Coach:

Ross Flintoft

Age:

U12's

Theme/ Focus:

Attacking Wide & Central

Venue:

WAD

Practice 3: Wide and Central 2

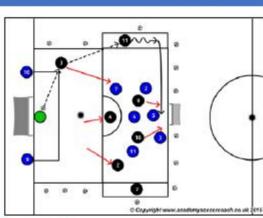
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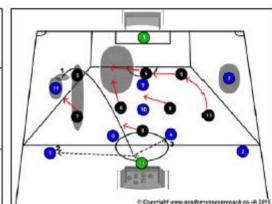
07/04/2016

Practice 1: Wide areas



Practice 2: Wide and central areas





Organisation:

- Players attack from wide areas.
- Players attack the goal with various game craft skills. Overlap, cross-over, arriving late i.e. back post,
- Standing up the cross, drill the cross into the corridor of uncertainty.

Organisation:

- Pitch set up 36x44yards.
- Blacks look to cross the ball as shown on diagram.
- Blues look to score into target men who are on 2 touches. Teams swap roles after a given time limit.

Organisation:

- Pitch set up into 2/3rds.
- 3 zones within 2/3rds.
- Players are looking to work ball side-centrally-side.
- Opportunities to cross ball at the right time. If defenders win ball back they look to score in opposing goal as normal.

Coaching Points:

- Quality of pass / pass selection
- Movement into space or to take def. away 2

Look to play forward pass early

- Contact on the cross
- Assessing GKs position to finish / BACs

Isolation of defenders 1v1 / 2v1

Challenges:

Try to pass quickly with a tempo

Try to isolate defenders

Try to finish when the time is right!!

Best Practice:

Uta's

width

Age

Pitch type:

wide areas Over the top and score = In 1/3rds - (5yard What may stop you to Over the top GK must play to #4 & #8 channel) play over the top? 2/3rds of pitch - full Starts with attacking How & when could you Going around and Going around width go around defence? scoring = team 2/3rds of pitch - full Going through and

Any team can start

Condition:

70% Ball Rolling

Practice 1: Over the top

Awareness of disguised passes

ROSS FLINTOFT

Attacking from central &

Going through



5



WAD

*Reward:

Venue:

Questions/Challenges:

Try to play through early

Support in relation to ball - behind, beside, in front or far away

Look to exploit weak areas to attack and create overloads

Execution of shot, attitude, timing and selection

Coach:

Topic:

- Coaching points:
- 1 Quality of pass - weight, accuracy and selection

- Clever movement to receive ball into feet or space
- 2

3

Condition:

Best Practice:

U14/15's

Age

Pitch type:

opportunities 2v2 play in then go out for When to pass, when to Players play in - go out 10X10 tech square 2v2 play in - go out combine? next 2 Players must score within 8 Score below 8 passes Half pitch - 40x30 Try to score below 8 passes 5v3 opposed pattern passes Players pass and must join How might you score after Finish on 1 touch Passing & joining Full pitch - 60x40 you have passed? = 6 goals

70% Ball Rolling

Practice 1: 2v2 'play in - go out'

Support player in relation to the ball 45°

Cippylgfd wore assistanty recommends as of 2011

ROSS FLINTOFT

Forwards combination play to create goal scoring





Awareness of disguised passes & runs - to take defender away

Opportunities for 1-2's or combinations

Finishing techniques - BACs

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WAD

*Reward:

Venue:

Questions/Challenges:

Coach:

Topic:

- Coaching points:
- 1
- Quality passing weight, accuracy, timing & selection
- Quick, clever movement to receive ball to feet or space

- 2

70% Ball Rolling

When and where to Players can only move when Explosive 1v1s 20x20 tech square player scores over the line defend? Protect your own, score What am I looking to do Full pitch 2V2V2V2S in another when I receive the ball? Practice 1: 1V1/2V25 Practice 2: Explosive 1V1S Practice 3: 2v2v2v2s

Different conditioned on

in all 3 zones

Coach:

Topic:

ROSS FLINTOFT

Executing techniques

1V1/2V2S

U6/75

Full pitch - 3 zoned

Age:

Pitch type:

Best Practice:

Condition:

@arra-

- Coaching points:
- 1 Positive dribbling technique - attacker

NUFC/TC

Score = a goal, plus 2

Venue:

*Reward:

Questions/Challenges:

Try to use speed to get

past the defender

- Awareness of players, ball, goal and the quality of the right pass, right time
- Transition of scoring to defending A→D/D→A 5
- Defending technique defender; shut, sit, slow, stay, show down
- Score; selection, attitude BACs of shot
- 2
 - Moving to receive ball feet/space

