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# Planning and Training

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# PLANNING AND TRAINING

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# INTRODUCTION

## Training plan organization

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### The coach's work starts before arriving at the soccer field.

Planning the session correctly, for the week and the season, will help the coach identify the team's needs and deliver a more efficient training session. Properly preparing a training session gives the coach greater confidence with the players and a better understanding of how to adapt the exercises to the team's and players' needs on the field. A good coach is a good planner.

Using the age appropriate season-plan provided in the coaching guides, the coach will have the key tools to organize and plan the training session for the team. The numbers 1 to 5 will designate the importance of different technical, tactical, physical and psychosocial aspects of the game. For example, a number 5 in passing and receiving for the U14 age group means that this element is extremely important at that age.

Two teams of the same age group will have different ability levels and understanding of the game. In other words, even teams of the same age have different needs. For this reason, the exercises should be delivered according to a particular age group. This document contains the information necessary to create your own plan according to your team.

These are the steps to follow when preparing a plan:

### SEASON PLAN

This section will help the coach to quickly organize the season into competitive periods, transition periods (in between competitive periods) and off-season periods in the case of the older age groups. For younger groups, it will be even more essential to have a broader vision of the objectives, content, distribution and means of use during the season.

### MACROCYCLE OR 12-WEEK PROGRAM CYCLE

The coach can use this plan as it is presented in this document. This 12-week distribution of content ensures that all key elements in the curriculum are covered for each stage and age group. It is organized in two-week periods to give the player enough time to show significant improvement in the specific categories. Please note, this content distribution follows an appropriate order for developing the style and principles of play.

### MICROCYCLE OR WEEK PROGRAM

This section helps the coach organize weekly training sessions. Each week has a main technical, tactical and physical objective specified in the macrocycle. However, each team is different and has its own learning dynamic. Therefore, the weekly plan is flexible. The team will evolve week after week and the coach must continually identify the team's needs.

### SESSION

Sessions are the last step of the planning process. In this section the coach can see what sessions look-like for the different stages. Each session is structured the same way, including the following parts: warm-up, main part and scrimmage. The main part contains technical, tactical and physical exercises. The coach can use the exercises in the library to select appropriate drills for the team and create his/her own training sessions.

Some of the specific organization for the season applies only to the intermediate and advanced stages. The advanced and intermediate stages may change training organization throughout the season in order to be more efficient in competition. The initial and basic stages emphasize development consistency of session structure, in order to consolidate the basics of soccer.



# PRINCIPLES OF SEASONAL PLANNING FOR DEVELOPMENT

Here is the organization for the season based on three **12-week cyclic periods**. Each one of these 12-week periods is called a **macrocycle**. This 12-week period will be similar in structure in all three stages of the season. *As coach, you can adapt and modify the length of the macrocycle depending on the needs of your team and season.*

Example structure for a season with three different periods for intermediate and advanced stages:

1. Competitive: Period when the team is training and playing games regularly.
2. Transition: Period when the team is training but not playing regularly.
3. Off-season: Period when the team is not training or playing regularly.

PERIODS	OFF	COMPETITIVE I			TRANSITION			COMPETITIVE II			OFF SEASON	
		1	2	3	4	5	6	7	8	9		
MONTHS	Aug	Sept	Oct	Nov	Dec	Jan	Feb	March	April	May	June	July

## WHY IS IT IMPORTANT TO STRUCTURE THE SEASON FOR THE DIFFERENT AGE GROUPS? (THE NEXT FOUR POINTS APPLY ONLY TO INTERMEDIATE AND ADVANCED STAGES)

1. Players follow a repetitive 12-week program. The 12-week structure is repeated three times in the season with common objectives but different content according to the moment of the season.
2. The season is organized in 12-weeks periods so that during this time the player will build his game-understanding as well as develop the soccer-specific fitness necessary to perform in competition.
3. Characteristics for the different periods (e.g. Competitive I, Transition and Competitive II) are explained later in this document.
4. This organization gives structure to the content and make sure coaches not only cover all key elements of the game, but do so according to the age of the players. We know that in human development, a 6 year old player does not perceive the game as a 12 year old or as a 17 year old does.

## IMPORTANT NOTES FOR THE TABLE ON THE NEXT PAGE

1. The technical, tactical and physical objectives will focus coaches' and players' attention on that particular objective for a two-week period. However, it does not mean that only that particular objective is covered in all training sessions. Instead, the specific objective will be covered in **at least** one training session during the two-week period. This ensures that the essential content for that specific age-group will be covered.
2. The coach will also cover other aspects of the game that the team needs to improve.
3. The arrow indicates the main objective for the two-week period.
4. Please, check the arrows in the content sheet by age in order to cover other specific, age-appropriate content.

Main objectives for the **12-week program** in the different stages are indicated in the sample below. The arrow indicates the main objective in that stage:

STAGE	TYPE	2 WEEKS	2 WEEKS	2 WEEKS	2 WEEKS	2 WEEKS	2 WEEKS
<b>INITIAL</b> U6 to U8	Technical	→ Dribbling & balance	→ Shooting & RWB	→ Ball control & turning	→ Passing & receiving	→ 1v1 attacking	→ 2v1 attacking
	Physical	Coordination & balance	Generic speed & agility	Basic motor skills	Perception & awareness	Speed (acceleration + acyclic) and agility.	Perception & Awareness + BMS
	Technical	→ Passing & receiving	→ Shooting & RWB	→ Turning, Dribbling & 1v1 attacking	→ Receiving to turn, shooting	→ Ball control, turning & 1v1 defending	→ RWB, shielding the ball, shooting
	Tactical	Possession	Playing out from the back	Transition	Combination play	Finishing in the final third	Defending principles
<b>BASIC</b> U9 to U12	Attacking principles: 2v1, 3v1, 3v2, 4v3						
	Physical	Coordination & balance	Speed & agility	Perception & awareness	Speed & agility	Coordination & balance	Reaction & acceleration
	Tactical	→ Possession	→ Attacking principles	→ Playing out from the back	→ Transition & combination play	→ Finishing in the final third	→ Defending as a team – zonal defending
	Perception & awareness						
<b>INTERMEDIATE</b> U13 & U14	Technical	Passing & receiving, shooting	Shooting, running with the ball & ball control	Passing & receiving, dribbling and RWB	Turning & 1v1 defending	Aerial control & heading	Receiving to turn & shooting
	Physical	Aerobic capacity	Aerobic power	Glycolytic power	Speed & agility	General strength	Reaction & acceleration
	Tactical	→ Possession Playing out from the back Pressing	→ Attacking principles Transition Defending principles	→ Combination play Transition	→ Transition Switching play	→ Finishing in the final third Zonal defending	→ Counter attack Retreat & recovery
	Speed of play & defensive principles						
<b>ADVANCED</b> U15 to U18	Technical	Passing & receiving Shooting	Shooting Ball control	1v1 defending Turning	Receiving to turn Passing & Receiving	Crossing & finishing Aerial control & heading	Passing & receiving, ball control & shooting
	Physical	Aerobic power	Glycolytic power	Anaerobic alactic	Specific speed	Explosive strength	Acyclic speed
	General strength						

# WEEKLY PLAN

Below applies only to intermediate and advanced stages

The game is the most demanding practice of the player's week. The intensity will decrease at the beginning of the week, increase closer to the level of game intensity at the middle of the week and then decrease again at the end of the week to provide the body enough time to recover for the game. These principles apply mainly to intermediate and advanced stage players.

The weekly plan is organized as indicated in the graphic:

## 1. TACTICAL

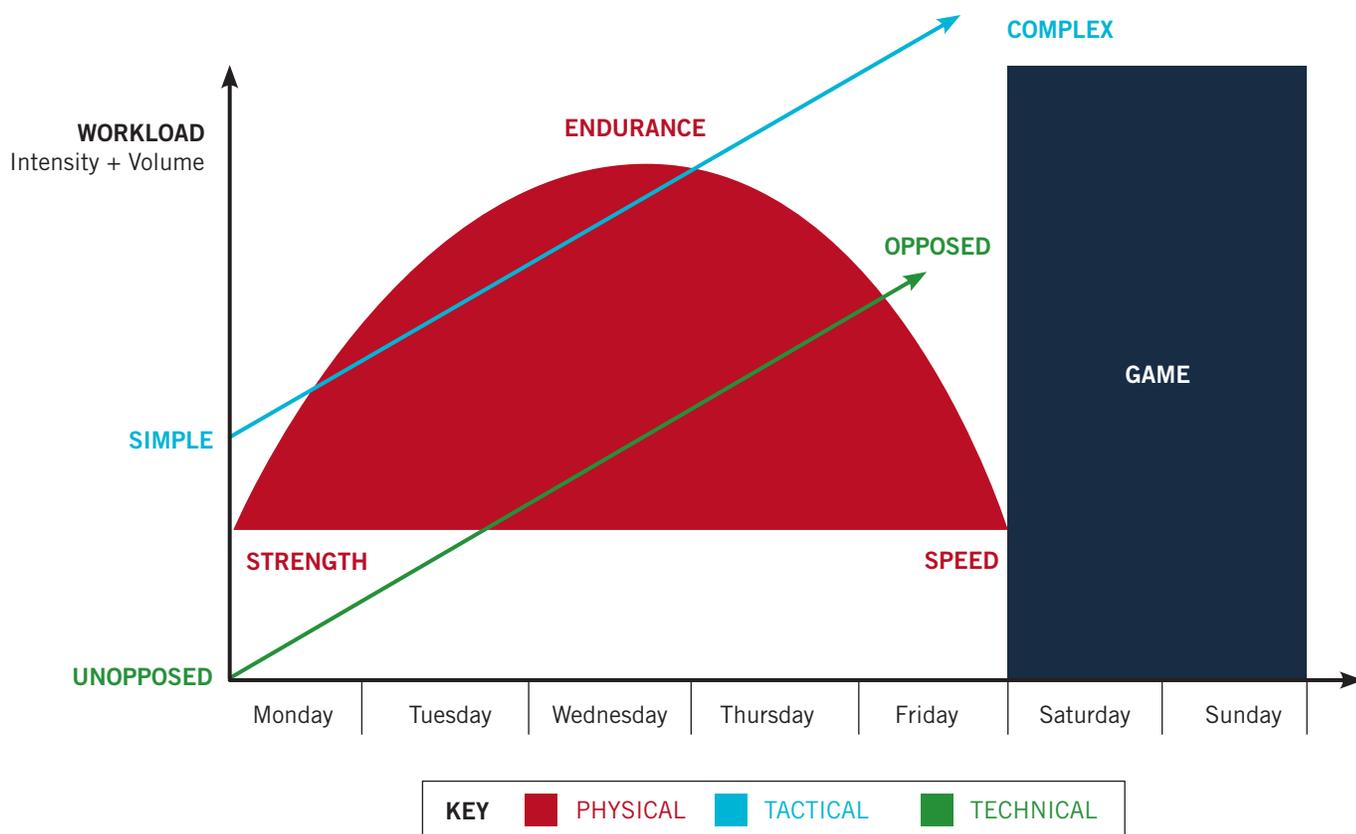
At the beginning of the week, the coach will use simple practices which increase in complexity throughout the week.

## 2. TECHNICAL

At the beginning of the week, the coach will use more unopposed practices focused on the quality of execution. By the end of the week, the coach will use opposed practices to increase speed, competitiveness and awareness.

## 3. PHYSICAL

At the beginning of the week, the physical work will focus on strength and injury prevention. By the middle of the week, the workload will increase using endurance training methods; and at the end of the week the training will focus on speed.



## Examples of a weekly plan for the different stages

STAGE	TIME	MONDAY	TUESDAY	WEDNESDAY	THURSDAY	FRIDAY	SATURDAY	SUNDAY
<b>INITIAL</b> U6 to U8	2 sessions 75 min		Warm-up Agility & basic motor skills Dribbling Scrimmage		Warm-up Agility & speed Passing & receiving Scrimmage		Game	
<b>BASIC</b> U9 to U12	3 sessions 90 min	Warm-up Agility & coordination Ball control Attacking principles Scrimmage		Warm-up Agility & speed Turning & shooting Possession Scrimmage	Warm-up Reaction & acceleration Passing & receiving Playing out from the back Scrimmage		Game	
<b>INTERMEDIATE</b> U13 to U14	4 sessions 90 min	Warm-up Coordination & flexibility Ball control Attacking principles Scrimmage	Warm-up Receiving to turn Aerobic capacity Possession Scrimmage		Warm-up Passing & receiving Aerobic power Transition Scrimmage	Warm-up Reaction & acceleration Shooting Finishing in the final third Scrimmage		Game
<b>ADVANCED</b> U15 to U18	4 sessions 120 min	Warm-up Turning Strength endurance Possession Scrimmage	Warm-up Receiving to turn Aerobic power Transition Scrimmage		Warm-up Passing & receiving Aerobic lactic Counter attacking Scrimmage	Warm-up Reaction & acceleration Shooting Zonal defending Scrimmage		Game

### WORKLOAD KEY

1= VERY LOW

2= LOW

3= MID

4= HIGH

5= VERY HIGH



# STRUCTURE OF THE TRAINING SESSION

For the initial, basic, intermediate and advanced stages

Sessions for all age groups cover tactical, technical, physical and psychosocial objectives. The exception to this are the sessions for players in the initial stage, which cover only technical, physical and psychosocial objectives because of the age and developmental characteristics of this group.

