

Below are links to a number of individual Activities that are appropriate for coaching players at the Under 12 age group. The list of Activities is far from exhaustive, but it should give the U12 Coach a reference point from which to start designing effective and fun training sessions.

DYNAMIC U12 ACTIVITIES

Dynamic Activities are meant to give players the opportunity to focus on developing their technical skills in an active environment. The purpose is to give players numerous repetitions at a single technical task or two without the pressures of a competitive environment. Dynamic activities paint pictures. They allow players to see, experience and remember individual tasks with clarity

COMPETITIVE U12 ACTIVITIES

Competitive Activities are designed to introduce various types of pressures found in the game (e.g. space, time and opponents). By making activities competitive a player's perspective of the training environment is less clear and far more game-like. Players are called upon to make more decisions in their play and their decisions have more consequences. Competitive Activities allow players to develop the ability to make appropriate decisions under match conditions and to make them quickly.



Dynamic Activities

Inside-Outside	Activity Description	Coaching Objective
Inside-Outside	 Activity Description Coach sets up a 30x30 yard grid. Coach separates the players into 2 groups with 1 soccer ball for every 2 players. 1 group of players, without soccer balls, spread out around the perimeter of the grid. These are the Outside players. The other group, with soccer balls, position themselves inside the grid. These players are the Inside players. The Inside players dribble around and look for an outside player to pass their soccer ball to. The Outside player now dribbles in and becomes an Inside player while the former Inside player finds a place on the Outside. Coach can time how long it takes all players to receive and pass 10-15 times. 	 Passing and receiving technique Proper 1st touch (preparation touch) Vision to locate outside players *Variations: Outside players can serve the soccer balls in air for inside players to receive and dribble or pass back out. After an outside player serves, he immediately enters the grid and looks for a player to receive a ball from.

Simultaneous 4v0 or 5v0 Pattern Play	Activity Description	Coaching Objective
Simultaneous 4v0 or 5v0 Pattern Play	 Coach sets up a 25x35 yard grid. Coach separates the players into groups of 4 or 5. Each group has 1 soccer ball. 2 groups enter the grid and independently pass the soccer ball within their group. The groups are passing the soccer ball from end to end without interfering with the other group. Outside players can move up and down the sideline while the end players can move side to side on their end line. (5th player, if needed, maintains a central position for his group) 	 Passing and receiving technique Body shape for receiving the ball. Preparation touch Maintaining group shape and positional discipline (maintain a kite shape) *Variation: Groups must
216/21 Year Over	 Groups can have a competition to see which group can get the ball from end to end the most without interfering with the other group. Neither team defends the other. 	have a certain number of passes before playing the soccer ball to the other end of the field.



Combination Square	Activity Description	Coaching Objective
Combination Square	 Activity Description Coach sets up a 30x30 yard grid which is sectioned in quarters. Coach selects 4 or 5 players to wear vests and they can roam around the entire grid in order to give support to the other players. Players in vests do not have soccer balls but all other players do. Players with soccer balls dribble around the grid and try to connect with the vested players. However, in order for this to happen, the player with the soccer ball must pass to a vested player in a different quarter and the pass back must be into a 3rd quarter. The player with the soccer ball now looks for another vested player to combine with. How many combinations can each player make in 1 minute? 	 Firm passing to target Recognizing and using open space Proper support runs from vested players
	 Coach can rotate the vested players each round. 	

Passing and Moving	Activity Description	Coaching Objective
	 Coach sets up a 30x30 yard grid. Coach divides the players in 3 equal, colored groups. Half the players start with a soccer ball, the other half without. If you have a soccer ball, find someone without a soccer ball to pass to. First round, players can pass to any open players. Each round after, add a pattern: Take a long first touch into space and away from pressure. Turn with the soccer ball to a new direction. Must pass the ball to a different color so at the end of time, your team doesn't have any soccer balls. Coach's choice for touch incentives, passing combination or passing targets. 	 Passing and receiving technique Body shape for receiving the soccer ball and turning. Preparation touch Bent passes around other players



	Activity Description	Coaching Objective
Deer ran and	 Activity Description Coach sets up a 30X40 yard grid. Coach divides the players into 2 teams, 1 red team and 1 white team. 1 teams starts passing the soccer ball but must pass the ball to the opposite colored team. White must pass to red and red must pass to white. The soccer ball can never stop moving. Once the players are comfortable passing the soccer ball, the coach can change the pattern: Red, red then white Coach can limit touches or surfaces to 	Coaching Objective Communications Technical passing Decision making

Penetration Passing	Activity Description	Coaching Objective
	 Coach set up a 35x25 yard grid with a 5 yard defensive zone in the middle. Coach divides the players into 3 groups of 3 (play multiple games if needed). 3 red attackers in 1 end, 3 white attackers in the other end and 3 grey defenders in the middle. Red starts with the soccer and is looking to penetrate the defense with a pass to the white. Pass must travel below the waste. Whites receive the soccer ball and try to play it back to the reds. Both attacking teams can play the soccer ball directly back or to their teammates to find the penetrating pass. The defense is trying to intercept the pass. If the defense intercepts a pass, they come out of the middle and switch places with the team they won the soccer ball from. 	 Passing for penetration Accurate passing Quick soccer ball movement *Variations: Coach can limit the touches for the attacking players



Introduction to Pressure-Cover	Activity Description	Coaching Objective
	 Coach sets up a 35x25 yard grid. Several groups will use the same space. Coach divides the players into groups of 3 who will be identified as players A, B & C. 	 Pressuring opponent while the soccer ball is traveling
Variable of the sended services of the services	 Players A and B are about 4-5 yards apart with 1 soccer ball. Player C is about 12-15 yards away. Players A and B pass the soccer ball back and forth. After 4-5 passes, Player A passes to player C. Player B approaches Player C to apply pressure to the soccer ball. At the same time, Player A provides appropriate cover for Player B. Player C attempts to split Players A & B with a dribble or a split pass to the coach. Reset scenario with players taking different roles. 	 Applying proper cover behind and at an angle to pressuring player

Introduction to Group Defending	Activity Description	Coaching Objective
	Note: Same game as Penetration Passing but now the coach will focus on the shape of the defenders in the middle zone	Defensive communication
	 Coach set up a 35x25 yard grid with a 5 yard defensive zone in the middle. 	Pressure and cover
Ibab Tatel Gud	 Coach divides the players into 3 groups of 3 (play multiple games if needed). 3 red attackers in 1 end, 3 white attackers in the other end and 3 grey defenders in the middle. Red starts with the soccer and is looking to penetrate the defense with a pass to the white. Pass must travel below the waist. Whites receive the soccer ball and try to play it back to the reds. Both attacking teams can play the soccer ball directly back or to their teammates to find the penetrating pass. The defense is trying to intercept the pass. If the defense intercepts a pass, they come out of the middle and switch places with the 	 Small group defensive shape



Middle Zone Shooting (Sequence Shooting)	Activity Description	Coaching Objective
	 Coach sets up a 60x44 yard grid with a goal at each end. The grid is divided into 3 zones. 	 Proper shooting technique
	 Coach separates the players into 2 teams; a red team and a white team. Each player has a soccer ball. 	 Long range and short range shots
the action	 Both teams number themselves 1-6 (or 1- number of players). 	 Deceptive shooting (toe inside foot, outside foot
1 4 8 AL	 The red team shoots at one goal and the white team shoots at the other. 	and laces)
	 Both teams start in the middle zone and they are dribbling their soccer balls through each other. 	 Mechanics of shooting on the run
tent 'nel (sel	 On the Coach's command, red player #1 and white player #1 dribble out of the zone and shoot on goal. When they are safely out of the way, Player #2 dribbles out and 	
	shoots.	
	 Players retrieve their soccer balls and re- enter the middle zone. 	
	 Players in the middle zone must actively dribble. 	