Coach: ROSS FLINTOFT Uh6's 70% Ball Rolling Age: **Best Practice:** Venue:

P1: 20x20 5v3 Rondo into #4 P2: 60x44 Squad practice

Focus: Attacking

Pitch Set-up:

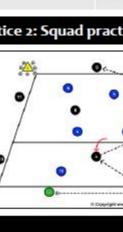
player Practice 1: 5v3 Rondo

receive below the line

Condition: Players play across before playing How can the #4 get on the ball if marked? #5 or GK plays across and #4 must Play starts with GK to #4 or any

What body shape could you have? Can you keep the ball in key areas Practice 2: Squad practice

COACHING SESSION PLANNER





Theme: Creating & scoring (the 4 P's)

Awareness of defender and disguised passes

Decision making & finishing quality - Assess GKs position

Quick, clever play - 1-2's/combinations

Questions/Challenges:

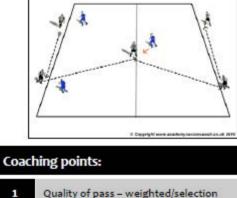
N. Uni

*Reward:

Transfer from side-to-side = point

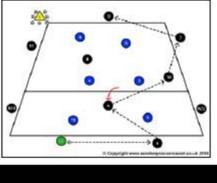
If the ball gets transfer from #5 or

it Copyright environments recommend as unit 2015



Movement to receive feet/space

Support player on the ball



P3: 8v8 SSG

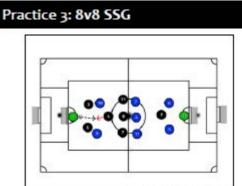
Coach: Date:

Condition: Questions/Challenges: Pitch Set-up: *Reward: Play must come into middle for the Try to create space for others to be Every ball transferred = POINT P1: 16x16 tech rondo square transfer to other side on the ball Blacks play out to score - blues How can we progress up the pitch P2: PoP 2/3rds of pitch Normal rules/goals apply defend and score in big goal to score? Why do we need to be good on the Select/apply a formation Score in box = 2 goals P3: SSG 8v8 across pitch ball when it is a tight area?

COACHING SESSION PLANNER

Practice 1: Rondo Square





Focus: Attacking

3

- Coaching points:
- - Quality passing selection, speed, weighted feet/space

Support angles, distances to player on ball (45° angle)

- 2
- Receiving skills touch direction to play forward

- Clever runs (1-2'scombos,) on weak side/spaces of defence to exploit defenders/space to score!

Awareness of space, defender and to look to play forward early

Decision making - right pass, right time, right player

Theme: Creating & scoring (the 4 P's (Part 2))

COACHING SESSION PLANNER Coach: ROSS FLINTOFT 70% Ball Rolling Age: U9-14'S **Best Practice:**

technique or body part

attacker

Defending player plays into

Condition:

Player performs different dribbling

Focus: Attacking

P1: 20x20 tech square

Pitch Set-up:

P2: 30x20 area with gates/goals

Touch direction - play the way you face

good one? if player dribbles through gate How could we use the spacing Normal play Normal goal counts P3: SSG 5v5 game

better on the pitch?

ball?

Theme: 1v1 Dribbling

Questions/Challenges:

How can I get more touches on the

Why does my touch have to be a

PL. North Shields

*Reward:

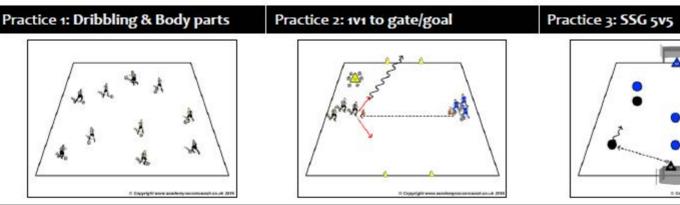
Normal goal counts or point given

Point for every ball contact or

body part performed

Venue:

Finishing quality - Asses GKs position in goal, selection, execution of shot



- Coaching points:

 - Dribbling technique close control, small touches, head up Support angles/distances to player on ball
- Movement to receive the ball to feet/space Awareness & Decision making - defender/space, right pass, right time 2