The session is organized into three blocks: Warm-up, main part (which includes technical, physical and tactical exercises) and scrimmage or free play. Training sessions follow the structure indicated below. However, the three parts of the session can be shorter or longer in duration and the sections within the main part can be interchanged depending on the type of exercise. Please note that any of the explanations below are recommendations and not prescriptions.

INITIAL STAGE U6-U8				
Sessions per week	2		Duration of the session	60 to 75 min
Players per session	12		Duration of the match	30 to 40 min
TRAINING SESSION STRUCTURE	<b>WARM-UP</b> (10 to 15 min)		Ball familiarity practices to develop basic skills	
	MAIN PART	<b>Physical</b> (15 min)	Exercises oriented mainly to develop speed, agility and basic motor skills	
		<b>Technical simple</b> (10 to 15 min)	Unopposed practices based on simplicity of the movements, repetition and high-tempo	
		<b>Technical complex</b> (10 to 15 min)	Unopposed or basic opposed practices with a small tactical component based on perception and/or decision-making	
	<b>SCRIMMAGE</b> (20-25 min)		Simple small-sided games to develop the team concept	

BASIC STAGE U9-U12				
Sessions per week	3		Duration of the session	90 min
Players per session	14		Duration of the match	50 to 60 min
TRAINING SESSION STRUCTURE	<b>WARM-UP</b> (10 min)		Fun & dynamic games, passing & possession practices, stretching & dynamic movement	
	MAIN PART	<b>Physical</b> (15 min)	Exercises based on agility, speed, coordination & balance	
		<b>Technical</b> (20 min)	Unopposed practices to develop quality and opposed practices to develop competitiveness. Opposed practices are more realistic and force players to make decisions as they would in the game	
		<b>Tactical</b> (15 min)	Practice games based on basic understanding of the game (attacking principles), possession, combination play, playing out from the back & finishing	
	<b>SCRIMMAGE</b> (25 min)		Games based on position specific, quick movement of the ball and distribution of space	

# STRUCTURE OF THE TRAINING SESSION

For the initial, basic, intermediate and advanced stages

INTERMEDIATE STAGE U13-U14			
Sessions per week	3 or 4	Duration of the session	90 min
Players per session	16	Duration of the match	70 min
TRAINING SESSION STRUCTURE	WARM-UP (10 min)		Passing, possession & transition practices, stretching & dynamic movement
	MAIN PART	Technical (20 min)	Unopposed practices to develop speed of play and opposed practices to develop competitiveness. Opposed practices are more realistic and game oriented. Unopposed practices must have time restriction
		Physical (15 min)	Exercises based on agility, various types of speed (reaction, acceleration & acyclic speed), aerobic capacity & explosive strength
		Tactical (20 min)	Use the contrast of small spaces to develop speed of play and big spaces to develop the understanding of how to work in units
	SCRIMMAGE (25 min)		Free game based on speed of play, movement off the ball & quick defensive-offensive transition

ADVANCED STAGE U15-U18			
Sessions per week	4 or 5	Duration of the session	90-120 min
Players per session	18	Duration of the match	80-90 min
TRAINING SESSION STRUCTURE	WARM-UP (10 min)		Passing, possession & transition practices, stretching & dynamic movement
	MAIN PART	Technical (20-25 min)	At this stage technique can be developed in small spaces through collective games & simple opposed practices
		Physical (10-20 min)	Exercises based on agility, various types of speed (reaction, acceleration & acyclic speed), glycolytic power, aerobic power & explosive strength
		Tactical (20-30 min)	Use the full size or specific areas of the field to develop tactical understanding of the game. Keep it realistic and related to the game.
	SCRIMMAGE (25-30 min)		Free game including the concepts worked in the session



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# STRUCTURE OF THE TRAINING SESSION

## Flexible components

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Aspects that are flexible and help organize the practice:

<b>SPACE</b>	Keep the organization of the space simple. The initial set up, with small changes, should be maintained throughout the whole session. Resetting cones during a session can easily disturb the flow of training. Attention during the session should be focussed on making the coaching points.
<b>TIME</b>	Time is flexible. Let the practice flow and make the coaching points at the right time, using breaks to give feedback to the group.
<b>INTENSITY</b>	Use short periods of time at high-intensity and utilize resting periods to explain the practices or make coaching points.
<b>RULES</b>	Use different rules to adapt the practices to the characteristics of the players and make the exercises age-appropriate.
<b>NUMBER OF PLAYERS</b>	Practice should progress from smaller to bigger groups of players. Use support players to create superiority in numbers and to make the exercises easier for the attackers.

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# Session Examples

## **INITIAL STAGE**

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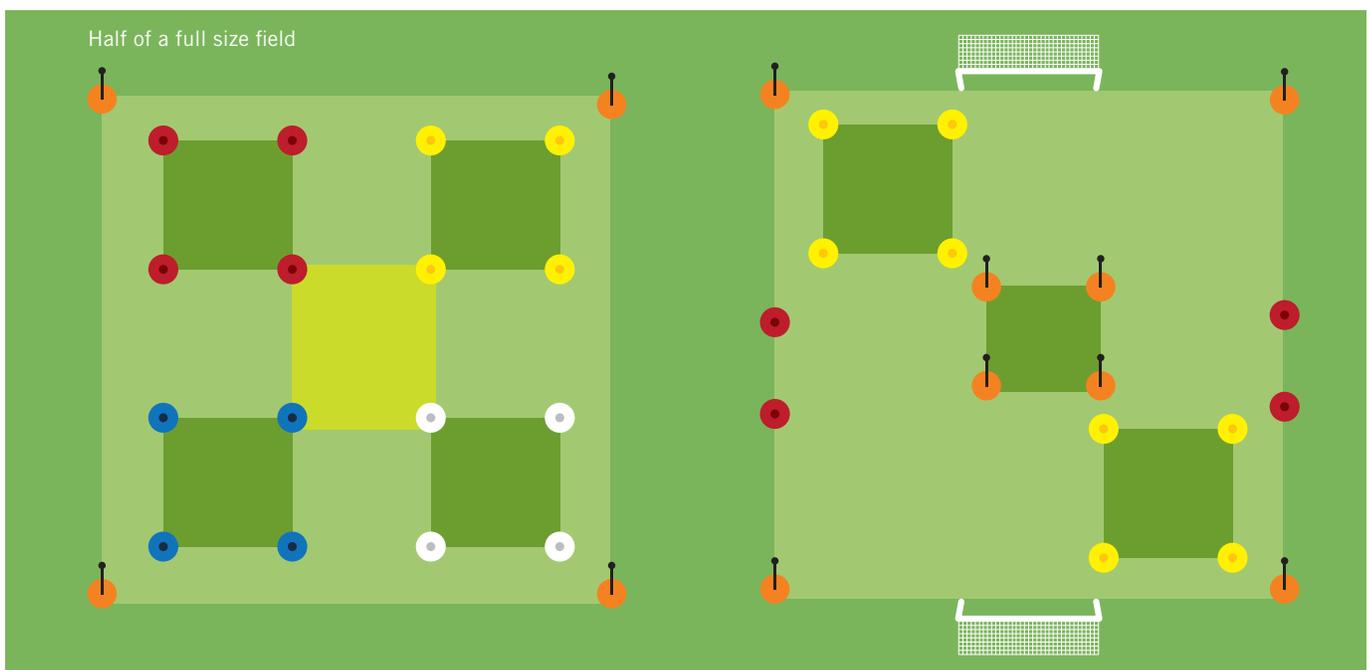
# INITIAL STAGE TRAINING SESSION EXAMPLE

Date:	Age group: U8	Duration: 75 min	Workload (1 to 5): 3
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OBJECTIVES	
Technical	Part 1 – Shooting; Part 2 – Passing
Physical	Agility and basic motor skills
Psychosocial	Self confidence

ORGANIZATION	TIME
Arrival: One ball per player. Players can dribble, shoot and keep the ball in the air.	5 min
WARM-UP: Dribbling in different spaces – <a href="#">Practice 4 – Dribbling</a> Stretching: Mobility in a circle – <a href="#">Practice 1 – Flexibility and mobility</a>	5 min 5 min
Ball control: In the same big circle, with one ball per player and one pole in the middle. 1) Three consecutive aerial touches with left foot – three with right foot; 2) Ball in the air and control with sole of the foot; 3) Three touches forwards – three drags backwards; 4) One number per player. On coach’s command, dribble at speed around the pole.	5 min
MAIN: Physical: Agility, changing of squares – <a href="#">Practice 3 – Agility</a> Technical simple 1: Agility and shooting – <a href="#">Practice 4 – Shooting</a> – first individually then numbers game Technical simple 2: Passing in a square – <a href="#">Practice 3 – Passing and receiving</a> Technical complex: 3v1 – <a href="#">Practice 10 – Passing and receiving</a>	15 min 15 min 5 min 5 min
SCRIMMAGE: 6v6 free game Cool down: Gather the players and debrief	20 min 5 min

## SETUP



WORKLOAD KEY	1= VERY LOW	2= LOW	3= MID	4= HIGH	5= VERY HIGH
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INITIAL STAGE

# DRIBBLING

UNOPPOSED	TECHNICAL
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## Practice 4: Different size squares\*

**OBJECTIVE:** Improve dribbling and close control in spaces of different sizes.

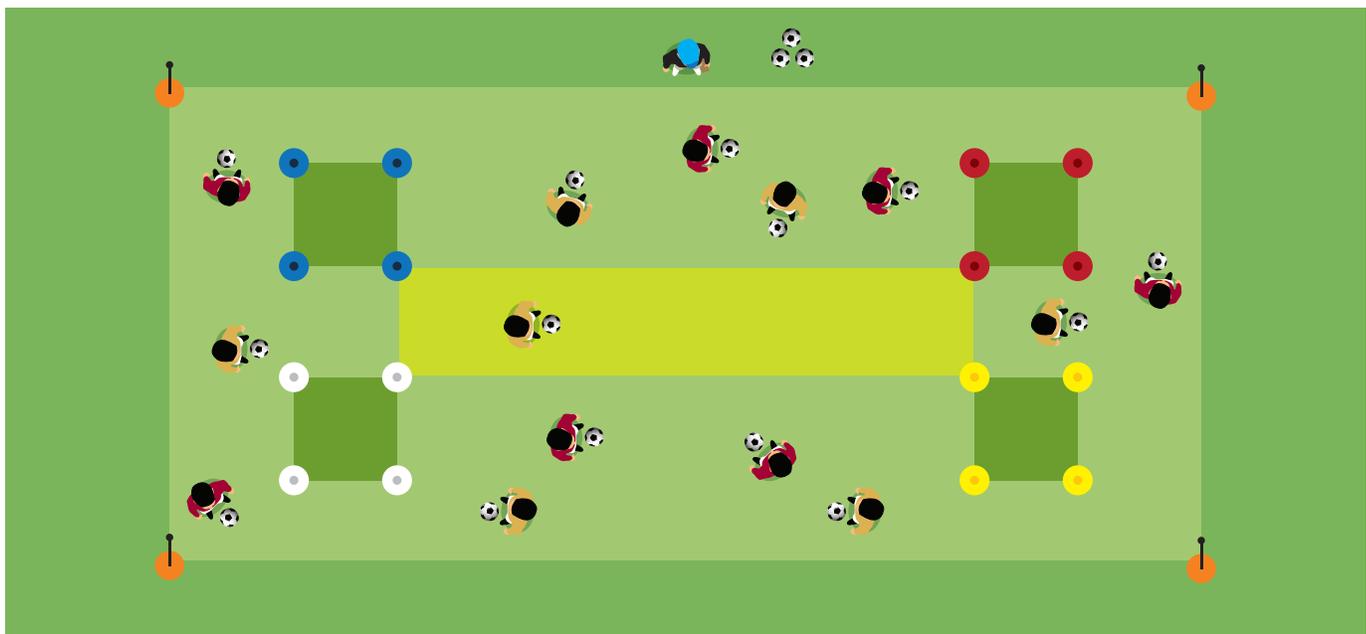
AREAS		STRUCTURE	
Technical	Dribbling	Space	40x30 yards
Tactical	Transition	Time	5 min
Physical	Perception and coordination	Age Recommended	U6+
Psychosocial	Self-confidence	Difficulty (1 to 5)	1

ORGANIZATION	
Players	12 players – 2 teams
Time	3 min working periods – 30s rest for explanations
Equipment	20 cones (4 colors), 4 high cones or poles, 2 sets of pinnies and 1 ball per player
Description	Dribbling in squares indicated by the coach (e.g. small red, long multicolor, small blue, outside squares). <b>Variation 1:</b> Assign spaces to teams <b>Variation 2:</b> Assign colors instead of shapes to improve perception