Combination Shooting	Activity Description	Coaching Objective
	 Coach sets up a 40x44 yard grid with a goal at each end. Each goal has a goalie and all other players are divided into pairs with 1 soccer ball between every 2 players. Field players pass and move throughout the grid. Field players experiment with different combinations and finish the combination with a shot to the keeper. After 4-5 minutes, the field players continue to combine and finish with a well placed shot. Final round, after the combination finish with a shot. Attempt to score with either power or placement. 	 Combination play close to the goal Shooting technique Decision making (power shot vs. placement shot)



Competitive Activities

2v2 +2	Activity Description	Coaching Objective
	 Coach sets up a 20x20 yard grid. Two teams look to play the soccer ball to a target player on opposite sides of the grid. 	 Movement with and without the ball
	 If they play the soccer ball to the target and receive it back, they look to switch directions and play the ball to the other target. 	 Passing and receiving techniques
¥ 9	• If they play the soccer ball to 1 target, they are awarded 1 point. If they can play to both targets, without losing possession, it counts as 3 points.	 Transition to the opposite side of the field
R338 we find	 Target players must constantly move along their line to show for the ball. 	
	 Each game lasts 3 minutes. 	-

3v3 + 4 Neutral	Activity Description	Coaching Objective
	 Coach sets up a 35x25 yard grid. Coach sets up 3 players in Red and 3 players in white with 4 neutral players positioned on 	Maintaining possessionMaintaining Shape
A R. R	 the 4 sides of the grid. Red starts with the soccer ball and tries to maintain possession. Red can use the 4 outside neutral players to help. Neutral players play with the team in possession of the soccer ball. 	 Players make themselves available for the player with the soccer ball
- M THE MARKET	 To get points, the team in possession must find neutral players on the outside and neutral player must find that player back or another of the same team for a point. 	
	 Blue does the same when they win possession. First team to 10 wins the round. 	



4v4 to 6v6 to End Zones	Activity Description	Coaching Objective
	 Coach sets up a 30x40 yard grid with a 5 yard end zone at each end. Coach sets up 2 teams of 4 to 6 players, 1 Red team and 1 White. The Red attacks one end zone and defends the other. The team in possession of the soccer ball can dribble into the end zone or pass. Teams can try to combine with a wall pass, take-over or over-lap to get into the end 	 Combination play 1v1 challenges Decision making *Variations: Coach can add a neutral player.
20 + 49 sect and	 Play games for 4 minutes or 4 goals; play again. 	Coach can award players for dribbling to score or passing to score.
4v4 + 2 Targets	Activity Description	Coaching Objective
	 Coach sets up a 40x35 yard grid. 4 Red players play against 4 White players with a target player on each end line. In order to score a point, a player must look to pass the soccer ball to a Target, get the soccer ball (either the same player or another player from the same team) and then dribble across the end line. Play to 5 points and switch the targets. 	 Running without the ball Combining in the attacking third of the field Dribbling for penetration
3v3 or 4v4 to 4 Goals	Activity Description	Coaching Objective
A A A A A A A A A A A A A A A A A A A	 Coach sets up a 25x35 yard grid with 2 goals on each end line. Coach divides the players into teams of 3 or 4. Each team attacks 2 goals and defends the other 2. Goals can be scored by passing or shooting the soccer ball through either of the attacking goals. Bonus points may be awarded for scoring on the far goal or combining to score. Games last for 5 minutes or 5 goals. 	 Maintaining attacking shape Changing the point of attack Passing for penetration



4v4 to 6 Goals	Activity Description	Coaching Objective
	 Coach sets up a 35x30 yard grid with 3 goals on each end line. Coach divides the teams in groups or 4 to 6 players. Each team attacks 3 goals and defends 3 goals. Each team tries to score by passing the soccer ball through any of the 3 goals in their attacking end. Coach can include a midfield line and play with off side. 	 Maintaining offensive shape. Coach may chose to focus on defensive shape. Decision making
Small Sided Game with Free Flank Play	Activity Description	Coaching Objective
	 Coach sets up a 30X40 yard grid (adjust field size if needed), with a goal at each end and a neutral zone the length of each side line. Coach divides the players into groups to play 4v4 or 5v5 + a neutral player in each flank neutral zone. Flank players can move freely in the neutral flank but cannot enter the field. This is a typical 4v4 or 5v5, except that the flank player play with the team in possession and no one from either team can challenge them. Once the flank player receives the soccer ball, he has 3 touches to play it back to the same team who played it to him. 	 Crossing and heading opportunities Finishing from crosses Solving problems that only the game can provide. *Variation: 2 players in the flank zone to provide mild pressure to one another



5v5 + 2 to GK's + 4 Bumper Players	Activity Description	Coaching Objective
8	 Coach set up a 44x50 yard field with a goal at each end. 	Game decisions
A * 9	 Coach makes 2 teams with 5 field players + a goalie. Coach also appoints 4 players to be 	Combination play
	bumper players. 2 on each side line who can help whichever team has the soccer ball.	 Using the width of the field to create attacking
	 Neutral can and should move up and down the side line to support the team in possession. 	lanes through the defense
Read Street All Control Street	• Play a regular game but the team with the ball has support on the flanks.	

6v4 + GK to Two Big Goals	Activity Description	Coaching Objective
	 Coach sets up a 44x50 yard field with a goal at each end. Create the 6-player team with your forwards and midfielders and the 4-player team with your midfields and defenders. Each team will also have a goalie. The 6-player team will attack the goal on the normal end line and the 4-player team will attack will attack will attack the opposite goal. The coach will be the boss of the soccer balls and will serve them from behind the 6-player team's goal to different areas of the field. If the soccer ball scores or goes out of play, the coach will serve another ball. 	 Attacking with a numerical advantage or Defending with less numbers Maintaining attacking shape or Maintaining defensive shape

6v6 to 8v8 to Goal	Activity Description	Coaching Objective
	 Coach sets up a 50x75 yard field with a goal at each end (adjust the field size based on age of players and number of players in the game) Coach divides the players into teams of 6 to 8. Teams play up to 7 + a goalie v 7 + a goalie (8v8) Game is played with throw-ins, corner kicks, goal kicks and free kicks for fouls. No restrictions but incentives may be useful. 	skills in a game environment.



