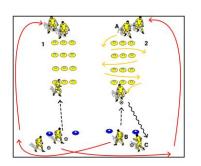
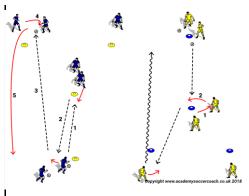
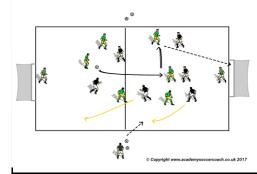
OBJECTIVES- Transition- Attack to Defending









Speed and Agility with Ball **Grid Size:**

Duration:

15

Set 2 groups of cones up 2yds in width and 4yds long

The players perform different agility steps as they go in an out of the yellow cones. As they get out of the last row of cones, the player at the end with the ball passes them an easy pass with the inside of the foot and that player dribbles behind the next waiting player. The player who just passed then jogs behind to the other line.

1. forward shuffle, sideways shuffle, 2 foot bunny hops, high knees

COACHING POINTS / KEY CONCEPTS

It's not a race! Go slow and do the movements correctly Knees bent and feet always shoulder width apart, run on balls of feet Make good passes. Toe up ankle locked, follow thru to target

ACTIVITY 1

Grid Size:

20x30

Duration: 15

Y-Passing

Set up grids with a Y formation with at least 6 players per passing grid. The player passing the ball tells his teammate to 'TURN' and the Players receiving the ball with the inside of the foot can turn and pass to their teammate at the top of the Y. The players on the top receive the ball on the inside and dribble with pace around the cone to the outside and back to the beginning of the pattern.

Progression- 'Man on'

COACHING POINTS / KEY CONCEPTS

Good 1st touch, Pass with inside of feet, movement off the ball (Timing)

ACTIVITY 1

Duration:

Grid Size: 15 yds apart Groups of 3passing in a triangle

1- One of the players lets the ball go thru his legs the other 2 players must sprint to the ball. The 1st is the attacker and the 2nd is the defender, they try to play it back to the 3rd player.

2-players pass the ball in a triangle til one player decides to take off and dribble thru the other 2 players, the two defenders say "I have ball" and "I have cover"

COACHING POINTS / KEY CONCEPTS

Recognition of offense to defense. Body shape while defendingsurfer style', communication, on your toes & move your feet

ACTIVITY 2 Grid Size:

Transition from counter goals

50x70

Duration: 15

Def team starts with the ball & attacks two counter goals. When a goal is scored or the ball goes out in the offensive half the players on the opposite side then dribbles out to start the attack to the big goal. Defenders should angle run to deny penetration until teammates all get behind the ball

COACHING POINTS / KEY CONCEPTS

Deny direct penitration, Delay the play to get numbers back behind the ball, lock the play on one side with body shape and angles of support. then destroy the attack.

The three Ds of Defense - Deny, Delay & Destroy

ACTIVITY 3

Grid Size:

50x70

Duration: 15

6v6/7v7 game

When the ball goes over the end line, the ball starts with defending team at the midfield line. The coach designates which side, Usually the opposite side from where the attack just was.

Players should always be aware of the moment of transition.

COACHING POINTS / KEY CONCEPTS

Help players and team to recognize when to transition back into the defensive half and deny the opponents the opportunity to penetrate