**KEY POINTS**

1. Perception
2. Close control
3. Body shape
4. Coordination and agility

\* Can be used during the warm-up



# FLEXIBILITY AND MOBILITY

UNOPPOSED

PHYSICAL

## Practice 1: Mobility in a circle\*

**PHYSICAL/PHYSIOLOGICAL EFFECT:** Prepare the body for high-intensity exercise.

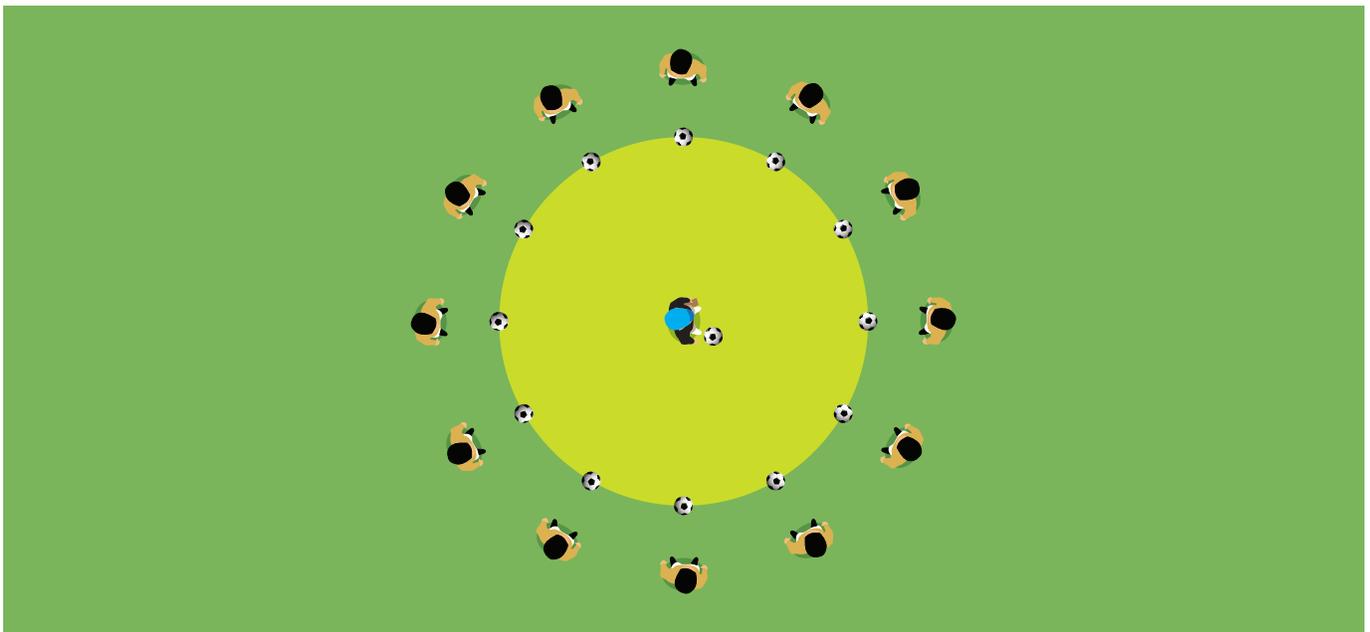
AREAS		STRUCTURE	
Technical	Flexibility & mobility	Space	20x20 yards
Tactical	-	Time	5 min
Physical	-	Age Recommended	U6+
Psychosocial	-	Difficulty (1 to 5)	1

ORGANIZATION	
Players	8+
Equipment	1 ball per player
Description	Make a circle around the coach, leave the ball and take two steps backward. Different types of exercises for flexibility and joint mobility: ankles, knees, hips, calf, hamstrings, abductors, adductors, hip flexor, wide dorsal muscles and neck.
Justification	A variety of exercises to prepare muscles and joints for game speed and constant change of direction. Young players do not need to stretch intensively before the activity. However, it is essential for players to be familiar with these types of exercises.

**WORKLOAD**

- 8 seconds per exercise and 1 or 2 repetitions

\* Can be used during the warm-up



INITIAL STAGE

# AGILITY

## Practice 3: Reach the square\*

OPPOSED	PHYSICAL
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**PHYSICAL/PHYSIOLOGICAL EFFECT:** Improve agility and make quick and efficient decisions to avoid defenders and reach targets with and without the ball.

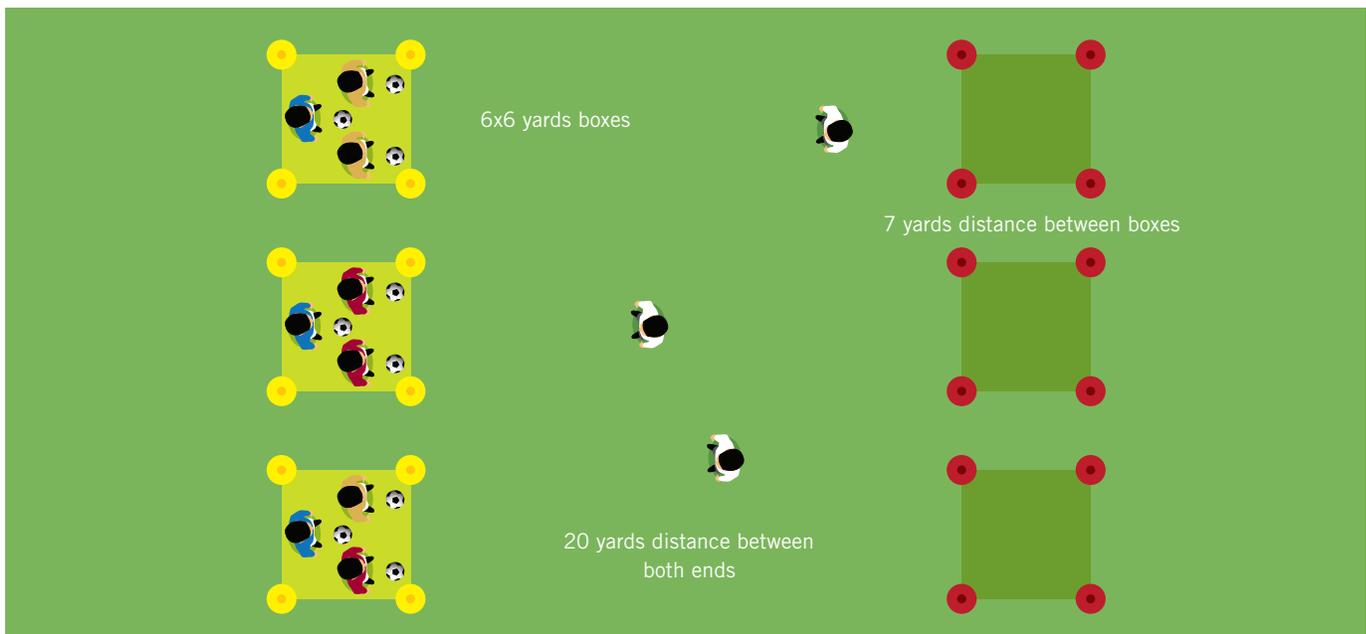
AREAS		STRUCTURE	
Physical	Agility	Space	32x20 yards
Tactical	Transition	Time	15 min
Technical	Dribbling	Age Recommended	U6+
Psychosocial	Competitiveness	Difficulty (1 to 5)	3

ORGANIZATION	
Players	12 players – 4 teams of 3 players
Equipment	24 cones (2 sets of colors); 9 balls
Description	<p>On the coach's command, every player must change to a square at the other end - first without the ball, then with the ball. The team in the middle tries to regain the ball in the process and dribble to one of the original squares. If this happens the player will be eliminated. The first team with no players in the game takes the defending position.</p> <p><b>Variation 1:</b> No more than one player per team per square</p> <p><b>Variation 2:</b> Three players maximum per square</p>

**WORKLOAD**

1. Keep the game active and at high-intensity for 3 to 4 min periods. Rest periods for 30 seconds to 1 minute

\* Can be used during the warm-up



INITIAL STAGE

# SHOOTING

UNOPPOSED

TECHNICAL

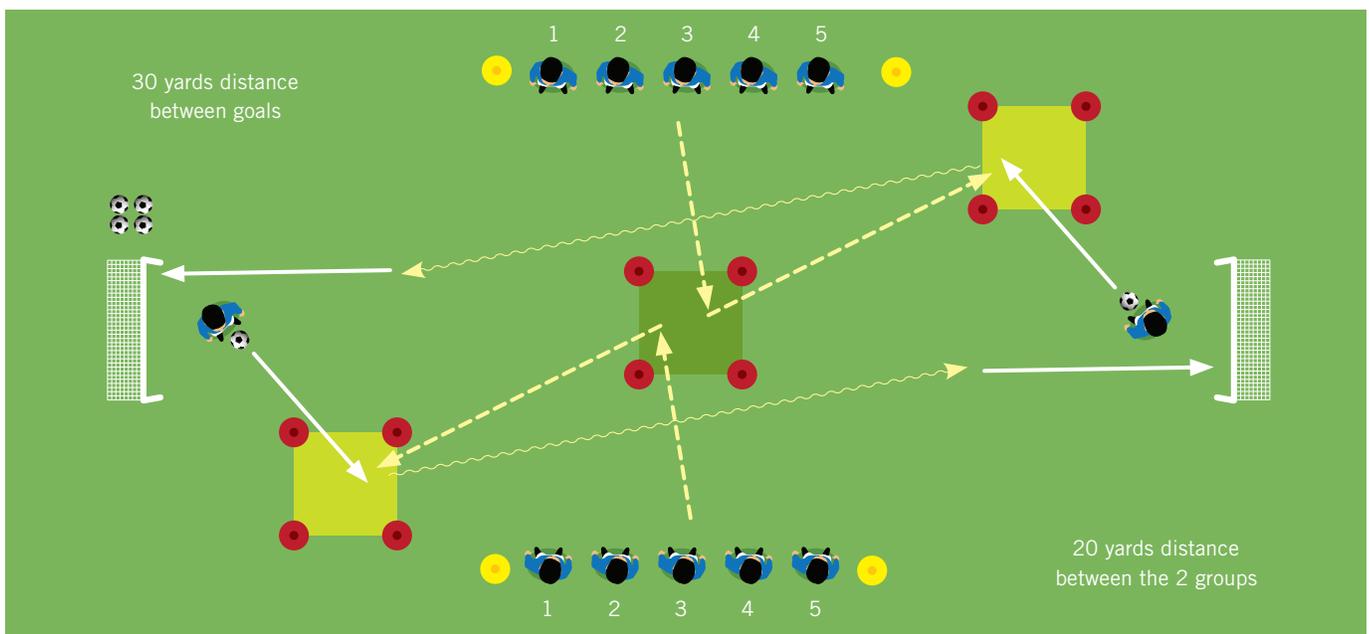
## Practice 4: Middle, back and forward

**OBJECTIVE:** Improve reaction, speed, change of direction, acceleration and running with the ball before shooting in a competitive environment.

AREAS		STRUCTURE	
Technical	Shooting	Space	25x15 yards
Tactical	Finishing in the final third	Time	15 min
Physical	Speed and reaction	Age Recommended	U6+
Psychosocial	Competitiveness	Difficulty (1 to 5)	3

ORGANIZATION	
Players	12 players – 2 teams of 5 outfield players and 1 goalkeeper per team
Time	4 min working periods – 30s rest for explanations
Equipment	16 cones (2 sets of colors); 10 balls
Description	<p>The coach will call a number from 1 to 5. On coach's command, one player from each team runs to the middle square then changes direction toward the square close to goalkeeper to receive the ball. When receiving the ball, the player runs at speed toward the other goal to score.</p> <p><b>Variation 1:</b> The player runs with the ball to the middle square, then turns to shoot on goal</p> <p><b>Variation 2:</b> Pass the ball to the goalkeeper from the middle square before running to the second square</p>

- KEY POINTS**
1. Reaction speed
  2. Change of pace
  3. Body position to receive
  4. First touch on the ball
  5. Shooting with laces for power



# PASSING & RECEIVING

## Practice 3: Passing in a square

UNOPPOSED

TECHNICAL

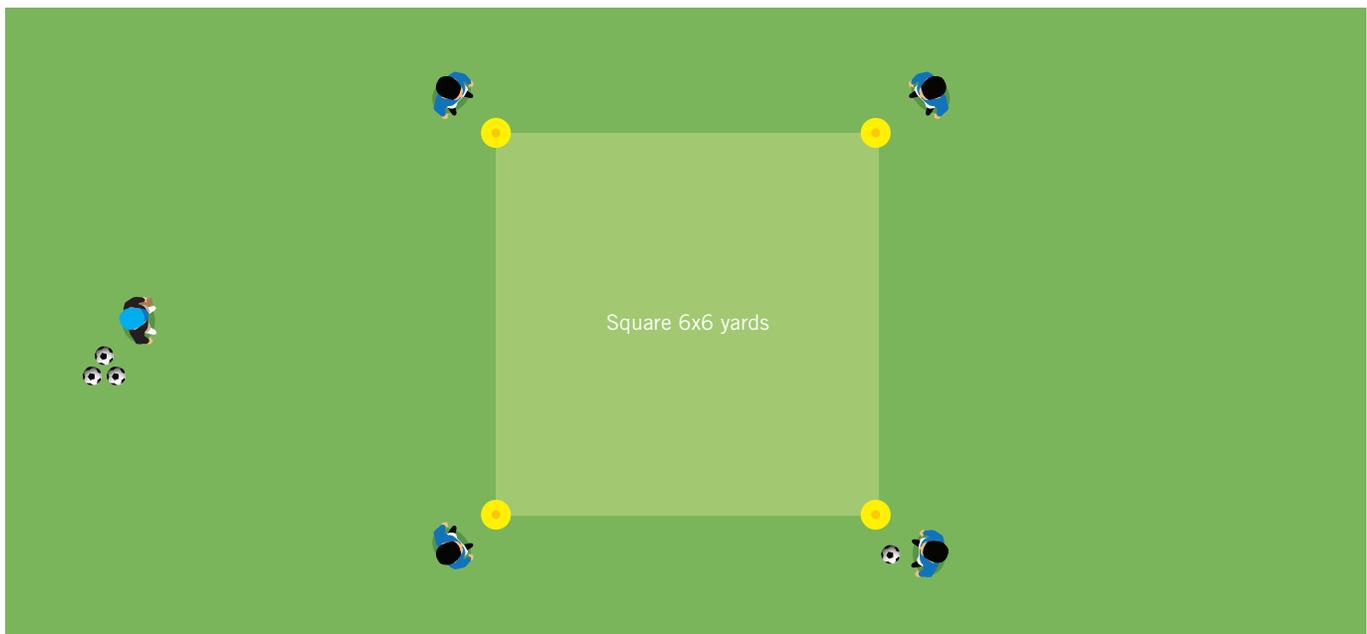
**OBJECTIVE:** Develop receiving and passing technique by changing the angles.