U12 Training Lesson Plans



Topic: Passing and Receiving for Possession

Objective: To improve the players' ability to pass, receive, and possess the soccer ball when in the attack

Technical Warm un	Organization	Conching Ptc
Technical Warm up	Organization	Coaching Pts.
	Dutch Square: Half of the players on the inside of the square (with soccer balls), half on the outside. The insiders will pass the soccer ball to the outsiders. The outsiders will pass the ball back with one or two touches to the insiders. The insiders will receive the soccer ball and look for another outsider to pass to. After a few minutes, switch insiders with outsiders. Coach: have players pass and receive with the right and left foot.	 Passing: Toe up (inside) or down & turned in (outside) Placement of non-kicking foot and good balance Receiving: Keep feet moving before ball arrives and go to it Keep ankle of receiving foot locked and body behind ball Eye on ball at instant of reception Time: 15 minutes
Small Sided Game	Organization	Coaching Pts.
	<u>3v3 5 Goal Game:</u> In a 20x30 yard grid, five 2 yard goals are spread out throughout the grid. The teams score by passing and receiving through any of the goals to a teammate. Coach: Emphasize the importance of being in good supporting positions and good attacking shape. 3 Players need to be in a triangle.	 Tech of passing and receiving Players in good supporting positions Pace and accuracy of the pass Finding the open gate or goal First Touch - Directional Clear communication (demand the ball) Good team shape
Exp. Small Sided Game	Organization	Coaching Pts.
	<u>4v4 or 5v5 to Four Small Goals:</u> In a 30x35 yd. grid with two small 3 feet cone goals on each of the 35 yard lines, near each corner. Each team defends and attacks two goals. If playing with 4 players, the attacking shape should be a diamond. If attacking with five players, the attacking shape should be a 3-2 or 2-1-2.	 Possess the ball to look for an opportunity to score Players in good supporting positions Decision making: safety versus risk Communication Good team shape Time: 20 minutes
Game	Organization	Coaching Pts.
6v6 to 8v8 Scrimmage	If 6v6, play in a 45x60 yd. field. If 8v8, play in a 55x80 yd. field. Play with Goalkeepers and encourage them to communicate with teammates.	• All of the above Time: 30 minutes
COOL DOWN	Activities to reduce heart rate, static stretching a	& review session. Time: 5-10 Minutes



Topic: <u>Striking Lofted and Driven Balls (Long Balls)</u> Objective: To introduce the players to the technique of striking lofted and s

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Technical Warm up	Organization	Coaching Pts.	
	High & Long: 2 players are at opposite ends behind a goal in a 10x20 yard grid, and try to score points by striking the soccer ball through the two goals without the soccer ball bouncing and/or rolling before crossing the goals. A player scores 3 points for every lofted/driven ball he/she strikes successfully. Receiving players can catch the ball. Version 2: The player taps the ball forward to strike it long Version 3: Use the other foot	 Body position and balance Eye on the ball at moment of contact Strike ball with ankle locked and hard bone on top of foot Non-kicking foot directed at target Lean the body back when striking the ball Strike the lower part of the ball and follow through towards target landing on shooting foot Time: 15 minutes 	
Small Sided Game	Organization	Coaching Pts.	
	Over the Middle: 2 players at the ends of a 15x30 yard grid are trying to hit soccer balls over the player in the middle. When the player in the middle intercepts or catches the soccer ball, he/she will change positions with the last player who struck the ball. Version 2: The middle player serves the ball to the kicking player	 Technique of striking a ball served to you Hitting the ball with the inside of the foot to curve it Hitting the ball straight 	
Exp. Small Sided Game	Organization	Time: 15 minutes Coaching Pts.	
	<u>3v3 +Targets - Go Long:</u> In a 20x40 yard grid with targets, two teams are trying to score by striking long balls to the target. If the target catches the ball without bouncing before entering his/her zone, the attacking team scores a point.	 Technique of striking a long ball When When you have no pressure On the run To get behind defenders Time: 20 minutes 	
Game	Organization	Coaching Pts.	
6v6 to 8v8 Scrimmage	If 6v6, play in a 45x60 yd. field. If 8v8, play in a 55x80 yd. field. Play with Goalkeepers and encourage them to communicate with teammates.	• All of the above Time: 30 minutes	



Topic: Passing for Penetration

Objective: To improve decision making in possession and the ability of the players to beat defenders with a pass

Technical Warm up	Organization	Coaching Pts.
	<u>Pass and Move:</u> Split players into groups of 3 or 4 (color- coded). Each group has a ball, inter- passing within their group. All groups are in the same grid playing through each other. (30x40 yard grid)	 1st touch - Directional Technique and type of pass Technique of receiving Communication: Verbal and Non Verbal Supportive body position Visual cues <i>Time: 15 Minutes</i>
Small Sided Game	Organization	Coaching Pts.
	<u>3v3+1 to Targets:</u> Two teams of 3 players each with a neutral player in a 30x35 yard grid will try to connect passes and score by connecting with the target player. Coach: Stress when and how to split defenders with passes.	 Proper weight, accuracy and timing of passes Vision to split defenders with a pass Possession vs. penetration Proper angle and distance of support off the ball <i>Time: 15 minutes</i>
Exp. Small Sided Game	Organization	Coaching Pts.
	 4v4 or 5v5 to End Zones: Set up a 35 x 40 yard grid with end-zones behind the 40 yd. lines. Teams comprised of 4 players, depending on numbers and space. The attacking team needs to pass into the end zone and a player must time his/her run to receive the ball inside the end zone and score. Coach: Help the players to time their runs into the end zone to receive the ball. Start with passing and receiving in the end zone. Players can dribble into the end zone for 1 point. 	 Starting position of players Shape, width, and depth Body position open to field Possession vs. penetration Dribbling vs. passing
Concerned Concerner		
Game	Organization	Coaching Pts.
Game 6v6 to 8v8 Scrimmage		• All of the above Time: 30 minutes



Topic: <u>Attacking Shape</u> Objective: To help the players understand the importance of individual, group, and team shape when in possession of the ball

Technical Warm up	Organization	Coaching Pts.	
	Inter Passing in 3's or 4's: Players are in teams with different colors. Each team has one ball and passes and moves freely in the 30x 40 yard grid. Coach: Concentrate on polishing the mechanics of passing and receiving as well as player's technical speed and individual/group shape.	 Strike the ball with the proper weight and surface Take 1st touch toward a passing option Keep body position open to the field Develop rhythm of play in traffic Communication <i>Time: 15 minutes</i> 	
Small Sided Game	Organization	Coaching Pts.	
	$\frac{4v0 + 4v0}{Two groups of 4 players each with one ball per group. Play through each other in the same 30x40 yard grid. Each group focuses on their ball, individual/group shape, and speed of play.Coach: Encourage players to keep a diamond/kite shape with players always being in good supportive positions.$	 Survey the area at all times. This way players can anticipate what to do next with and without the ball Keep body position open to the field Increase speed of play in traffic Keep the width and the depth Communication 	
		Time: 20 minutes	
Exp. Small Sided Game	Organization	Coaching Pts.	
	<u>4v4 or 5v5 to End Zones:</u> Two teams of 4 or 5 players each play in a 30x40 area with a 2-3 yard end zone on the 30 yard lines Each team defends one end zone and attacks the other. If a team successfully plays the soccer ball into the opposite end zone, they receive a goal. In order to score, the player receiving the soccer ball must arrive into the end zone when the ball is arriving. Waiting for the soccer ball in the end zone will be off-sides. The defenders cannot enter the end zone.	 Recognize visual cues such as: Teammates body shape Supporting positions Defending pressure Runs Rhythm of play based on what the game gives you by increasing speed of play at the right time Adjust team shape as other players move Time: 20 minutes 	
Game Organization		Coaching Pts.	
6v6 to 8v8 Scrimmage	If 6v6, play in a 45x60 yd. field. If 8v8, play in a 55x80 yd. field. Play with Goalkeepers and encourage them to communicate with teammates.		
COOL DOWN	Activities to reduce heart rate, static stretching a	& rettient session Time: 5 Minutes	



