YES SESSION PLANNER



Age Group-9-12

Ability Level-

Equipment Needs-

Cones **Pinnies**



Competitive

Objective of the Practice Session-		'Running With The Ball' to cover ground quickly		
	Outline & Progressions	Coaching Points	Organizational Diagram	Min.
	The players with a ball dribble to the center of the square cutting the ball tightly across their bodies with the inside and outside of the same foot.	Make sure the players cut across their bodies not too far in front Have them make as many quick, tight cuts as possible without losing control.		20
WARM-UP/ ACTIVATOR	At the center they cut the ball to their right and pass to the first player in the next group then sprint to join the end of that group.	Tell them to keep their head up as much as possible without losing control. Suggest players use both weak and strongest feet. Use the inside and outside of feet to cut across and outside of body. Receive the ball at different angles. First touch must be positive out of feet.		

Player 1 runs with the ball to the red cones & passes across to the opposite group. Repeat.

Progressions:

Add more balls to allow greater player involvement.

Passing player chases receiver.

Increase tempo where each player tries to catch up the player in front.

Add in central cones x 3 that players must run through before progressing to the passing gates;

Speed up practice by allowing players to run straight across through yellow poles;

Players play a 1-2 from passing gates;

Players perform a "step over" with next player in the queue, who plays ball into path of 1st player.

Players perform a "step over" with next player playing back to passer, passer plays round corner into path of runner.

First touch out of feet, Laces to move the ball

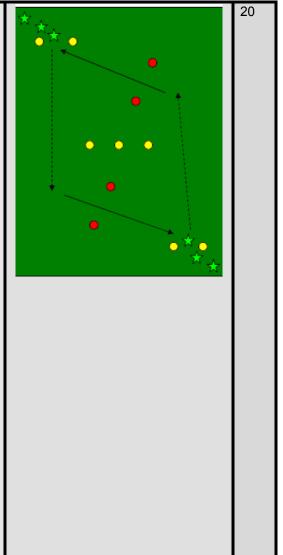
Head up / Get into stride, Movement to receive ball

Touch the ball forward with the foot closest to the ball so you don't disrupt your stride.

Pass on the run by using the outside of your foot

Quality of pass, Communication

Attack the space with speed



Players are organised into 2 Attack at speed, change of teams and positioned at the direction at speed, use both feet. far corners of the area. Each player is given a number and runs around the outside of the area and through the goal on the coach's command. The coach then serves a ball into the area. • The 1 Vs 1 game finishes when a goal is scored or the ball leaves play. Progressions; The coach shouts more than one number; • The number of players in your team represents the number of passes you must make before scoring a goal; • Perform a skill eq. tip taps etc to score a goal: • Players can run straight into the area from there corner; Play for an allocated time to gain a training effect; Limit the number of touches per player; An extra attacking player can join in at any given time; An extra attacking player can join in at any time - A defending player can react to this by joining in. End zone game Do the players identify when to 25 dribble and when to pass. Players must dribble the ball into the end zone to score a Do the players attack space. goal. Do the players space the field Develop into pass into end Are the players brave enough to zone attack defenders 1v1. Change direction of the play by turning with the ball.

Warm down will consist of short movements and changes of directions, commands of organizing into groups to stimulate concentration.

Static stretches

Coach: Andrew Stockton Date: 26/08/2013 Location: Colchester