AREAS		STRUCTURE	
Technical	Passing and receiving	Space	6x6 yards
Tactical	Possession	Time	10 min
Physical	Perception	Age Recommended	U6+
Psychosocial	Self-confidence	Difficulty (1 to 5)	2

ORGANIZATION	
Players	4+
Time	2 min working periods – 30s rest for explanations
Equipment	4 cones, 1 ball
Description	One player behind each cone. The player receives the ball and passes to teammate behind the cone. <b>Variation 1:</b> Change direction using right or left foot <b>Variation 2:</b> Bigger distances between cones receiving the ball with the inside of the foot and keeping the ball in movement <b>Variation 3:</b> Receiving the ball with the outside of the foot and moving to the side <b>Variation 4:</b> Five players per group. One extra player behind the player with the ball. Player passing the ball follows his/her pass.

**KEY POINTS**

1. Creating space behind the cone
2. Control with different parts of the foot; sole of the foot, inside/outside
3. Keeping the head up and perception of distance with the ball
4. Angles: non-kicking foot pointing to the target
5. Receiving with the inside of the furthest foot and passing with opposite foot



INITIAL STAGE

# PASSING & RECEIVING

## Practice 10: 3v1\*\*

OPPOSED	TECHNICAL
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**OBJECTIVE:** Develop perception, support play and passing in short periods of time.

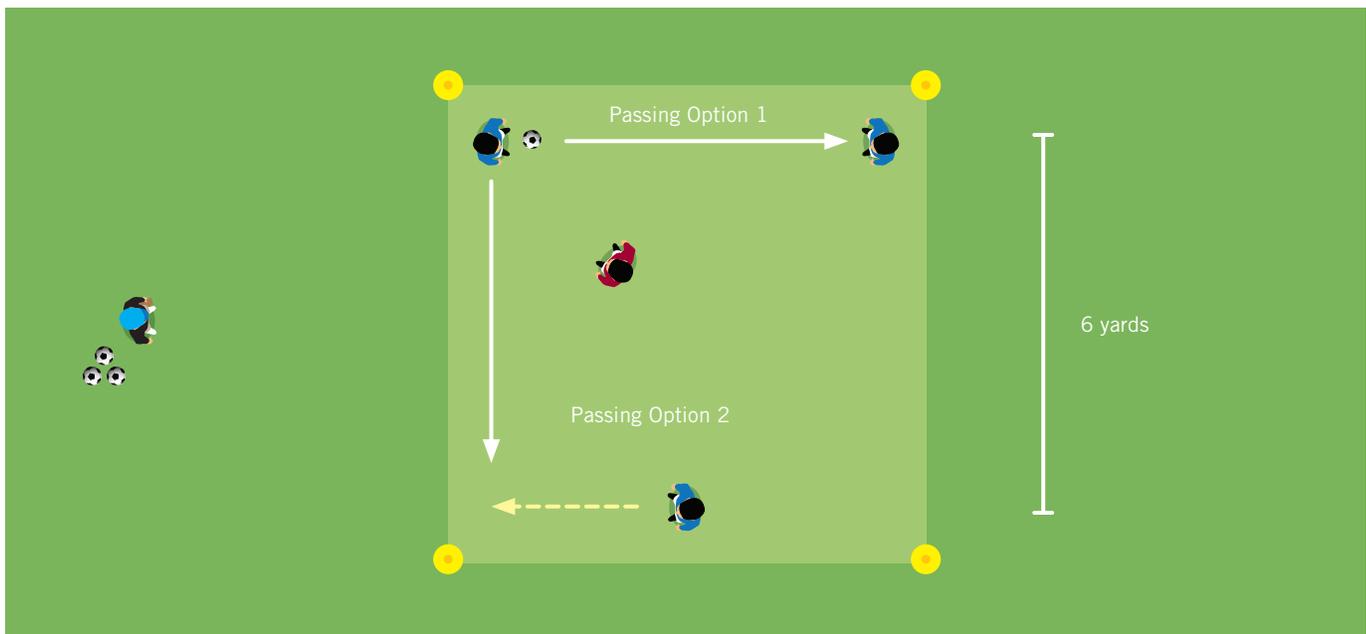
AREAS		STRUCTURE	
Technical	Passing and receiving	Space	6x6 yards square
Tactical	Possession	Time	12 min
Physical	Perception	Age Recommended	U7+
Psychosocial	Decision	Difficulty (1 to 5)	5

ORGANIZATION	
Players	4 players - 3v1
Time	4 reps, 2 min – 30s rest
Equipment	4 cones, 1 ball
Description	Keep possession of the ball away from the defender. The players keeping possession can move to support the player in possession of the ball. Develop the basic concept of triangle passing and movement to create two passing options in a game. <b>Variation 1:</b> Limit the number of touches to two or three <b>Variation 2:</b> One-touch play

**KEY POINTS**

1. Receiving the ball with the inside of the foot for better control
2. Keeping the head up - perception
3. Quick decision-making
4. Passing with inside of the foot
5. Moving to free space - support

\*\* Can be used for the technical complex part of the training session



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# Session Examples

## **BASIC STAGE**

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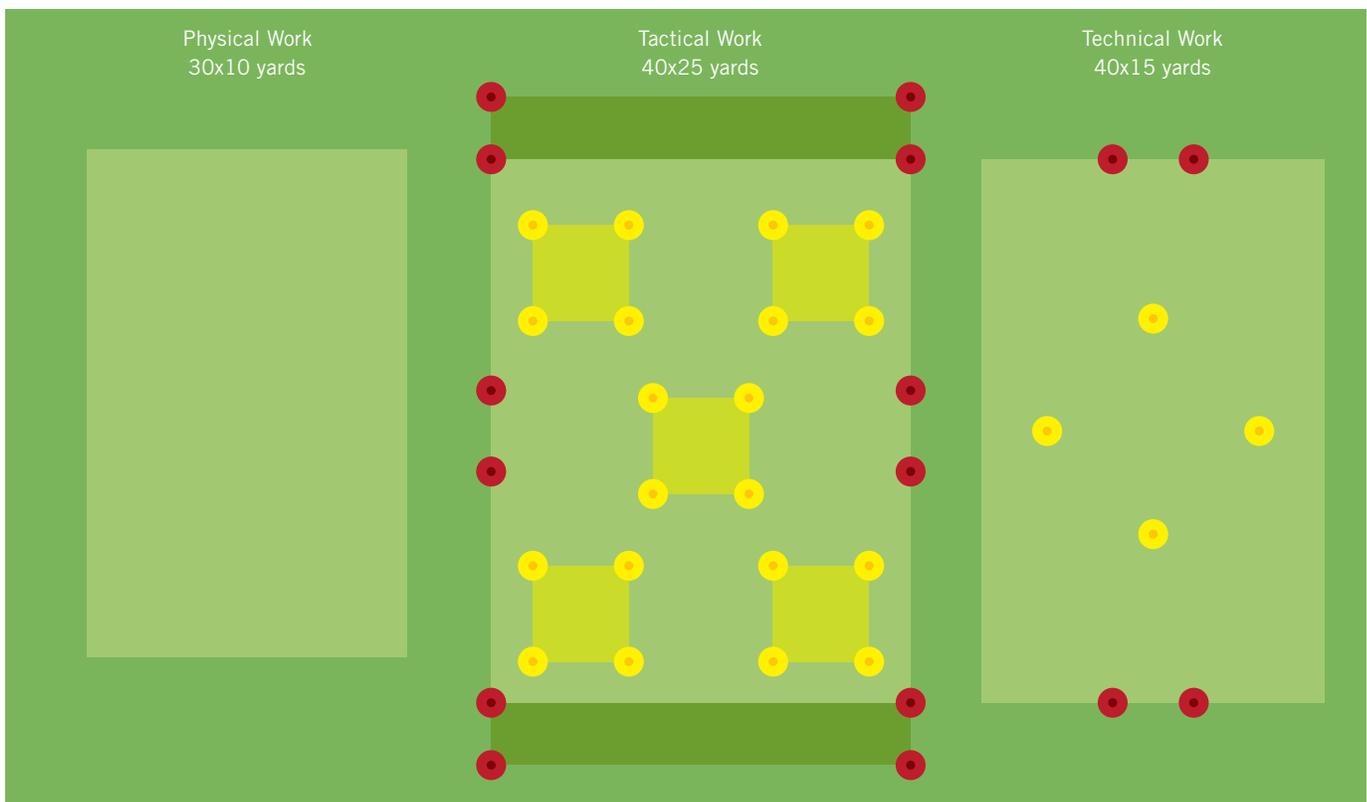
# BASIC STAGE TRAINING SESSION EXAMPLE

Date:	Age group: U12	Duration: 90 min	Workload (1 to 5): 4
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OBJECTIVES	
Technical	Receiving to turn
Tactical	Attacking principles
Physical	Agility
Psychosocial	Self confidence

ORGANIZATION	TIME
Arrival: Players in pairs – 5 yards distance and passing first two touches inside of the foot, then one touch	5 min
WARM-UP: 3v1s – <a href="#">Practice 16 – Passing and receiving</a> / 2v2+1 transition – <a href="#">Practice 2 – Transition</a> Stretching: Mobility in a circle – <a href="#">Practice 1 – Flexibility and mobility</a>	20 min 5 min
MAIN: Physical: Acceleration-deceleration circuit – <a href="#">Practice 1 – Acceleration</a> Technical: Receiving to turn – <a href="#">Practice 3 – Receiving to turn</a> – goalkeepers with goalkeeping coach (if any) Tactical: Attacking principles – 5 squares game – <a href="#">Practice 14 – Attacking principles</a>	10 min 15 min 15 min
SCRIMMAGE: 7v7 free game	25 min

## SETUP



WORKLOAD KEY	1= VERY LOW	2= LOW	3= MID	4= HIGH	5= VERY HIGH
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**BASIC STAGE**

# PASSING & RECEIVING

## Practice 16: 3v1\*

OPPOSED	TECHNICAL
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**OBJECTIVE:** Develop perception, support play and passing in short periods of time.

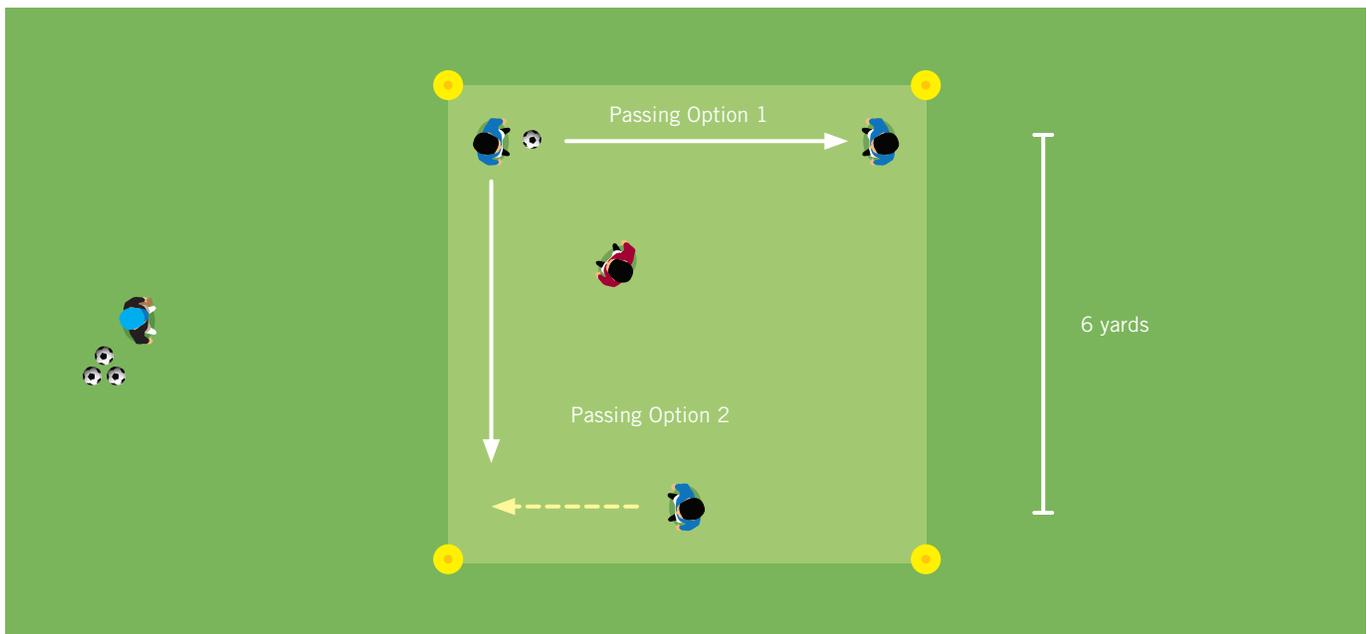
AREAS		STRUCTURE	
Technical	Passing and receiving	Space	6x6 yards square
Tactical	Possession	Time	5 min
Physical	Perception	Age Recommended	U9+
Psychosocial	Decision	Difficulty (1 to 5)	5