Topic: <u>Defending – Pressing Defender (Role of the 1st Defender)</u> Objective: To improve the players' ability to press the ball and to understand the role of the 1st defender

Technical Warm up	Organization	Coaching Pts.
	Pass and Press: In a defined area, one team of players (rec pennies) all with a ball will pass to a member of the other team. Passes should not be more that 10 yds. long. After the pass, the player will press the receiver. Coach: In this activity, encourage the player to: > press sideways on & send opponent in the opposite direction of his first touch > try to gain possession of ball with block tackle, poke tackle > close down, slow down, get down & stay down	 Speed of approach Angle of approach Good defensive stance Body weight on front of feet Eyes on the ball Slightly angled – one foot closer to attacker Close enough to make attacker look at ball When and how to tackle Time: 15 minutes
Small Sided Game	Organization	Coaching Pts.
	<u>1v1 to Small Goals:</u> In a 10x15 yard grid, two groups of players will play 1v1 bouts. One group of players will serve to the other and defend the player with the ball, applying the principles of 1 st . defender. The play is over when one player scores or goes out of bounds. The next 1v1 will commence with a service from the defender. Players will switch sides after their turn is over.	 Approach quickly but not too fast with an angle that limits options Good defensive stance Apply pressure to take away space/time Priorities are: o deny penetration o limit the attacker's vision options o win ball back
Exp. Small Sided Game	Organization	Coaching Pts.
	<u>3v3 to Small Goals</u> In a grid of 30x35 yards, two teams will play to score in the goals. Player will defend by pressing the player with the ball (applying the principles and role of 1 st defender).	All of the above plus: • Recognizing when to be the 1 st • Funnel first attacker: • Towards a tight space (touchline) • Into a covering defender • Make the attacker play the ball with the weaker foot • When and how to switch • When and how to tackle <i>Time: 20 Minutes</i>
6v6 to 8v8 Scrimmage	If 6v6, play in a 45x60 yd. field. If 8v8, play in a 55x80 yd. field. Play with Goalkeepers and encourage them to communicate with teammates.	• All of the above Time: 30 minutes
COOL DOWN	Activities to reduce heart rate, static stretching a	& review session. Time: 5-10 Minutes



Topic: <u>Defending – Pressure and Cover (Roles of the 1st and 2nd Defenders)</u> Objective: To improve the players' ability to defend and recognize when and

how to pressure and cover

Technical Warm up	Organization	Coaching Pts.
A REPORT OF	Pressure Cover Warm-Up: 3 players with one soccer ball. Two players about 10 yards apart pass and move with each other. The third player moves with the group staying about 10 yards away. One of the players passes a ball to the third while his teammate immediately applies pressure (1 st defender). The passer becomes the cover player (2 nd defender). Player three tries to split defender with a one touch pass or a dribble.	 1st defender should bend his/her run to press attacker and force the opponent in the direction he/she wants him/her to go Approach fast, arrive slow Defensive stance-on their toes, knees bent, one foot forward, one foot back 1st Defender "Ball" 2nd Defender "Force him left/right" <i>Time: 10 Minutes</i>
Small Sided Game	Organization	Coaching Pts.
	<u>2v2 to Two Small Goals:</u> In a 15x20 yd. grid with small goals on each end line, play 2v2 matches. Rotate teams to different fields. You could play matches with off sides.	 Speed and angle of approach Pressing defender forces head down of attacker Covering defender is positioned about 30 degrees behind pressure Patience; do not over- commit Good communication to facilitate role switching while defending <i>Time: 20 Minutes</i>
Exp. Small Sided Game	Organization	Coaching Pts.
	<u>4v4 to Small Goals:</u> In a grid, two teams will play to score in the goals. Players will defend, applying the principles and roles of 1 st , 2 nd and start introducing the 3 rd defending roles.	 All of the above plus: Recognizing when to be the 1st and 2nd defender Shape and communication Visual and verbal cues When and how to switch Angle of coverage When and how to tackle Time: 25 Minutes
Game	Organization	Coaching Pts.
6v6 or 8v8 Scrimmage	Play with goalkeepers in an appropriate size field for the number of players. As the game is going on, praise successful	All of the above Goalkeeper communication with defenders
	defending and connection by the 1 st and 2 nd defenders	Time: 30 Minutes



Topic: <u>Penetration by Dribbling, Passing and/or Shooting</u> Objective: To improve help players recognize when to penetrate by dribbling, passing and/or shooting

Technical Warm up	Organization	Coaching Pts.
	<u>1v1 to Two Small Goals :</u> In a grid 10x15 yards with small goals on the end lines. A player passes the ball diagonally across the grid to his opponent who then attacks the small goal. Passing through the goal is 1 point and dribbling through the goal is 3 points. Each player keeps track of their score.	 Keep the ball close Use all surfaces of the foot Inside/outside Sole Laces Keep your head up and use peripheral vision Change of direction and speed, explode into space if defender does not commit Decide to pass or dribble to score depending of the defenders pressure Time: 15 minutes
Small Sided Game	Organization	Coaching Pts.
	<u>3v2 Game:</u> In a 25x30 yard grid two teams are trying to score. The team of two is trying to penetrate quickly by passing through the goals as soon as the can get possession in any of the two cone goals defended by the team of three. The team of three is trying to penetrate the team of two by dribbling and passing.	 Reinforce passing and receiving technique Use support players to making attacking decisions: When to dribble When to pass To connect To combine Encourage players to be creative Work together to score Verbal & visual communication <i>Time: 15 minutes</i>
Exp. Small Sided Game	Organization	Coaching Pts.
	<u>4v4 or 5v5 with 4 Targets and GK's:</u> Two groups of 4 players are trying to score goals after receiving a ball from the target players. Coach: start the game by the players connecting with the targets to score. After a while allow the players to make the decision to use them or not. Switch targets and field players every so often.	 All of the above Shooting technique Visual cues should determine how to penetrate Encourage finding the goal as quickly as possible Stress that first look is always to penetrate
Game	Organization	Coaching Pts.
6v6 to 8v8 Scrimmage	Play a game with Goalkeepers.	• All of the above Time: 30 minutes
COOL DOWN	Activities to reduce heart rate, static stretching a	& review session. Time: 5-10 Minutes



