventually came to Josh, who tried an overhead kick, and only succeeded in hitting himself.

# FULL-TIME: FRYS 1 BITTON 2

Man of the Match – Chosen by Andy for excellent play and effort – Sam

### Afterthoughts.....

This was definitely a game of two halves, both with the wind, but unfortunately we hit the woodwork when they hit the net. Three season's running now we have had very close games with Bitton, as they continue to be the closest team to us in terms of overall results, rarely more than a goal in it. Hopefully next year it will swing back in our favour. We played very well, and in the second half were totally dominant but for their one chance! The game heated up at the end with a few players squaring up, but we have to try to keep calm where possible.