Session Date: 16/07/2016	Coach: ROSS FLINTOFT	Age Group: Under 8's-11's Time: 9am-12noon			
Theme: Dribbling & Passing (2	v1, 3v1 & 4v2)	Focus: When, where & why to dribble or pass into feet/space			
Session Organisation:	Connected Theme	Whole - Part - Whole	Random Practice		
	Session Le	arning Objectives			
Development of dribbling	& passing techniques	3. Developments from 3v1 to	4v2+1GK situations		
2. Transferring techniques to	2v1, 1v2 & 3v1 situations	4. Produce techniques from	skills → game practice		
Practice 1: Dribble or	r Pass Practice	2: Pass & Move	Practice 3: Score First to Win!		
A Amount to the second to the	designacions each an ult 245	(i) Copyright wave electromycocceroaeth to Lik 2016	0 Copyright sever academy sectoroscoph on all 244		
Key Coaching Points (Out	comes):				
1 Dribbling technique – close	e control, small touches, head up	4 Support angles/distances to	player on ball		
2 Movement to receive the ba	all to feet/space	5 Awareness & Decision makin	ng – defender/space, right pass, right time		

6

shot

3

Touch direction - open up, play the way you face

Finishing quality - Asses GKs position in goal, selection, execution of

Age Group: 10-12yrs

Focus: Passing & receiving

Time: 10am-12noon

Session Date: 26/07/2016

Session Organisation: Connected Theme Whole - Part - Whole Random Practice Technical/Tactical Session Achievements: 1. Develop passing and receiving unopposed 3. Develop passing with both feet 2. Development of movement before receiving 4. Develop passing and receiving under pressure Practice 1: Y passing Practice 2: 4v4+4 T men Practice 3: 3v3 SSG

Key Coaching Points: (Outcomes)

First touch - touch direction the way your facing

3

Coach: ROSS FLINTOFT

Theme: Ball possession

- Quality passing selection, weight, accuracy Support angles/distances to ball/player/defender 1 4
- 2 Movement to receive feet/space "show then go" "go then Show" 5 Decision to receive opposed or unopposed

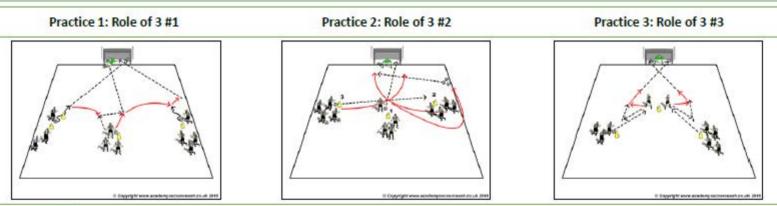
6

Productivity - pass, keep possession & score

Age Group: 10-12yrs

Time: 10am-12noon

Theme: Finishing Focus: Creative fast paced shooting Session Organisation: Connected Theme Whole - Part - Whole Random Practice Technical/Tactical Session Achievements: 1. Develop Striking unopposed 3. Develop Striking with both feet 2. Development of striking techniques 4. Develop Striking & Shooting opposed



Coach: ROSS FLINTOFT

Awareness of space/defender

3

- - Striking technique head, body over ball, knees bent, standing foot Supporting striker or 2nd striker for the rebound 1 4

 - 2 Movement to ball - "away, go" "go, away" Assess flight of ball - pace, swerve, height

6

Productivity - GK in goal, score in most vulnerable position

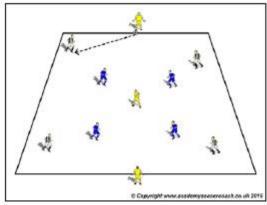
Key Coaching Points:

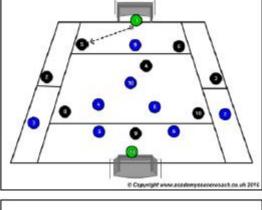
Session Date: 28/07/2016

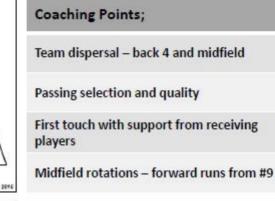
ROSS FLINTOFT

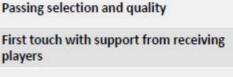
COACHING SESSION PLANNER

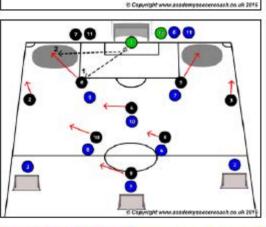
THEME: Playing out from the back

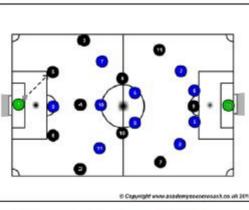


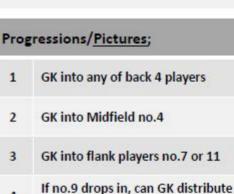


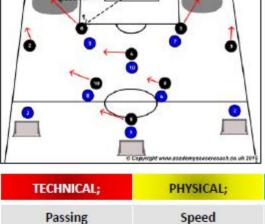












with quality © Copunight www.anaelempsecoercoach.co.uk 2016 Questions/Challenges; PSYCHOLOGICAL: SOCIAL:

Receiving

Dribbling/RWTB

Create space quickly/efficiently when GK has ball

Strength

Power

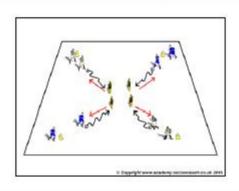
Success Awareness

Failure Confidence How can the no.4 get on the ball? Concentration Communication Who supports no.9 on the ball?

Coach: ROSS FLINTOFT Date: 02/08/2016 Age: 10-12yrs Venue: Consett

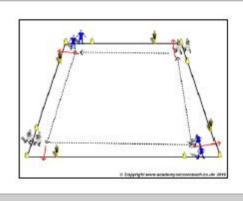
Theme: Individual Possession





4

Exercise 2: Various turning techniques



Exercise 3: RWTB #1

Coaching Points:

2

3

- Dribbling technique close control, foot surface, little touches 1

 - Turning technique slow approach, look behind, accelerate away
 - RWTB technique Adjust position of body foot surface, travel over the ground quickly and effectively
- Execute various techniques shown 5

Using hips to disguise body shape actions

Accelerate away from defender or to attack the space

- /Rewards: Tech-Tact Session Progressions/
- Different dribbling techniques with 1-2s Different RWTB variation with recovery defender
- Try to execute techniques with a quick tempo Different turning techniques with 1-2s

ROSS FLINTOFT

COACHING SESSION PLANNER

THEME: Playing out from the back - part 2

COACHING POINTS;

Team dispersal – back 4 and midfield

Passing selection and quality

First touch with support from receiving players

Exploit space in key areas of pitch

PROGRESSIONS/PICTURES;

Midfield rotations - forward runs from #9

GK into any of back 4 players

2 GK into Midfield no.4

3

GK into players no.7, 9 or 11

QUESTIONS/CHALLENGES;

Create space quickly/efficiently when GK has ball

How can the no.4 get on the ball?

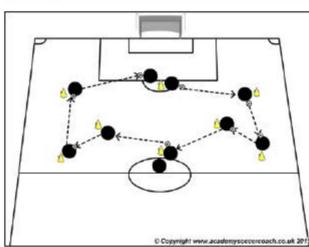
When can we bring no. 7, 9 or 11 into play

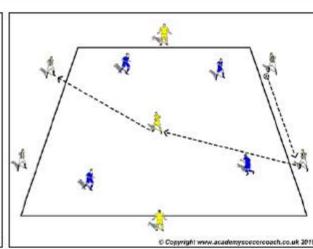
TECHNICAL/TACTICAL OBJECTIVES;

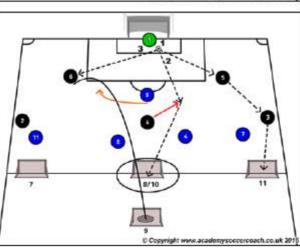
1 To be able to create space to receive the ball

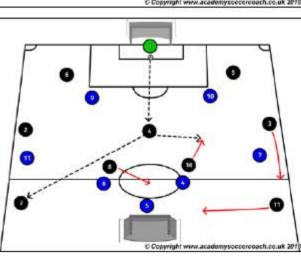
2 Pass, move and receive using different techniques with quality to progress up the pitch

3 Rotations for midfielders to exploit the space for forward passes





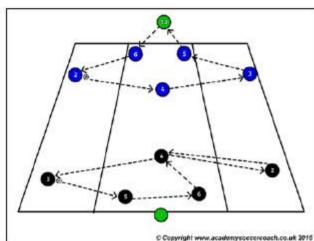


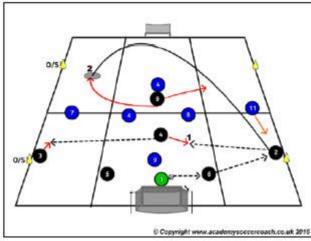


ROSS FLINTOFT

COACHING SESSION PLANNER

THEME: Switching play in a 4:3:3 through a point back no.4





Coaching Points;

Quality of pass to switch play

Forward movement of players in front of ball

If play cannot go forwards correct

angles/distances to player on ball
Progress forward to create goal-scoring

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Progressions/<u>Pictures</u>;

furthest one away

opportunities

Switch ball over the top with quality
 Switch ball into nearest striker with

Switch play with 1 or 2 points

.....