Topic: <u>Goalkeeping – Dealing with Breakaways</u> Objective: To improve the proper technique and decision making of goalkeepers when confronting an attacker in a 1v1 situation

Technical Warm up	Organization	Coaching Pts.
	Breakaway Goalie Warm up: GK are standing in a cone goal in a 12x24 yard grid. Dribblers are at each end. The GK will roll the soccer ball to the dribbler that is 12 yards away. As the ball is traveling, the GK will close down the space and set his/her feet before the dribbler decides to release the shot/pass into the goal. The GK will then step and attack the ball hands first for a save. Coach: Concentrate on the proper GK technique Time: 15 minutes	 Coach should position behind the GK Crouching Position arms down with hands touching the ground palms facing forward bend knees head and upper body forward GK should explode to the ball with hands and upper body so
Small Sided Game	Organization	they go in strong
Exp. Small Sided Game	Game Situation Breakaway: A 40x50 yard grid is divided in three zones. Goal zones: 15 yards long by 40 yards wide with goals and GK's, and the middle zone 20 yards long by 40 yards wide. Two teams and all players with a ball. Number the players from 1-5. Each team will attack a goal. When the coach calls the number, the players with that number will try to score by dribbling out of the central zone and beating the GK. Version 2: Assign a couple of defenders to chase down the attackers. Time: 15 minutes Organization 5v5 Breakaway Game:	 Hands should be in a W shape, extended away from the body with elbows slightly bent and the nose behind the hands to protect the face GK should go to the ground sideways to create a barrier behind the ball Stay low. Do not stand up! Get closer to the ground and closer to the attacker Approach the attacker at controlled speed GK tries to force attacker to go around him/her. This way GK
	Two teams will play to produce a breakaway by a through pass to the goal zones or dribbling out of the central zone inside a 20x40 yard central zone of a 40x50 yard grid. Once the player is inside the goal zone, he/she can beat the goalkeeper with a shot or dribbling by him/her. GK must come out to try to stop the attacker from scoring. <i>Time: 25 minutes</i>	 can try to win the soccer ball GK should be off the goal line to engage the attacker as far away as possible
Game	Organization	Coaching Pts.
6v6 to 8v8 Scrimmage	If 6v6, play in a 45x60 yd. field. If 8v8, play in a 55x80 yd. field. Play with Goalkeepers and encourage them to communicate with teammates.	• All of the above Time: 30 minutes
COOL DOWN	Activities to reduce heart rate, static stretching	& review session. Time: 5-10 Minutes



Topic: Combination Play

Objective: To assist players to recognize when to combine with teammates

and what combination is appropriate to use		
Technical Warm up	Organization	Coaching Pts.
NULXESS THE DEFINITION OF THE	Dutch Square:Half the players create a square in a defined space with a ball. Players without balls are in the middle and check to receive a pass from outside players. Once they are inside, 	General•Quality technique while passing and receiving•Be patient & let opportunities develop•Positive environment to encourage creative and instinctive play•Communication Takeover•2nd attacker runs directly at the 1st attacker from the opposite direction•1st attacker protects the ball from
Small Sided Game	Organization	the 1 st defender by keeping body between ball and defender
	2v2 to 4 Goals: Two teams trying to score through the cone goals by passing or dribbling, looking for the appropriate chance to execute a combination. Stress the opportunities to combine (wall passing, overlaps, and takeovers). <i>Time: 15 minutes</i>	 1st attacker leaves the ball and 2nd attacker takes the ball using same foot (right to right or left to left) Simple communication: "take" or "leave" Wall Pass 1st attacker dribbles at 1st defender 2nd attacker is slightly ahead of defender in good supporting angle
Exp. Small Sided Game	Organization	turned sideways on • 1 st attacker reads defenders and
	<u>3v3 or 4v4 +1:</u> In a 25x30 yd. grid, two teams of 3 or 4 players, each with a neutral player who plays for the team in possession of the soccer ball, will play to score by passing through the cones. A goal scored after a combination play is worth 5 points. <i>Time: 20 minutes</i>	 1st attacker reads defenders and supporting cues; decide to dribble or play a wall pass Disguise, deception of pass, and runs Accuracy and quality of pass Look for opportunities to create numbers up situations (2v1, 3v1 etc) Overlap 1st attacker dribbles at 1st defender creating space for 2nd attacker to overlap into; ball gets played into live space
Game	Organization	Coaching Pts.
6v6 to 8v8 Scrimmage	If 6v6, play in a 45x60 yd. field. If 8v8, play in a 55x80 yd. field. Play with Goalkeepers and encourage them to communicate with teammates.	• All of the above Time: 30 minutes
COOL DOWN	Activities to reduce heart rate, static stretching Minutes	& review session. Time: 5-10



Topic: <u>Goalkeeping – Handling Long Range Shots</u> Objective: To improve the Goalkeeper's ability to anticipate, get into good position to handle long range shots

Technical Warm up	Organization	Coaching Pts.
	Goalkeeper Technical Box: Divide the players into two teams (Red and Blue). Each group has two soccer balls. The players and GK's will be inside one half of the field, passing and moving freely. GK's will call for the ball. Coach: Start with A. GK passing and receiving with their feet B. GK collecting balls on the ground. All passes are low C. GK collect medium height and high balls. All passes are from a distance.	 Make sure that all passing & receiving, catching and distribution techniques are clean GK must communicate with field players
Small Sided Game	Organization	Coaching Pts.
	2v2 or 3v3 + Targets and GK's: The teams to score from a distance after a player has passed and received the soccer ball from the target player. Version 2: The players can shoot without using the targets. Targets can finish rebounds.	 Coaches should position behind the GK's Proper Starting position Cut down the angle of the shooter and get set as he/she prepares to shoot Communicate with defenders to prevent the shot
Exp. Small Sided Game	Organization	Coaching Pts.
	4v4, 5v5 or 6v6 : Play in a 45x 60 yard grid with goals. Players will be awarded points on the goals they scored depending on the distance from goal: • From outside the box: 5 points • From the inside the 12 to 18 yard line: 3points • From inside the 12 yard line: 1point	 Coaches should position behind the GK's Command their box Communicate with defenders GK in corners and free kicks Organize defenders quickly Be commanding Maintain vision of the ball Time: 20 minutes
Game	Organization	Coaching Pts.
6v6 to 8v8 Scrimmage	If 6v6, play in a 45x60 yd. field. If 8v8, play in a 55x80 yd. field. Play with Goalkeepers and encourage them to communicate with teammates. During this game, the coach will award each team several corner kicks and freekicks from about 20-25 yards out.	• All of the above Time: 30 minutes
COOL DOWN	Activities to reduce heart rate, static stretching & r	eview session. Time: 5-10 Minutes



Topic: <u>Passing and Receiving – Possession with a Purpose</u> Objective: To improve the players' ability to know where and how to possess the soccer ball and to recognize when opportunities open up for the attack