ORGANIZATION	
Players	4 players - 3v1
Time	4 reps, 2 min – 30s rest
Equipment	4 cones, 1 ball
Description	<p>Keep possession of the ball away from the defender. The players keeping possession can move to support the player in possession of the ball. Develop the basic concept of triangle passing and movement to create two passing options in a game.</p> <p><b>Variation 1:</b> Limit the number of touches to two or three</p> <p><b>Variation 2:</b> One-touch play</p>

**KEY POINTS**

1. Receiving the ball with the inside of the foot for better control
2. Keeping the head up - perception
3. Quick decision-making
4. Passing with inside of the foot
5. Moving to free space - support

\* Can be used during the warm-up



**BASIC STAGE**

# TRANSITION

OPPOSED

TACTICAL

## Practice 2: 2v2+1 transition\*

**OBJECTIVE:** Improve assessment and decision-making in the game to play fast and forward.

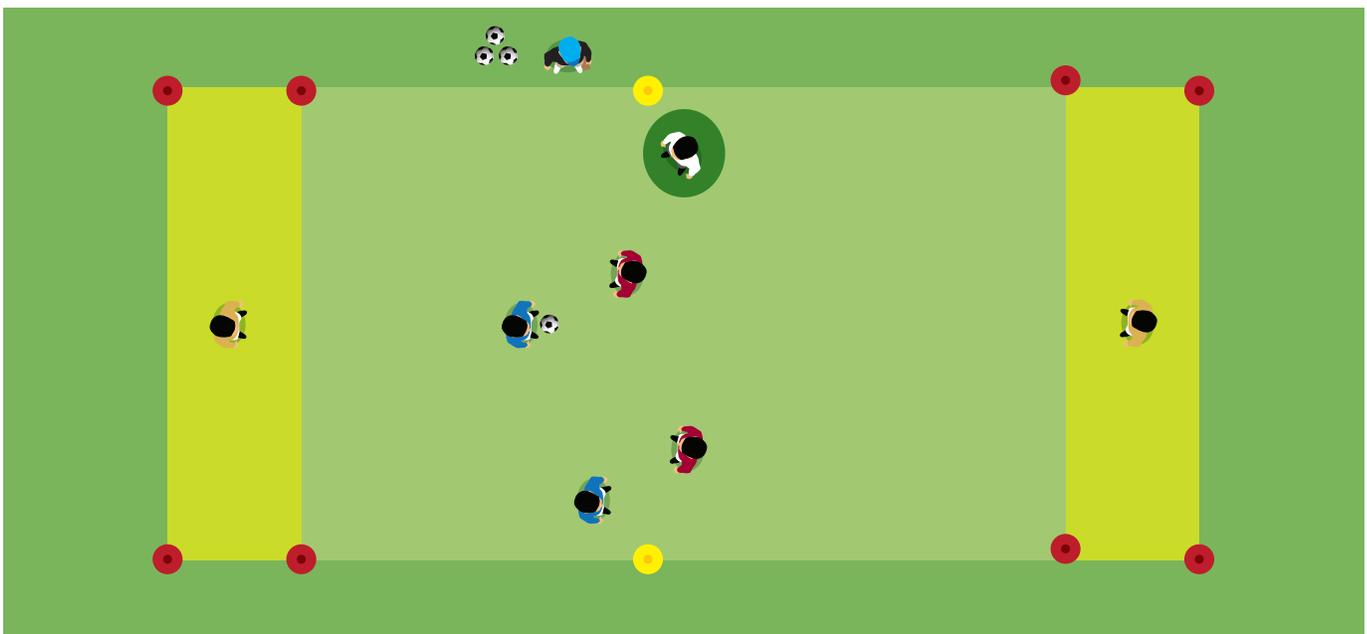
AREAS		STRUCTURE	
Technical	Combination play	Space	30x20 yards
Tactical	Passing and receiving	Time	15 min
Physical	Perception and awareness	Age Recommended	U9+
Psychosocial	Cooperation	Difficulty (1 to 5)	3

ORGANIZATION	
Players	7+
Time	Work continuously at high-intensity for 3 min. Use rest periods to make brief coaching points.
Equipment	10 cones, 5 balls and 4 sets of pinnies
Description	2v2+1 situation in the middle and two target players at both ends. Players combine and score by playing a pass a player inside the end zone.  <b>Variation 1:</b> Limit number of touches on the ball <b>Variation 2:</b> Limit to five then to three the number of passes before reaching a target player <b>Variation 3:</b> Score after a give and go with target player and control the ball inside the end zone

**KEY POINTS**

1. Perception
2. Creating space
3. Support
3. Passing options
4. Determination

\* Can be used during the warm-up



# FLEXIBILITY AND MOBILITY

UNOPPOSED

PHYSICAL

## Practice 1: Mobility in a circle\*

**PHYSICAL/PHYSIOLOGICAL EFFECT:** Prepare the body for high-intensity exercise.

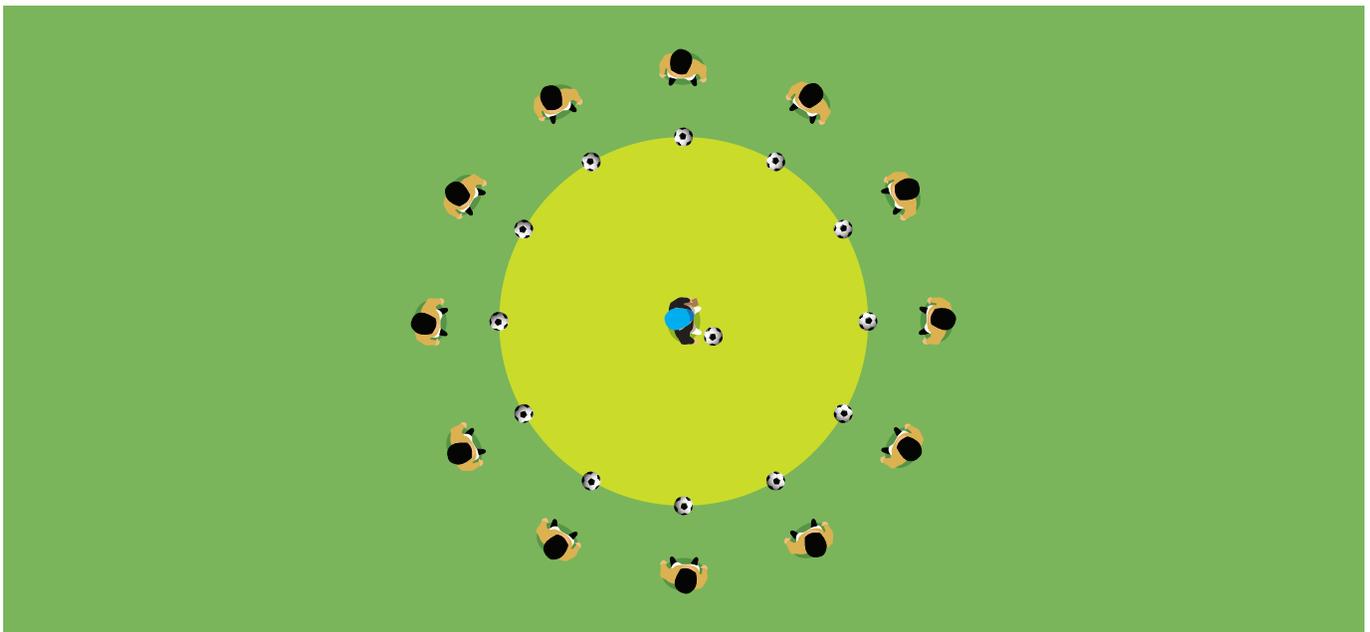
AREAS		STRUCTURE	
Technical	Flexibility & mobility	Space	20x20 yards
Tactical	-	Time	5 min
Physical	-	Age Recommended	U6+
Psychosocial	-	Difficulty (1 to 5)	1

ORGANIZATION	
Players	8+
Equipment	1 ball per player
Description	Make a circle around the coach, leave the ball and take two steps backward. Different types of exercises for flexibility and joint mobility: ankles, knees, hips, calf, hamstrings, abductors, adductors, hip flexor, wide dorsal muscles and neck.
Justification	A variety of exercises to prepare muscles and joints for game speed and constant change of direction. Young players do not need to stretch intensively before the activity. However, it is essential for players to be familiar with these types of exercises.

**WORKLOAD**

- 8 seconds per exercise and 1 or 2 repetitions

\* Can be used during the warm-up



**BASIC STAGE**

# ACCELERATION

UNOPPOSED

PHYSICAL

## Practice 1: Acceleration-Deceleration

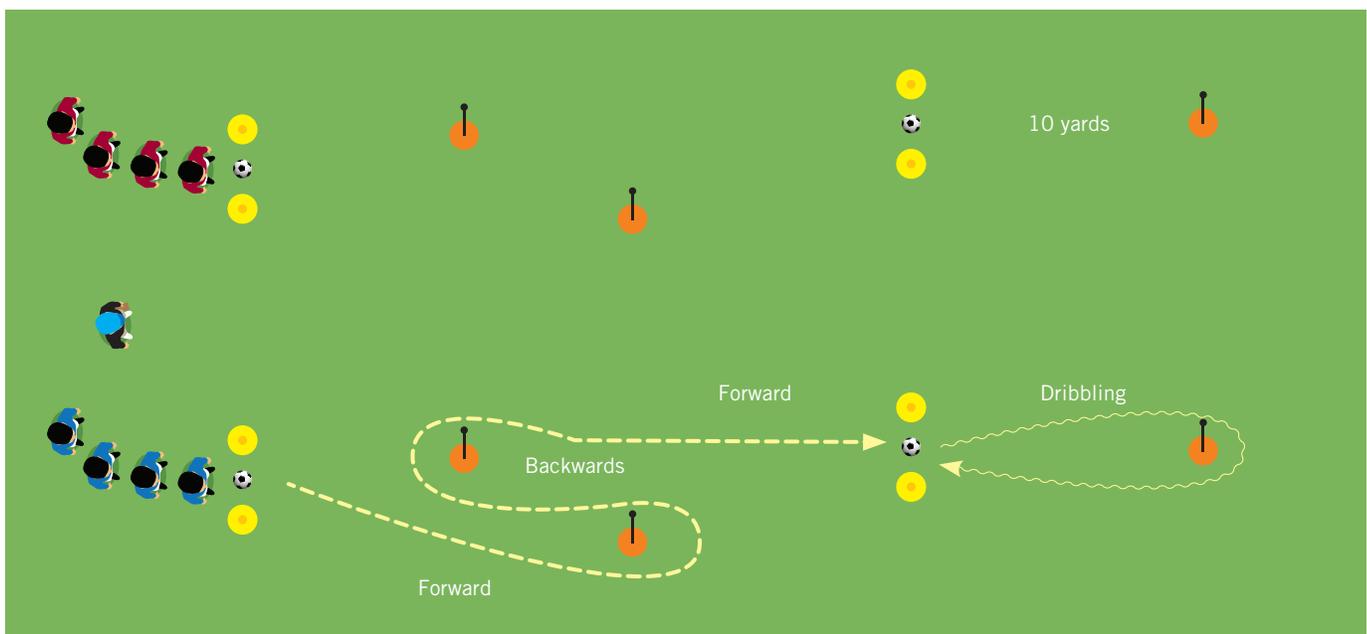
**PHYSICAL/PHYSIOLOGICAL EFFECT:** Reduce acceleration and deceleration time within short distances.

AREAS		STRUCTURE	
Technical	Acceleration	Space	30x10 yards
Tactical	Transition	Time	10 min
Physical	Dribbling	Age Recommended	U9+
Psychosocial	Self confidence	Difficulty (1 to 5)	2

ORGANIZATION	
Players	6+
Equipment	4 cones, 3 poles and 2 balls per group
Description	Six players per group; 1) Accelerate forward and backward between the poles; 2) Dribble 10 yards around the last pole and leave the ball in the same place. <b>Variation 1:</b> One team competes against the other.
Justification	The tone and activation of the different muscles in the lower body is key for accelerating, decelerating and change of direction. This exercise improves immediate response of fundamental muscle-groups like quadriceps and hamstrings.