3

Nearest man

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TECHNICAL;	PHYSICAL;		
Passing	Agility		
Receiving	Power		

Strength

Dribbling

PSYCHOLOGICAL; SOCIAL;
Concentration Success

Failure

Communication

Confidence

Awareness

Questions/Challenges; Can I play forwards?

When do I switch the ball?

Where do I switch the ball?





· As illustrated players play across diagonally . Yellow players pass into ONLY players in box, likewise Black players try to play out and score into any of the Follow their own pass for the Purple players 3 small goals. PROGRESSIONS/PICTURES: 1-2 set PROGRESSIONS/PICTURES: PROGRESSIONS/PICTURES: T players can pass/switch in ball, another player PoP -> 11111 replaces player

Coaching Points:			
	Quality passing for the switch		

Receiving surface

Movement/open body to see big picture

Pressure on ball, cannot go forwards, support on ball

Forward runs to create goal-scoring opps.

Productivity - SCORE!

Football chat comments:

SWITCH PASS

ROSS FLINTOFT	CO	ACHING SESSION PLANNER
WHO: NUF Advanced Squads U9 & U11	WHEN: 09/09/2016	WHERE: Walker Activity Dome
THEME: Dribbling & RWTB to evade defende	ers	
Practice 1: 1:1 to beat players	Practice 2: The When & Where (2:1)	Practice 3: Directional 6:6 SSG
3 points © Copyright www.academyscopercoach.co.uk 2016	© Copyright www.acadomyssoccereaach.co.uk 2015	END ZONE END ZONE END ZONE O Copyright www.academysoccercoach.co.uk 201
Organisation 1:	Organisation 2:	Organisation 3:
 WARM-UP; B/M GRID with D/T; Sole-taps, Sole-inside, Sole-role & Slap Set-up as illustrated Blue defenders pass ball to B/W players who are attacking and looking to score through either 1 of the gates Successful dribble through = 1 point or 3 points Swap roles 	 12 split into 2 groups of 6 players Players play 2:2 Set-up as illustrated B/W players play against Blue players looking to dribble past to evade defenders to score Players look to create 2:1's where possible 	 6:6 SSG Set-up as illustrated Blacks look to score W → E Blues look to score N → S PROGRESSIONS/PICTURES: Becomes multi-directional 6:6 SSG
Coaching Points:		Football Dialog Box:
Dribbling technique – manipulation of ball	Support player on ball – angles & distances	DRIBBLING & RWTB SWITCH-ON
Quality of pass – selection, weight, accurate	Creative cleverness – skill move or good run	January Control of the Control of th
Receiving the ball & on the move	6 Productivity – beat player to score	SPEED TALK

COACHING SESSION PLANNER ROSS FLINTOFT WHO: NUF Advanced Squads Ug & U11 WHEN: 16/09/2016 WHERE: Walker Activity Dome THEME: Passing & Receiving Practice 1: Passing Tech Squares Practice 2: 4:4 Targets Practice 3: 6:6 SSG © Copyright www.academysoccereoach.co.uk 2010 © Copyright www.academysoccercoach.co.uk 2016 © Copyright www.academysoccercoach.co.uk 2016 Organisation 1: Organisation 2: Organisation 3: WARM-UP; B/M GRID with D/T; Inside-cut, Outside-Set-up as illustrated Set-up as illustrated Players move ball through 1/3rds to score . B/W protect blue Target men whilst attacking and cut, U-turn & Step-on Players are locked in their 1/3rds to start Set-up as illustrated scoring into B/W Targets Players are playing opposite ways around the square Blue likewise Bigger square operates with 2 footballs PROGRESSIONS/PICTURES: PROGRESSIONS/PICTURES: When & where to join attacks PROGRESSIONS/PICTURES: Players can interchange when and after playing the Fluid interchange of players moving from/in different 2 footballs for Blue players ball in positions Variation of sequences Coaching Points: Football Dialog Box: Create space - wide/long - team dispersal Supporting players angles/distances **PASSING & RECEIVING** SWITCH - ON Quality of pass - selection, weighted, accurate Cleverness - create 1-touch passes 5

Productivity - Pass, making runs & scoring!