Technical Warm up	Organization	Coaching Pts.
en extringenezati	 <u>Passing and Moving:</u> Split the players into two groups, one with the ball and one without. The players with the ball must find a player without the ball. Coach: Place the following conditions on the players: > Do not stop the ball when receiving it > Receive, dribble the ball, and pass > Take a long 1st touch away from traffic and pass > Receive, turn away with the ball, and pass 	 Passing: Toe up (inside) or down & turned in (outside) Placement of non-kicking foot and good balance Receiving: Keep feet moving before ball arrives and go to it Keep ankle of receiving foot locked and body behind ball Eye on ball at instant of reception Communication: Verbal and visual Time: 15 minutes
Small Sided Game	Organization	Coaching Pts.
	3v3+2(1) Neutral to One Goal:In a 30x40 grid, two teams will play to scoreand defend the small 4 yard goals at the end-line. The team in possession will be able touse the (1) 2 neutral players in order to keepthe ball versus the three defenders.Coach: Change neutral players every sooften.You can also play with passing restrictionssuch as:> Attacking team may score after completing4-5 passes in a row	 Tech of passing and receiving Players in good supporting positions Options close and far Speed of play First Touch – Directional Recognizing when to keep the ball or attack Clear communication (demand the ball) Time 15 minutes
Exp. Small Sided Game	Organization	Coaching Pts.
	5v5 or 6v6 +GK's to Four Goals: In a 40x50 yard grid, two teams of 5 or 6 players and a GK each play to score and defend two goals. The goals are set on the 40 yard line. The GK on each team can help the possession by playing with his/her feet.	 Supporting shape and balance for team in possession Change of rhythm to exploit opportunities to penetrate Movement and timing support Recognizing when to keep the ball or attack
Game	Organization	Coaching Pts.
6v6 to 8v8 Scrimmage	If 6v6, play in a 45x60 yd. field. If 8v8, play in a 55x80 yd. field. Play with Goalkeepers and encourage them to communicate with teammates.	• All of the above Time: 30 minutes
COOL DOWN	Activities to reduce heart rate, static stretching a	& review session. Time: 5-10 Minutes



Topic: Striking Long Ball II

Objective: To introduce the players to the technique of striking lofted and driven long balls

Technical Warm up	Organization	Coaching Pts.
	Long Passing – Up. Back. and Long: One player at each end of a 15x40 yard grid with a player in the central zone (the setter) to receive and pass the soccer ball back to the long passer. The procedure is as follows: The kicker passes to the setter in the middle zone and he returns the soccer ball back to the kicker for him/her to strike a long ball to the other side.	 Body position and balance Eye on the ball at moment of contact Strike ball with ankle locked and hard bone on top of foot Non-kicking foot directed at target Lean the body back when striking the ball Strike the lower part of the ball and follow through towards target, landing on shooting foot Setter Pass to the Kicker – proper angle Quality of the pass Time: 15 minutes
Small Sided Game	Organization	Coaching Pts.
	<u>3v1+3v1 Over the Top:</u> In a 30x40 grid, a team will play 3v1 and will try to strike a long pass over the two defenders in the central area. If the player failed and gets the pass intercepted, then the group will change with the defending group. If the pass is successful, another defender enters and tries to intercept the pass.	 Technique of striking a long ball Visual cues No opponents in front No pressure in front Type of long ball Hitting the ball with the inside of the foot to curve it Hitting the ball straight Quick rotation of the ball to find the open man to strike the long pass Time: 15 minutes
Exp. Small Sided Game	Organization	Coaching Pts.
	<u>3v3/4v4/5v5 +Targets - Go Long:</u> In a 30x40 yard grid with targets, two teams are trying to score by striking long balls to the target. If the target catches the ball without bouncing before entering his/her zone, the attacking team scores a point.	 Technique of striking a long ball When When you have no pressure On the run To get behind defenders Time: 25 minutes
Game	Organization	Coaching Pts.
Game	If 6v6, play in a 45x60 yd. field. If 8v8, play	All of the above
6v6 to 8v8 Scrimmage	in a 55x80 yd. field. Play with Goalkeepers and encourage them to communicate with teammates.	Time: 30 minutes
COOL DOWN	Activities to reduce heart rate, static stretching a	& review session. Time: 5-10 Minutes



Topic: <u>Possession for Penetration</u> Objective: To improve the player's ability to recognize when and how to penetrate with a pass or to keep possession

Technical Warm up	Organization	Coaching Pts.
	Colored Passing: In a 30x40 yard grid, divide the players in half and play on a defined field. Players pass in sequence: blue, blue, red, red, blue, blue, red, red, etc. Version 2: Coach can limit touches Version 3: Coach can tell his players to pass as follows: control right-pass left, control left-pass right, one touch, etc.	 Passing: Toe up (inside) or down & turned in (outside) Placement of non-kicking foot and good balance Receiving: Keep feet moving before ball arrives and go to it Keep ankle of receiving foot locked and body behind ball Eye on ball at instant of reception Time: 15 minutes
Small Sided Game	Organization	Coaching Pts.
	3v3 +1 + 2 Bumpers: In a 40 x 50 yd. grid, two teams and a neutral player look to play to a bumper player on opposite sides of the grid. If they play to the bumper and receive the ball back, they look to penetrate in the other direction and connect with the other bumper. Method of Scoring: > 1 Point for connecting with one bumper > 3 Points for maintaining possession and connecting with the second bumper	 Tech of passing and receiving Pace of the pass First Touch - Directional Clear communication (demand the ball) Supporting Shape
Exp. Small Sided Game	Organization	Time: 15 minutes Coaching Pts.
	5v5 +Targets and 4 Goals: Two teams play to score by passing the ball into the small goals. The teams can only score after passing to the Target and any player of the same team receiving the ball back and passing the ball into one of the small goals. Coach: Change the targets every so often. After a while, allow players to score without using the target if the opportunity is on.	 Shape, width, and depth Support to targets When and how to split defenders Possession vs. penetration Visual and verbal cues Target movement for support Communication
Game	Organization	Coaching Pts.
6v6 to 8v8 Scrimmage	If 6v6, play in a 45x60 yd. field. If 8v8, play in a 55x80 yd. field. Play with Goalkeepers and encourage them to communicate with teammates.	
COOL DOWN	Activities to reduce heart rate, static stretching a	& review session. Time: 5-10 Minutes



Topic: <u>Support and Team Shape on the Attack</u> Objective: This session will help players to recognize how support and team shape will impact the quality of the attack