**WORKLOAD**

1. Distance: 10 yards x 3
2. Reps: 7
3. Rest between reps: 1 min
4. Ratio: 1:6



**BASIC STAGE**

# RECEIVING TO TURN

## Practice 3: Double 'Y' receive and turn

UNOPOSED

TECHNICAL

**OBJECTIVE:** Improve the two main receiving to turn techniques: 1) with back to goal and 2) side-on.

AREAS		STRUCTURE	
Technical	Receiving to turn	Space	30x15 yards
Tactical	Transition	Time	15 min
Physical	Perception and awareness	Age Recommended	U11+
Psychosocial	Cooperation	Difficulty (1 to 5)	4

ORGANIZATION	
Players	8+
Time	Work continuously at high-intensity for 3 min. Use rest periods to make brief coaching points.
Equipment	8 cones and 2 balls per group
Description	<p>First player receives and turns to pass to the player on the side. The player on the side creates a space to receive, turn and pass.</p> <p><b>Variation 1:</b> Place a goal in both ends and finish with a shot on goal</p> <p><b>Variation 2:</b> One-touch passing during combination play at both ends</p> <p><b>Variation 3:</b> One-touch back before opening to receive and turn</p>

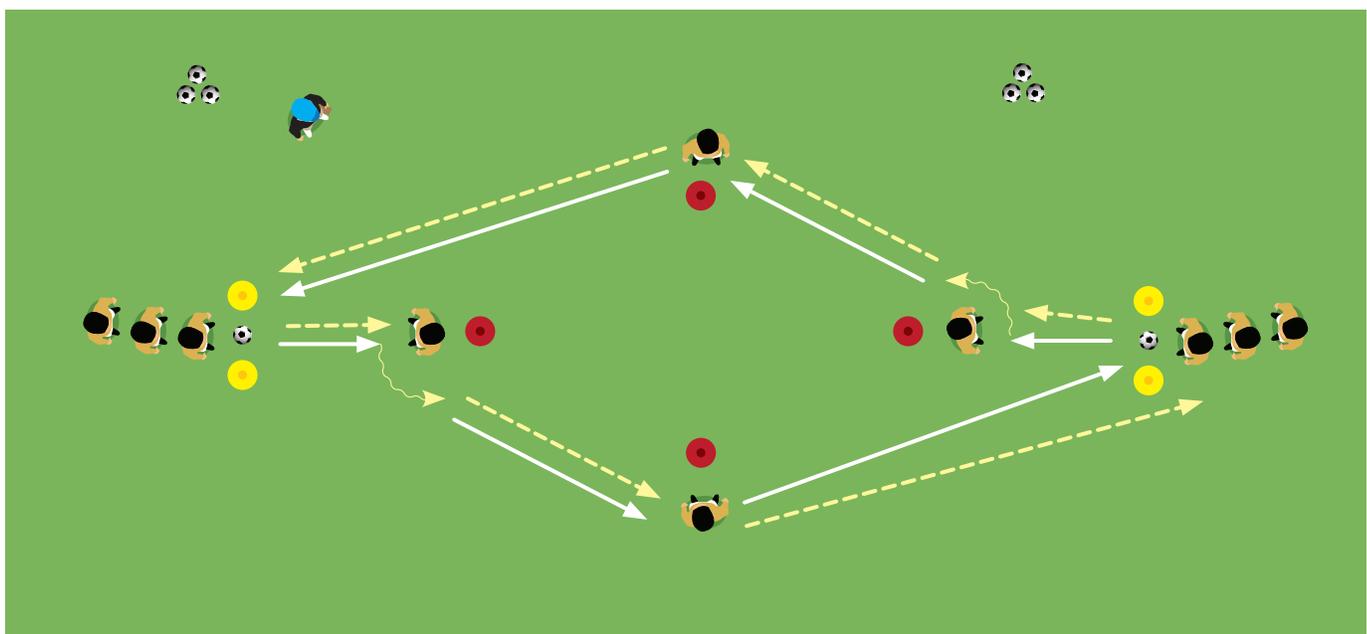
### KEY POINTS

#### First Player to Receive

1. Awareness
2. Touching to the side with the inside or outside of the foot
3. Keeping the ball in movement – One touch
4. to receive and one to pass
5. Pass with inside of the foot

#### Player on the Side

1. Create space to receive the ball
2. Body position: side-on
3. First touch: receive with inside of the foot
4. Keep the ball in movement – 1 touch to receive and 1 to pass
5. Pass with inside of the foot



**BASIC STAGE**

# ATTACKING PRINCIPLES

GAME

TACTICAL

## Practice 14: 5 squares game\*\*

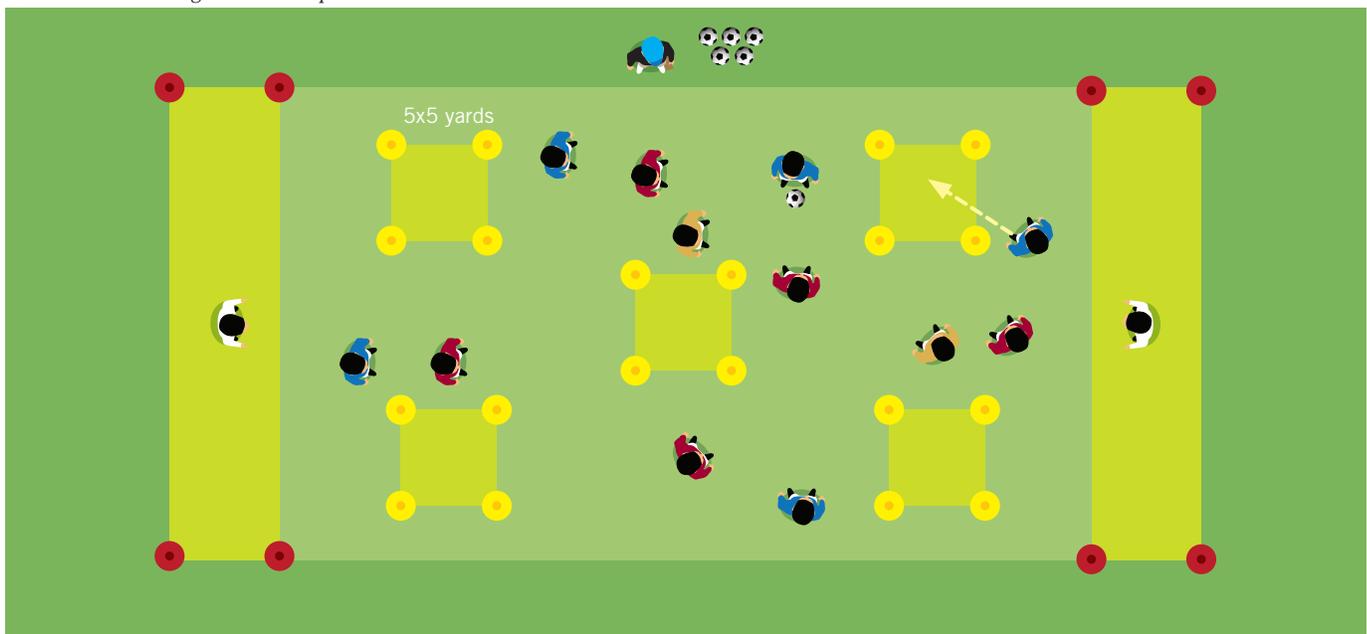
**OBJECTIVE:** Improve basic distribution of the players on the field as well as support play to move the ball quickly in different parts of the field.

AREAS		STRUCTURE	
Technical	Attacking principles	Space	40x30 yards
Tactical	Passing and receiving	Time	15 min
Physical	Perception and awareness	Age Recommended	U9+
Psychosocial	Cooperation	Difficulty (1 to 5)	5

ORGANIZATION	
Players	14+ (5v5+2+2)
Time	Work continuously at high-intensity for 4 min. Use rest periods to make brief coaching points.
Equipment	28 cones and 6 balls
Description	5v5+2 and one goalkeeper at each end. Score by receiving the ball inside one of the squares and successfully passing to a teammate. Middle square counts double. <b>Variation 1:</b> Support players out wide instead of on the ends (width) <b>Variation 2:</b> 6v6 on the field <b>Variation 3:</b> Limit number of touches or passes before scoring

- KEY POINTS**
1. Creating space
  2. Support play
  3. Movement to space
  4. Passing options – movement off the ball
  5. Overlaps and switching positions
  6. Creating 2v1 situations – speed of play

\* Can be used during the warm-up



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# Session Examples

## **INTERMEDIATE STAGE**

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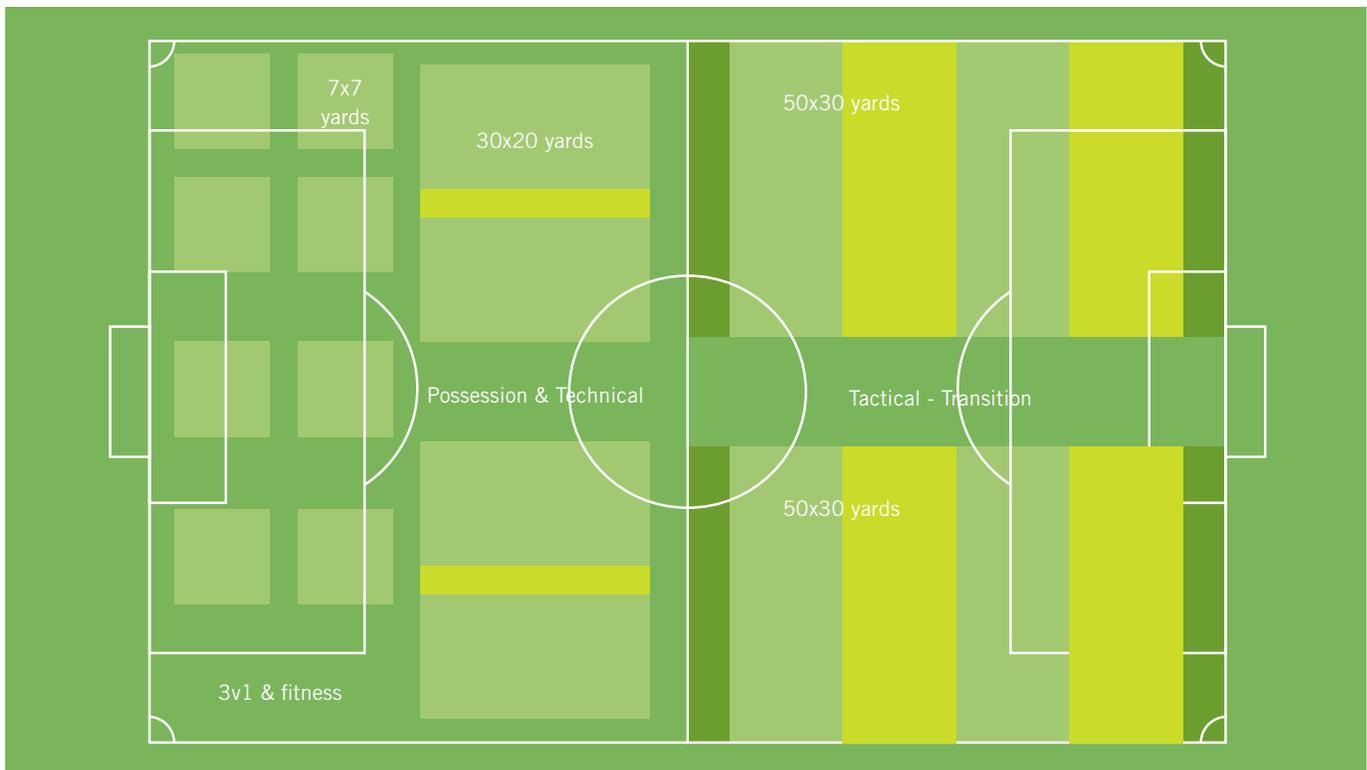
# INTERMEDIATE STAGE TRAINING SESSION EXAMPLE

Date:	Age group: U14	Duration: 90 min	Workload (1 to 5): 4
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OBJECTIVES	
Technical	Transition
Tactical	Passing and receiving
Physical	Strength endurance
Psychosocial	Self confidence

ORGANIZATION	TIME
Arrival: Players in pairs – 5 yards distance and passing first two touches with inside of the foot then one-touch	5 min
WARM-UP: 3v1s – Practice 11 – Passing and receiving / 2v2+2 – Practice 13 – Passing and receiving'	20 min
Stretching: Mobility in a circle – Practice 1 – Flexibility and mobility	5 min
Dynamic movement: Mobility - Practice 2 – Flexibility and mobility	5 min
MAIN:	
Technical: double 'Y' passing – Practice 3 – Passing and receiving – goalkeepers with goalkeeping coach	10 min
Physical: Speed reaction and agility – Practice 1 – Strength endurance – goalkeepers with goalkeeping coach	10 min
Tactical: 4 channels transition – Practice 5 – Transition – bring goalkeepers to practice	20 min
SCRIMMAGE: 9v9 or 11v11 free game	20 min

## SETUP



WORKLOAD KEY	1= VERY LOW	2= LOW	3= MID	4= HIGH	5= VERY HIGH
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INTERMEDIATE STAGE

# PASSING & RECEIVING

## Practice 11: 3v1\*

OPPOSED	TECHNICAL
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**OBJECTIVE:** Improve short passing and reaction under pressure.