Movement to receive - come of line of ball

SPEED/TEMPO

TALK

COACHING SESSION PLANNER ROSS FLINTOFT WHO: NUF Advanced Squads Ug & U11 WHEN: 23/09/2016 WHERE: Walker Activity Dome THEME: Defending & Retaining Possession Practice 2: 2:1 > 2:2 Practice 1: 1:1 & 2:2 Practice 3: Pressing Highest WINS!! 6:6 SSG © Copyright www.academysoccercoach.co.uk 2016 © Copyright www.academysoccercoach.co.uk 2016 © Copyright www.academysoccercoach.co.uk 2016 Organisation 3: Organisation 1: Organisation 2: WARM-UP; B/M GRID with D/T; Drag-back, Pull-push, Set-up as illustrated Set-up as illustrated Both teams are awarded points if they can press high Stop-kick & High-wave · Blue players start with an attack and look to beat · Set-up as illustrated defender and score in the End Zone win ball and score B/W attack Blue defenders 1:1 and 2:2 . If B/W player intercepts they can counter-attack with Points / defensive 1/3rd = 1 point, middle 1/3rd = 3 points an additional supporting player and looking to score and final 1/3rd = 5 points PROGRESSIONS/PICTURES: Roles for ALL with Blues being recovering defenders The team with the most goals and points wins!! PROGRESSIONS/PICTURES: (*7 Aspects of counter-attacking - SET, BREAK, PROGRESSIONS/PICTURES: Counter attack from central area = 5 points SPLIT, PLAY, MOVE, CLOSE, FINISH up) B/W start and attack with the ball Defending deep to counter = 5 points Coaching Points: Football Dialog Box: Delay - close space between the A→D Defend - Win ball back & start an attack DEFEND/ATTACK SWITCH - ON Deny - spaces/gaps in behind which A can Create space to exploit - quick transitions $A \rightarrow D - D \rightarrow A$

Productivity - Press high to win & score!

QUICK

TALK

exploit

Deflect/Dictate - Show attacker down line

6



Creative cleverness - productivity - Score!

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Run-With - dribbling, RWTB, passing to exploit space

Adult

Date:

Age:



Combinations to score

Combination 1

Combination 2

Blues build with forward play

Look to combine and score

- Set-up as illustrated
- Blue = 2:5:1 Red = 1GK:4:3
- - Blues look to attack big goal with forward playing combinations from technical practice

· If reds win ball they look to play into any 3 goals

· Use of more than 2 players counts as a goal

Before scoring both teams must combine to score

8:8 SSG

CONDITION:

20/09/2016

Venue:

NUFC Academy

Coaching Points:

space or passing lines

1 RELEASE - Pass with quality (selection, weight,

RETAIN - Keep possession of ball until available

ROSS

FUNTOFT

Theme:

Coach:

- accuracy)

space

- 2 RECEIVE Movements to open body to play forward G Clever runs to take defender away and create
- 3 RUN-WITH Progressing with dribbling/RWTB/passing
- G Creative cleverness & productivity Score!

Are:

NILLWEC

Date:

13/10/2016

Venue:

NUFC Academy

POSS

Theme:

Passing & possession #1

Coach

CUNTOCT Decarrier Practice 2: Boxes & goals : Passing sequence #3 Practice (3): 1-0 game Dractice © Copyright annual analysis constraints and 2016 6 Compright iners absolute passon results could 2018 CONTROL AND RESIDENCE AND RESI Organisation 1: Organisation 2: Organisation 3: Set-up as illustrated Set-up as Bustrated Set-up as illustrated Blue players look to score when a blue player arrives in the box after a pass, then scores in any of the 2 the goals inside the box Players pass and move to another cone · 0-0 to start which are facing back-to-back Players move in a triangular motion Once 1 team scores they must keep possession until Reds, if they win the ball look to score into any 2 of side goals. other team makes it 1-1 PROGRESSIONS/CONDITIONS: PROGRESSIONS/CONDITIONS: One team cannot be more than 2 goals ahead! Swap format Change direction 1-touch finish for attacking team inside the box Using all 8 players with the added in arrows down the Add in 1 defender for 1:1 inside box Add in 2 GKs who defend goals and attackers score from sides anywhere Coaching Points: RELEASE - Pass with quality (selection, weight, RECEIVE - Movements to open body to play @RUN-WITH - Progressing with dribbling/RWTB/passing forward accuracy) RETAIN - Keep possession of ball until available Clever runs to take defender away and create G Creative cleverness & productivity – Score! space or passing lines space