Technical Warm up	Organization	Coaching Pts.
	<u>4v0 + 4v0</u> : Two groups of 4 players each with one ball per group. Play through each other in the same 30x40 yard grid. Each group focuses on their ball, individual/group shape, and speed of play. Coach: Encourage players to keep a diamond/kite shape, with players always being in good supportive positions.	 Keep body position open to the field Strike the ball with the proper weight and surface Take 1st touch toward a passing option Develop rhythm of play in traffic Communication
Small Sided Game	Organization	Coaching Pts.
	5v5 to 4 Goals: In a 40 x 50 yd. grid, two teams are trying to score in any of the two goals on each of the end lines. Players will try to get in good angles of support while maintaining good width and depth on the attack.	 Survey the area at all times. This way players can anticipate what to do next with and without the ball Keep body position open to the field Increase speed of play in traffic Keep the width and the depth Communication <i>Time: 15 minutes</i>
Exp. Small Sided Game	Organization	Coaching Pts.
	<u>5v5 or 6v6 with GK's:</u> In a 50x60 yard area with goals, two teams of 5 or 6 players with goalkeepers will try to keep the integrity of their attacking shape by creating good angles and effective angels of support, staying wide and making penetrating runs while in possession of the soccer ball. Version 2: A goal only counts if all players are over the mid line.	 Recognize visual cues such as: Teammates body shape Supporting positions Defending pressure Runs Rhythm of play based on what the game gives you by increasing speed of play at the right time Adjust team shape as other players move Time: 20 minutes
Game	Organization	Coaching Pts.
6v6 to 8v8 Scrimmage	If 6v6, play in a 45x 60 yd. field. If 8v8, play in a 55x80 yd. field. Play with Goalkeepers and encourage them to communicate with teammates.	• All of the above Time: 30 minutes
COOL DOWN	Activities to reduce heart rate, static stretching a	& review session. Time: 5-10 Minutes



Topic: <u>Defending in Small Groups</u> Objective: To improve the ability of the players to work together as a defensive unit applying the principles of Pressure, Cover and Balance

Technical Warm up	Organization	Coaching Pts.
	1v1 Defending: In a 10x15 yard grid, two groups of players will play 1v1 bouts. One group of players will serve to the other and defend the player with the ball, applying the principles of 1 st . defender. The play is over when one player scores or goes out of bounds. The next 1v1 will commence with a service from the defender. Players will switch sides after their turn is over.	 1st. Defender Angle of approach Speed of approach – Approach fast arrive slow Body Shape- knees bent, on the balls of their feet Front foot tackle vs. back foot tackle if the ball gets away from 1st attacker PRESSURE/DELAY <i>Time: 15 minutes</i>
Small Sided Game	Organization	Coaching Pts.
	<u>3v3 Defending:</u> In a 30x35 yard grid with one cone goal on each 35 yard goal line, play 3v3 matches. Each team of 3 tries to score on the opponent's goal. Coach: Focus on 1 st and 2 nd defenders	 2nd Defender Position themselves 30 degrees off the 1st defender Recognize if they can compress the space between them if the 1st defender has 'tight' pressure on the 1st attacker Can track players immediately off the ball There can be more than one 2nd defender COVER Time: 15 minutes
Exp. Small Sided Game	Organization	Coaching Pts.
	 <u>5v5 Defending to 4 Goals:</u> In a 40x45 yard grid, two teams are trying to score in any of the 2 goals opposite them. Help the 2nd and 3rd defenders to work to maintain a good defensive shape. Coach: One team will play a 2-1-2 and the other will play 3-2. Add off-sides after a while 	 3rd Defender Track attackers making runs away from the ball Provide balance away from the ball Tighten up the space to cut off passing, dribbling, shooting lanes BALANCE Reinforce positive decision by communicating with the 1st, 2nd and 3rd defenders. <i>Time: 20 minutes</i>
Game	Organization	Coaching Pts.
6v6 to 8v8 Scrimmage	If 6v6, play in a 45x60 yd. field. If 8v8, play in a 55x80 yd. field. Play with Goalkeepers and encourage them to communicate with teammates.	• All of the above Time: 30 minutes
COOL DOWN	Activities to reduce heart rate, static stretching	& review session. Time: 5-10 Minutes





Topic: Group Defending

Objective: To improve the abilities of the players to work as a defending unit to be more effective in a zonal defense

Technical Warm up	Organization	Coaching Pts.
	<u>2v2 to Two Small Goals</u> : In a 15x20 yard grid with small goals on each end line, play 2v2 matches. Coach will serve the ball. This way the players have to recognize very quickly who will be the pressing defender and covering defender. Once the ball goes out of bounds or a team scores, teams rotate and coach reloads the game.	 Visual cues recognition: Who is the 1st and 2nd def. 1st Defender must: Approach fast, arrive slow Body and feet position Forces the attacker to put head down 2nd Defender must: Tell 1st def. where to push attacker. Communicate Cover for 1st def. at 30 degree angle <i>Time: 15 minutes</i>
Small Sided Game	Organization	Coaching Pts.
50 1 2 3 50	$\frac{4v4+1 \text{ to 4 Goals:}}{ In a 30x40 yard grid two teams will play to score in any of the two opponent's goals. The +1 player will play with the team in possession. In this game we will play with off-sides at the midline. Coach: Concentrate on how quickly the defending team organizes itself in order to stop the attacking team's attack.$	 How quickly do we recognize who needs to pressure the ball Closer player to ball Delay Support the 1st defender Cover for 1st def. Communication – Verbal Cues
Exp. Small Sided Game	Organization	Coaching Pts.
	<u>5v5+1 to 6 Goals:</u> In a 40x50 yard grid, two teams will try to score in any of the three opponent's goals. The +1 player plays for the team in possession.	 All of the above Balance and concentration Closing down passing and running lanes Moving together and squeezing space When the opposition dribbles backwards or makes a square and back pass Don't over squeeze forward. 1st def. pressure will determine. If no pressure, reset your defense <i>Time: 20 minutes</i>
Game	Organization	Coaching Pts.
6v6 to 8v8 Scrimmage	If 6v6, play in a 45x60 yd. field. If 8v8, play in a 55x80 yd. field. Play with Goalkeepers and encourage them to communicate with teammates.	• All of the above Time: 30 minutes
COOL DOWN	Activities to reduce heart rate, static stretching a	& review session Time: 5-10 Minutes



Topic: Striking Volleys

Objective: To improve the players technique of striking volleys

Technical Warm up	Organization	Coaching Pts.
	Introduction to Striking Volleys: Groups of two players with a ball • Step 1: Players will self-serve the soccer ball and strike the ball to his/her partner who will catch the soccer ball and repeat the action • Step 2: One partner serves to the other. The serve is knee high and underhanded • Step 3: In 3's. One player moves and volleys and the other two serve the ball. Switch players after a few services. All technical exercises will: • Let ball bounce and volley • Not let the ball bounce and volley <i>Players will try to volley the ball with the</i> <i>right and the left foot.</i>	 Keep eyes open and focused on the ball Use arms for balance Inside of the foot Bring the knee up to the side and get the toe up, heel down and ankle locked The foot should make contact through the middle of the ball The plant foot will help the player aim for the target, keeping the head and shoulders straight. Instep Knee higher than the ball Lock ankle and point toe down for instep (laces) volley Time: 15 minutes
Small Sided Game	Organization	Coaching Pts.
	2v2 Soccer Tennis: Play 2v2 in a 10x15 yard grid. A player starts off with a ball and serves it with a volley over a line or net in the middle of the area. The ball can bounce once, to return the ball to the other side both players must have a touch and the ball can bounce again then must be returned. A point is won on a bad serve or when one team fails to return the ball. Coach: Play 5 minute games. Players can use inside or instep volleys.	 Do not let the ball strike you Strike the ball on the upper half of the ball to drive it down; the middle of the ball to drive it level; the lower half of the ball to drive it up Lock ankle and turn toe up for inside of the foot volley; players should lock ankle and point toe down for instep (laces) volley Time: 15 minutes
Exp. Small Sided Game	Organization	Coaching Pts.
	3v3/4v4 Headers and Volleys: Organize players into teams of 3 or 4 players. Set up a 25 yard x 30 yard rectangular field with goals centrally located at each end. The team in possession passes the ball by volleying to his/her teammate and catching it. The only way to score is by volleying the ball to goal. Players can only take a maximum of 3 steps with the ball; then they must pass the ball to a teammate. Goals can only be scored by one touch volley into the goal for 5 points or heading the soccer ball for 3 points. If the soccer ball bounces more than twice, possession goes to the other team	 Use inside of the foot volley to pass to a teammate Use Instep volley for power to score and for a distance pass, clearance away from goal or cross to goal Time: 20 minutes
Game	Organization	Coaching Pts.
	Play with Goalkeepers in a 45-60 yard long	 All of the above