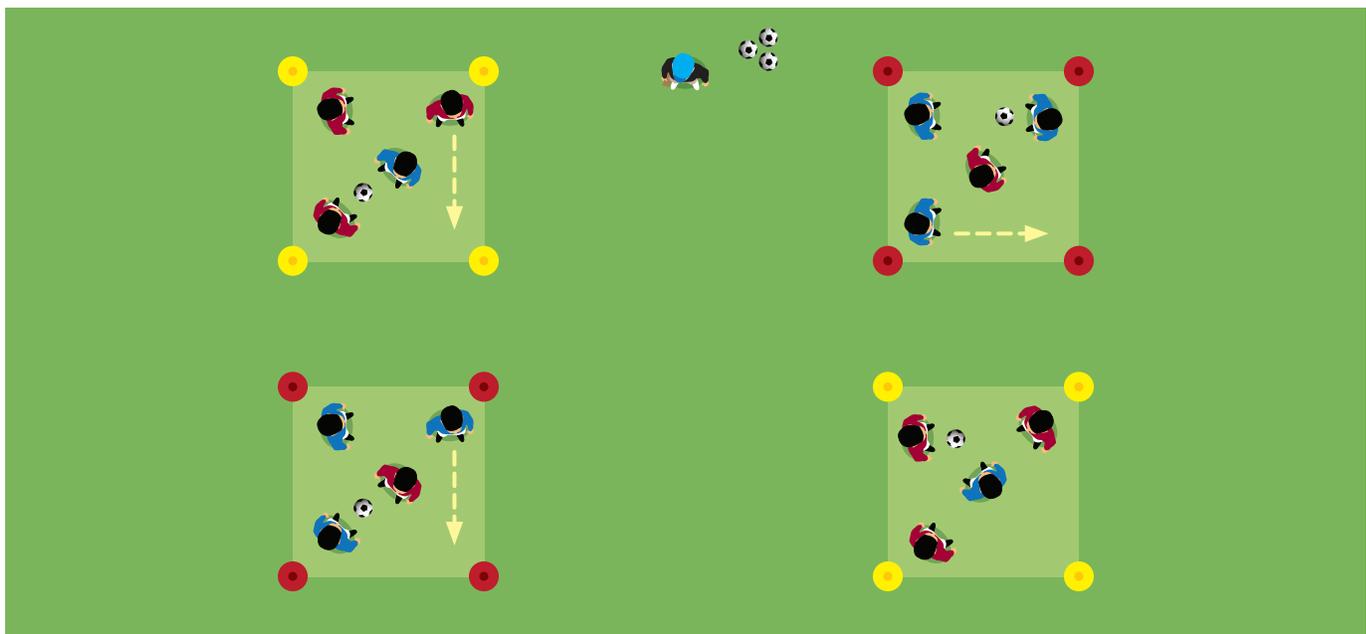
AREAS		STRUCTURE	
Technical	Passing and receiving	Space	8x8 yards
Tactical	Possession	Time	5 min
Physical	Reaction	Age Recommended	U13+
Psychosocial	Concentration	Difficulty (1 to 5)	3

ORGANIZATION	
Players	Groups of 4 players – 3 attackers and 1 defender
Time	Work continuously at high-intensity for 2-3 min. Use rest periods to make brief coaching points.
Equipment	4 cones and 1 ball per group
Description	Three players keep possession of the ball and one in the middle tries to regain possession. The player with the ball must always have two passing options and players without the ball must work on the movement and support to create passing options.  <b>Variation 1:</b> Two-touch passing restriction <b>Variation 2:</b> One-touch passing restriction <b>Variation 3:</b> Join squares to increase space and difficulty

**KEY POINTS**

1. Ball on the ground for short pass using inside of the foot
2. Timing of the pass
3. Movement to support - triangle
4. Accuracy and weight of the pass – speed of play

\* Can be used during the warm-up



INTERMEDIATE STAGE

# PASSING & RECEIVING

OPPOSED

TECHNICAL

## Practice 13: 2v2+2 progressing to 4v4+4\*

**OBJECTIVE:** Improve short passing and reaction under pressure in a game context.

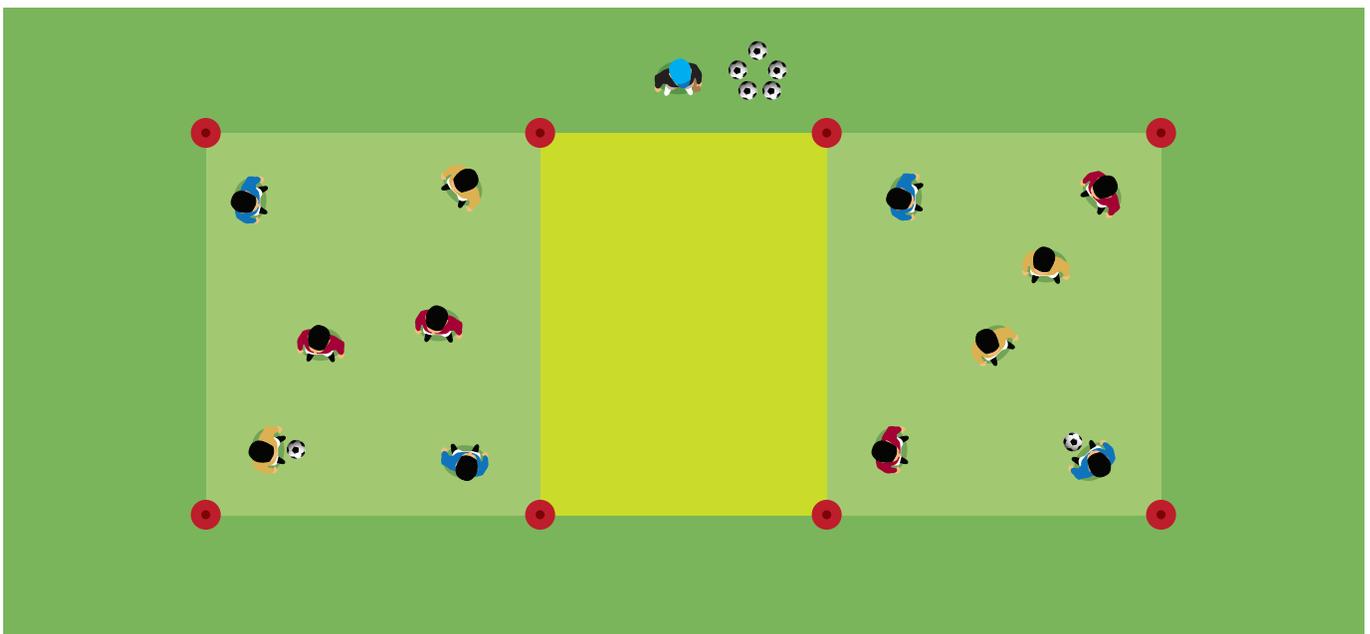
AREAS		STRUCTURE	
Technical	Passing and receiving	Space	40x20 yards
Tactical	Attacking principles	Time	15 min
Physical	Perception & awareness	Age Recommended	U13+
Psychosocial	Concentration	Difficulty (1 to 5)	5

ORGANIZATION	
Players	Groups of 6 players – 3 pairs in each group
Time	Work continuously at high-intensity for 2-3 min. Use rest periods to make brief coaching points.
Equipment	For 12 players - 8 cones, 12 pinnies of 3 different colors and 2 balls
Description	Two teams of pairs keep possession away from a third pair. When the third pair regains possession, they attack and the pair that lost possession defends. Always keep a 4v2.  <b>Variation 1:</b> Two-touch passing restriction <b>Variation 2:</b> One-touch passing restriction <b>Variation 3:</b> Join squares to increase space and difficulty

### KEY POINTS

1. Ball on the ground for short pass – using inside of the foot
2. Attacking principles: creating space and support
3. Movement to middle then to outside positions – avoid standing in the four corners
4. Accuracy and weight of the pass – speed of play
5. Communication

\* Can be used during the warm-up



# FLEXIBILITY AND MOBILITY

UNOPPOSED

PHYSICAL

## Practice 1: Mobility in a circle\*

**PHYSICAL/PHYSIOLOGICAL EFFECT:** Prepare the body for high-intensity exercise.

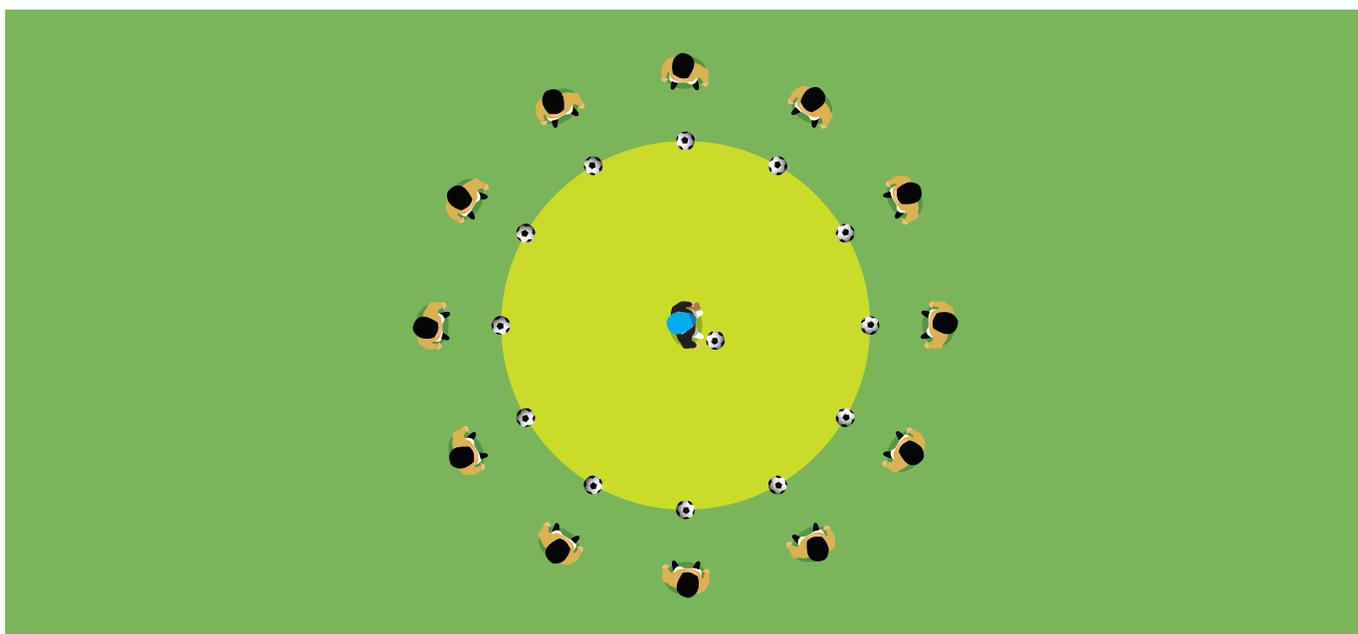
AREAS		STRUCTURE	
Technical	Flexibility & mobility	Space	20x20 yards
Tactical	-	Time	5 min
Physical	-	Age Recommended	U13+
Psychosocial	-	Difficulty (1 to 5)	1

ORGANIZATION	
Players	8+
Equipment	1 ball per player
Description	Make a circle around the coach. Different types of exercises for flexibility and joint mobility: ankles, knees, hips, calf, hamstrings, abductors, adductors, hip flexor, wide dorsal muscles and neck.
Justification	A variety of exercises to prepare muscles and joints for game speed and constant change of direction. Young players do not need to stretch intensively before activity. However, it is essential for players to be familiar with these types of exercises.

### WORKLOAD

1. 8 seconds per exercise and 1 or 2 repetitions

\* Can be used during the warm-up



INTERMEDIATE STAGE

# FLEXIBILITY AND MOBILITY

UNOPPOSED

PHYSICAL

## Practice 2: Mobility\*

**PHYSICAL/PHYSIOLOGICAL EFFECT:** Prepare the body for high-intensity exercise.

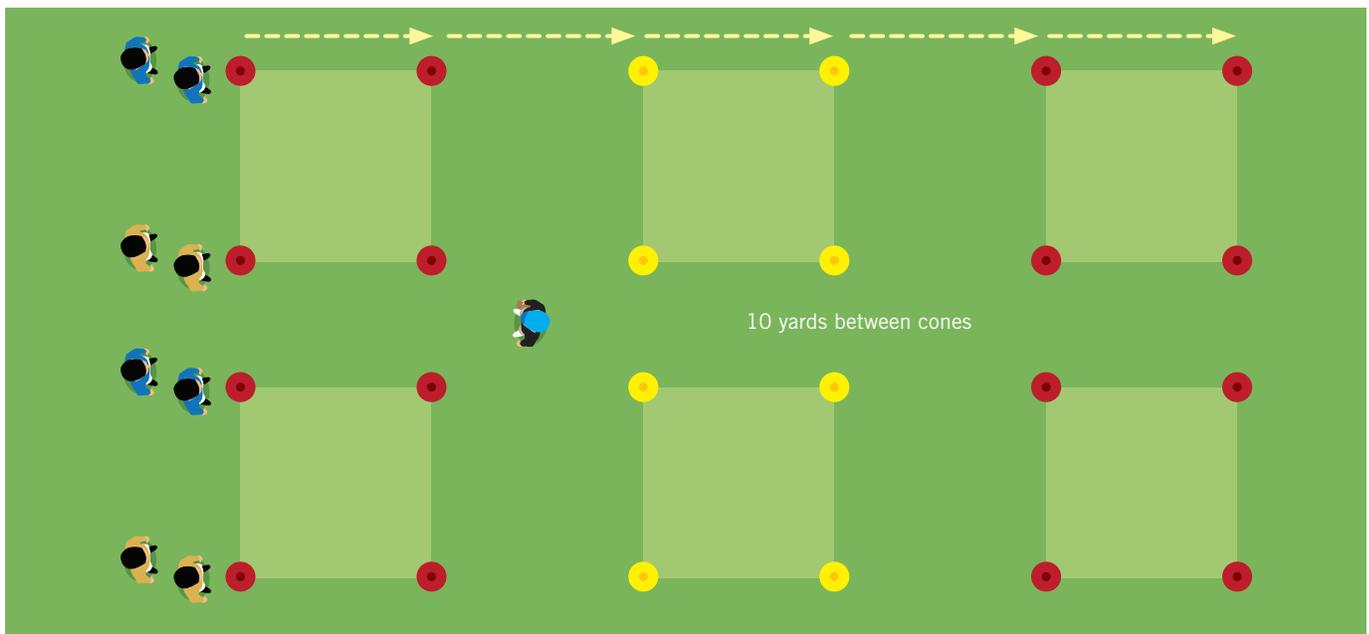
AREAS		STRUCTURE	
Technical	Flexibility & mobility	Space	40x30 yards
Tactical	-	Time	5 min
Physical	-	Age Recommended	U13+
Psychosocial	-	Difficulty (1 to 5)	1

ORGANIZATION	
Players	8+
Equipment	24 cones
Description	The first player in each group makes an action then jogs: 1) High knees; 2) High heels; 3) Side to side forward; 4) Side to side backwards; 5) Acceleration – deceleration; 6) Speed forward and backward to change direction
Justification	A variety of exercises to prepare muscles and joints for the speed of the game and for constant changes of direction.