POSS Defending when using 15/10/2016 Coach Theme: Are: 1114-17 Date: Venue Rive Clamer CUNTOCT diamond formation Practice 2: 1 numbers diamond defending : Basic defending diamond Practice : Defending with a 1 press Dractice Organisation (3): Organisation (1): Organisation (2): · Set-up as illustrated · Set-up as illustrated Set-up as illustrated Reds have 5 attacks to try and score If Blues win the ball they try and score Reds have 5 attacks to try and score Reds have 5 attacks to try and score GK serves the ball to Reds but allows Blues to set up. If Blues win the ball they try and score into other goal If Blues win the ball back they attack the Greys RedS is locked into the filue half GK serves the ball to Reds but allows Blues to set up Blues set up to defend the goal on the left to stop the attack from the Greys PROGRESSIONS/CONDITIONS PROGRESSIONS/CONDITIONS: Blues get a chance to have 5 attacks Roles for all PROGRESSIONS/CONDITIONS: GK can't play the ball into RedS Swap the defending team Limit the number of Reds that can support Red5 Coaching Points: The Technical Effect: Get pressure on the ball Stay compact PRESS CONCENTRATE 0 Stop balls into central areas 0 Zonal defending not marking individuals

Understand individual roles and responsibilities

Back man to mark in front

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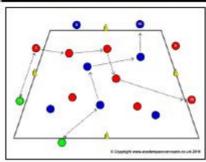
Cut off passing lines

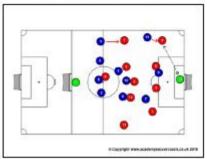
PACE/TEMPO

WORKING TOGETHER

POSS NILLWEC Long Benton 11/10/2016 Coach Theme: Pressing High Date: Venue Age: CUNTOCT 15 Team Sports Centre : 4:3:3 Passing sequence #1 Practice 2: Pressing high squad game Practice : 11:11 High press game Practice

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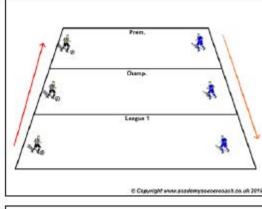
Organisation (3): Organisation (1): Organisation (2): · Set-up as illustrated · Set-up as illustrated Set-up as illustrated 17 players 17 players - squad practice 11:11 2/3rd of pitch 4:3:3 passing sequence #1 - (right direction first with 1 2 balls are used, to get use of direction of play GK13 Red starts with ball GK18:13 green start play with GK1 playing inside to blue Nearest player to ball presses the ball and forces play Players pass and move to next cone players. GK13 plays across to CB5 then plays in inside when defending high Compacting by other players is vital so opposition does PROGRESSIONS/CONDITIONS: PROGRESSIONS/CONDITIONS: not play out easily Use of 2 balls and interchange at the top (ST9) Swap T players - roles for all

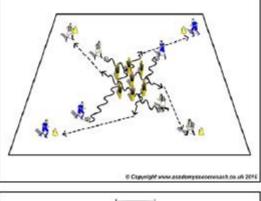
Coaching Points: The Technical Effect: Balance - to cover spaces/gaps/lines (when not Press - As ball travels first defender nearest travels involved in in the first 2 defending duties) PASSING & RECEIVING CONCENTRATION DEFENDING **ALERTNESS** 0 Support - 2nd player supports first players press 0 Defend - effectively to initiate the transition process Cover - 3rd player covers 1rd & 2rd players actions and SPEED/TEMPO TALK Ð 0 Productivity - Transitioning from D→A / A→D advencing runners

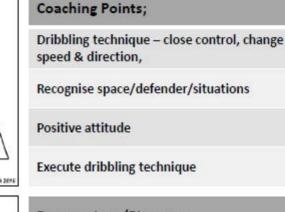
ROSS FLINTOFT

COACHING SESSION PLANNER

THEME: How to evade opponents when dribbling

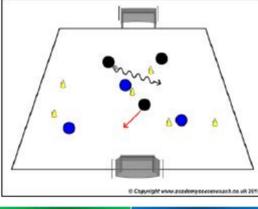












Prog	gressions/ <u>Pictures;</u>
1	Develop 1v1s
2	Use of both feet to manipulate the ball
3	Seeing the space behind defender
4	Deciding when/where to dribble

Try to be aware where the defender is

PSYCHOLOGICAL; SOCIAL;

© Copyright www.academysceneroach.co.uk 2016 Questions/Challenges;

Power

Communication

Concentration

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L	Cupyright www.asadomysaecerocach.co.uh
TECHNICAL;	PHYSICAL;
Passing	Speed
Control	Agility

Dribbling

Awareness Success Is there someone else in a better position than you? Confidence **Failure** Try to be positive when dribbling in 1v1













Coach: ROSS FLINTOFT Title of Session: Forward play (possession) Learning Objective: Playing in between & breaking lines Phase: Attacking Duration: 90 mins Level: → -↑ Age group: U16+ Venue: N/A



Activator: Breaking & playing between lines – Technical

Organisation:

Set up as illustrated.