Topic: <u>Finishing from Combination Play</u> Objective: To improve the ability of the players to recognize opportunities to finish from combination play

Technical Warm up	Organization	Coaching Pts.
	Shooting Warm-up: Set up two goals about 40 yards apart and the width of the box, with GK's in each. The players get in groups of two and they will pass and move throughout the area experimenting with different combinations and shooting at the GK's when he/she signals. Coach: Concentrate on the following combinations: Wall Passes Take Overs Overlaps	 Technique of passing and receiving – First Touch Verbal cues – such as: "1,2 – 1, 2" "Takeover" Visual cues – such as Body position Angel of Support Timing of runs Accurate of the final pass Time: 15 minutes
Small Sided Game	Organization	Coaching Pts.
	<u>3v3+1 +GK's:</u> In the same area as above, two teams of 3 players each and a neutral player helping the possession will try to score goals after penetrating with combination play for 5 points, or score without combining for 1 point.	 Players ability to recognize visual and verbal cues Body position, Angel of Support Timing of runs Communication Technical Speed Opportunities to score Shots vs. placement passes Time: 15 minutes
Exp. Small Sided Game	Organization	Coaching Pts.
	4v4 +4 On-Deck: In the same area as above, two teams play soccer. One team is on deck waiting outside the field. The first team to score two goals stays on the field. The losing team is replaced by the on-deck team. If the teams take a long time to score, then give each team a max of 2-3 minutes to score. The team that has been the longest on the field will be replaced by the on-deck team.	 All of the above Quality of 1st touch Reinforce combo play Help players recognize the visual cues by telling players to constantly survey the area Quick support Opportunities to shoot and finish <i>Time: 20 minutes</i>
Game	Organization	Coaching Pts.
6v6 to 8v8 Scrimmage	If 6v6, play in a 45x60 yd. field. If 8v8, play in a 55x80 yd. field. Play with Goalkeepers and encourage them to communicate with teammates.	• All of the above Time: 30 minutes
COOL DOWN	Activities to reduce heart rate, static stretching a	& review session. Time: 5-10 Minutes



Topic: <u>Goalkeeper Distribution</u> Objective: To improve the GK's ability and decision making in ball distribution with his/her hands and feet

Technical Warm up	Organization	Coaching Pts.
A K A A A A A A A A A A A A A A A A A A	Group Passing and Moving with GK's: Players will pass and move and GK will call for the ball and first return the pass with: • Feet (2 touches) • Scoop and throw • Catch and throw Coach: Work on the techniques of catching and distributing the ball properly to the appropriate side/player on the field.	 How to receive and pass the soccer ball with his/her feet Catching Technique Highest point on high balls yelling Keeper Technique of throws: ✓ Bowl ✓ Baseball ✓ Sling
Small Sided Game	Organization	Coaching Pts.
	<u>5v5 + GK as Targets:</u> In a 40x50 yard grid, divide the team into two teams of 5. Each team has a GK in a 3 yard end zone. The team scores a point when they connect with the GK. The GK must restart the game by distributing the soccer ball with his hands as soon as possible. When the defending team regains the soccer ball, it must be passed to the GK so he/she can distribute it with his/her feet.	 Distribution with the foot Be in line with the ball to receive Take a first touch away from the middle of the field, if you have time
Exp. Small Sided Game	Organization	Coaching Pts.
	<u>6v6+Gk:</u> In 40x50 yard gird with full size goals, two teams will play. Every time the GK has possession of the ball, he/she will distribute the soccer ball with a throw or with his/her feet. Coach: Get players to open up as soon as GK gets the ball so he/she can have good options to serve the ball to.	 All of the above To use feet Move away from goal area Communicate by saying Drop" or "Back" Be in line w/soccer-ball to receive or clear it Team: Players need to open up quickly facing the field in order to receive the ball Time: 20 minutes
Game	Organization	Coaching Pts.
6v6 to 8v8 Scrimmage	If 6v6, play in a 45x60 yd. field. If 8v8, play in a 55x80 yd. field. Play with Goalkeepers and encourage them to communicate with teammates.	• All of the above Time: 30 minutes
COOL DOWN	Activities to reduce heart rate, static stretching a	& review session Time: 5-10 Minutes



Topic: <u>Switching the Point of Attack</u> Objective: To help the players recognize when and how to switch the attack from crowded areas to areas with less defensive traffic

Technical Warm up	Organization	Coaching Pts.
	Pass and Move: Split players into groups of 3 or 4 (color- coded). Each group has a ball, inter- passing within their group. All groups are in the same grid playing through each other. (30x40 yard grid). Coach: have the players do the following • Pass using three touches only • Striking short, short and long passes • Striking short and long passes	 Technique of passing and receiving Passing with all surfaces First touch Getting in line with the ball Quick and proper angle of support Communication – Verbal Cues Time: 15 minutes
Small Sided Game	Organization	Coaching Pts.
	<u>4v4 to 4 Goals:</u> Two teams trying to score in their opponents goals. If the players manage to score by switching the point of attack, the goal is worth 5 points. The playing area is a 30x40 yard grid.	 Play in the direction you are facing Play short 1 touch passes to draw the defense in, then switch the point of attack After switch is made, move to support the new point of attack Some attacking players give depth away from the ball – ready to receive the switch Angles and distances of support <i>Time: 15 minutes</i>
Exp. Small Sided Game	Organization	Coaching Pts.
	5v5/6v6 to Six Goals In a 40 x 50 yard grid, players are divided into two teams. Play with six goals located on end lines (50 yard lines). Each team attacks & defends three goals. Teams score points by dribbling or passing through goals. A goal scored in the central goal is worth 1 point and goals scored in the side goals are worth 5 points after switching the point of attack.	 Play in the direction you are facing After switch is made, move to support the new point of attack Be patient, draw the defense in, then switch the point of attack Look to play the ball to space in front of the other outside player so he can penetrate with the dribble if possible
Game	Organization	Coaching Pts.
6v6 to 8v8 Scrimmage	If 6v6, play in a 45x60 yd. field. If 8v8, play in a 55x80 yd. field. Play with Goalkeepers and encourage them to communicate with teammates.	• All of the above Time: 30 minutes
COOL DOWN	Activities to reduce heart rate, static stretching a	& review session. Time: 5-10 Minutes