First player passes across. Receiving player passes to middle player. Meanwhile the first player makes a move inside area to connect, move and break mannequin line.

(Pass and move is crucial for this practice to work – coach to reinforce.)

Connecting player receives and then plays to re-starting player in red.

Practice is continuous.

20 mins.



Practice 1: Breaking & playing between - Skill

Organisation:

Set up as illustrated.

Same as technical.

Leaving 3 mannequins in, to try to create realism, plus 2 defenders who operate in 1 in 1 or in 2 zones.

(Pass and move is crucial for this practice to work - coach to reinforce.)

Practice is continuous.

20 mins



Practice 2: Playing and breaking – SSG (8v8)

Organisation:

Set up as illustrated.

Blue players = 1/3/3/1

Red players = 1/2/3/2

Attacking blue players are looking to build and progress, join and connect, combining and finishing. If reds regain the ball back they try to score in opposite end.



Set up as illustrated.

Practice 3: Breaking & Betweening - PoP

Organisation:

Blue players = 1/3/2/3 Red players = 1/4/2/1

Blues are looking to play in between and trying to break lines in order to reach final third to ultimately score.

Session Objectives:

Attacking – forward passing

Recognising when/where to play

Communication throughout

Speed of movements/ball

Questions/Challenges for Players:

- 1. What?
- 2. Who/when?
- 3. Where/why?
- 4. How?

Interventions on Players:

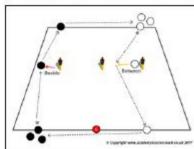
- 1. Technique
- 2. Actions
- 3. Positional awareness
- 4. Tactics

Session Variations:	Buzz Words:	
	1. BREAKING	
S-T-E-P-S	2. FORWARDS	
	3. BETWEEN	
	4. LINES	

Coaching Points:

- .. Quality of pass selection, weight, accuracy
- Receiving side-on looking at ball/defender
- Movement into space to break lines and play in between for pass
- Support angles/distances to player on ball and away from defender
- 5. Awareness of joining, connecting and combining
- 6. Finishing quality

		COACHING SES	SION PLANNER			Focus:	Breaking Lines	
Date:	N/A	Age:	U18+	Time:	80 mins	Format:	$X_2 T \rightarrow SP \rightarrow P$	юР
	00	Act	tivator: BESIDE &	BETWEEN		Q	rganisation:	Session Objectives:



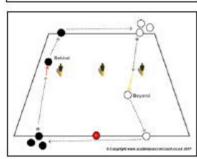
Set-up as shown.

Players are performing the BESIDE and BETWEEN aspects.

Players pass and follow.

Practice is continuous.

20 mins.



Practice 1: BEHIND & BEYOND

Organisation:

Organisation:

Set-up as shown.

Players are performing the BEHIND and BEYOND aspects.

Players pass and follow.

Practice is continuous.

20 mins.



Practice 2: Penetration to break lines

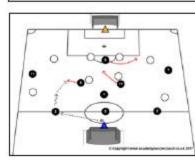
Set up as shown.

Both sets of teams play 1-3-4-1.

Players are looking to break lines and exploit space centrally to score, (4v4+2N) = 6v4 in central possession area. N players can be used if stuck, N players cannot score.

Players combine to score 3v3 and finish at goal.

20 mins.



Practice 3: Breaking flat lines

Organisation:

Players are playing a phase of play.

White team 1-4-4 = 1-4-4-2. Black team 1-3-5-1 = 1-4-1-4-1.

Blacks looking to break lines to score, from previous practices. Whites try to score by counter attacking.

20 mins.

Decision making - when/where

Questions/challenges for players:

Passing & Receiving

Communication

Speed & tempo

1. What?

2. Who/when?

3. Where/why?

4. How?

Interventions on players:

1. Technique

2. Actions

3. Positional awareness

4. Tactics

Session variations:			
S-T-E-P-S			

1. BESIDE

2. BETWEEN

Buzz words: "play"

3. BEHIND

4. BEYOND

Coaching Points:

- Create space wide & long
- · Quality of pass selection, weight, accuracy
- Movements away from defender/ball to receive
- . Receiving ball 1/1 turn to play forward · Quick, clever play to break lines
- Supporting runs on/around/away of ball Quality of finishes to score after combining