**WORKLOAD**

1. 1 or 2 repetitions

\* Can be used during the warm-up



INTERMEDIATE STAGE

# PASSING & RECEIVING

## Practice 3: Double 'Y' passing

UNOPOSED

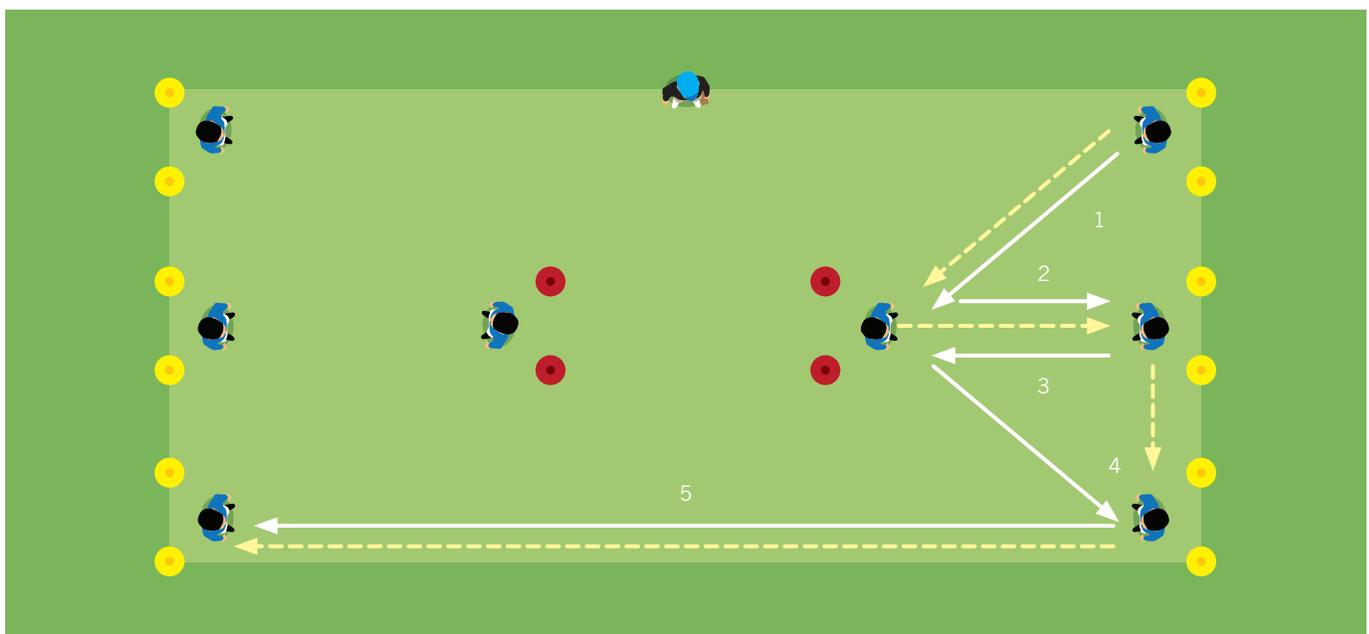
TECHNICAL

**OBJECTIVE:** Improve the quality and speed of passing and receiving on the ground in short and long distances by changing angles.

AREAS		STRUCTURE	
Technical	Passing and receiving	Space	30x20 yards
Tactical	Combination play	Time	10 min
Physical	Reaction	Age Recommended	U13+
Psychosocial	Cooperation	Difficulty (1 to 5)	2

ORGANIZATION	
Players	9+
Time	Work continuously at high-intensity for 3 min. Use rest periods to make brief coaching points.
Equipment	16 cones, 2 balls
Description	Passing from one teammate to another and follow the pass. Change direction. <b>Variation 1:</b> Change direction of the ball <b>Variation 2:</b> Two-touch play, one to receive and the second to pass <b>Variation 3:</b> Short passes only – one-touch play <b>Variation 4:</b> Players at both ends play aerial passes without touching the ground

- KEY POINTS**
1. Ball on the ground
  2. Body position – facing the ball
  3. Inside foot to control and inside foot or inside/instep foot to pass the ball
  4. Quick execution – speed of play
  5. Communication



INTERMEDIATE STAGE

# STRENGTH ENDURANCE

## Practice 1: 1v1 in a square

OPPOSED	PHYSICAL
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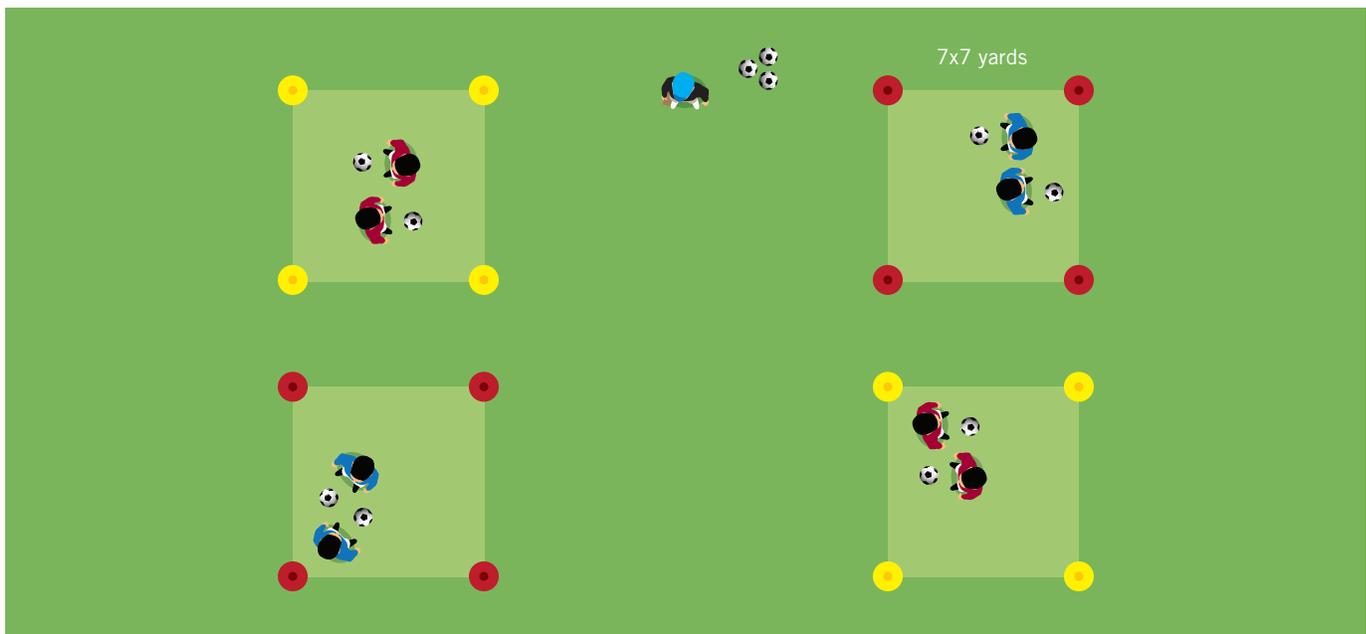
**PHYSICAL/PHYSIOLOGICAL EFFECT:** Improve reaction in fatigued situations and increase muscular mass.

AREAS		STRUCTURE	
Technical	Strength endurance	Space	7x7 yards
Tactical	Possession	Time	10 min
Physical	Shielding the ball	Age Recommended	U13+
Psychosocial	Competitiveness	Difficulty (1 to 5)	3

ORGANIZATION	
Players	3+
Equipment	4 cones and 2 balls per group
Description	<p>Groups of two. Two players inside the square, one ball per player. For 30 seconds, try to push each other outside of the square with control of the ball. Rotate positions after 30 seconds. Players can only use their body but no arms. A player will earn 1 point by pushing the opponent out of the square.</p> <p><b>Variation 1:</b> Try to play the opponent's ball out</p> <p><b>Variation 2:</b> One ball in the middle square, one player protects it and the other tries to regain possession</p>
Justification	Players will be forced to bend the knees to lower the center of gravity and stay in balance. Using the ball forces the player to use only one foot and thus remain balanced while increasing the load.

**WORKLOAD**

- 30 seconds x2= 1min
- Sets: 6
- Rest: 30 seconds
- Ratio: 2:1



INTERMEDIATE STAGE

# TRANSITION

GAME

TACTICAL

## Practice 5: 4 channels transition\*\*

**OBJECTIVE:** Improve quick transfer of the ball from one side of the field to the other when playing forward.

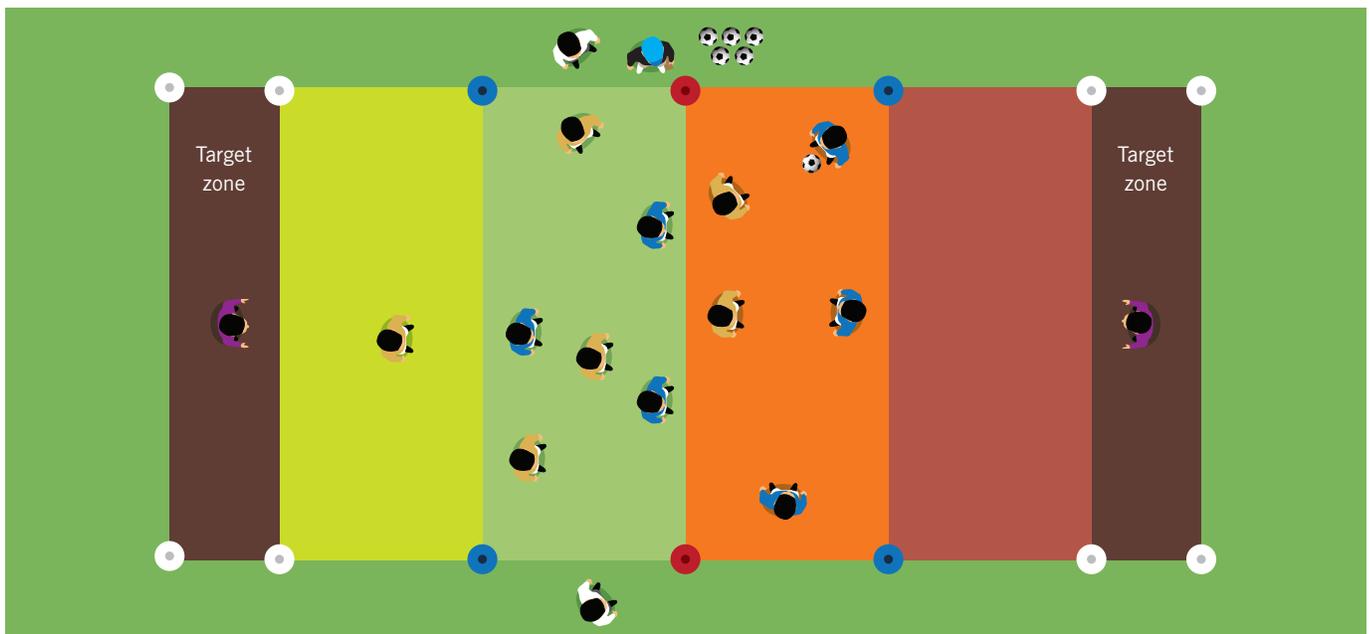
AREAS		STRUCTURE	
Technical	Transition	Space	50x30 yards
Tactical	Passing and receiving	Time	20 min
Physical	Perception and awareness	Age Recommended	U13+
Psychosocial	Competitiveness	Difficulty (1 to 5)	4

ORGANIZATION	
Players	16+
Time	Work continuously at high-intensity for 4 min. Use rest periods to make brief coaching points.
Equipment	15 cones, 2 goals and 6 balls
Description	<p>7v7+2 game. The ball must progress from one zone to the next. Score by playing to any target zone from any part of the field. In order to score consecutive goals in the same target zone, a team must cross the midfield line.</p> <p><b>Variation 1:</b> Score only from the final quarter  <b>Variation 2:</b> Score only in one target zone  <b>Variation 3:</b> Limit the number of defenders in each channel  <b>Variation 4:</b> Limit number of touches or passes before scoring</p>

### KEY POINTS

1. Creating space
2. Support play
3. Movement off the ball – diagonal runs, overlaps
4. Passing options – playing forward

\*\* Can include goalkeepers



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# Session Examples

## **ADVANCED STAGE**

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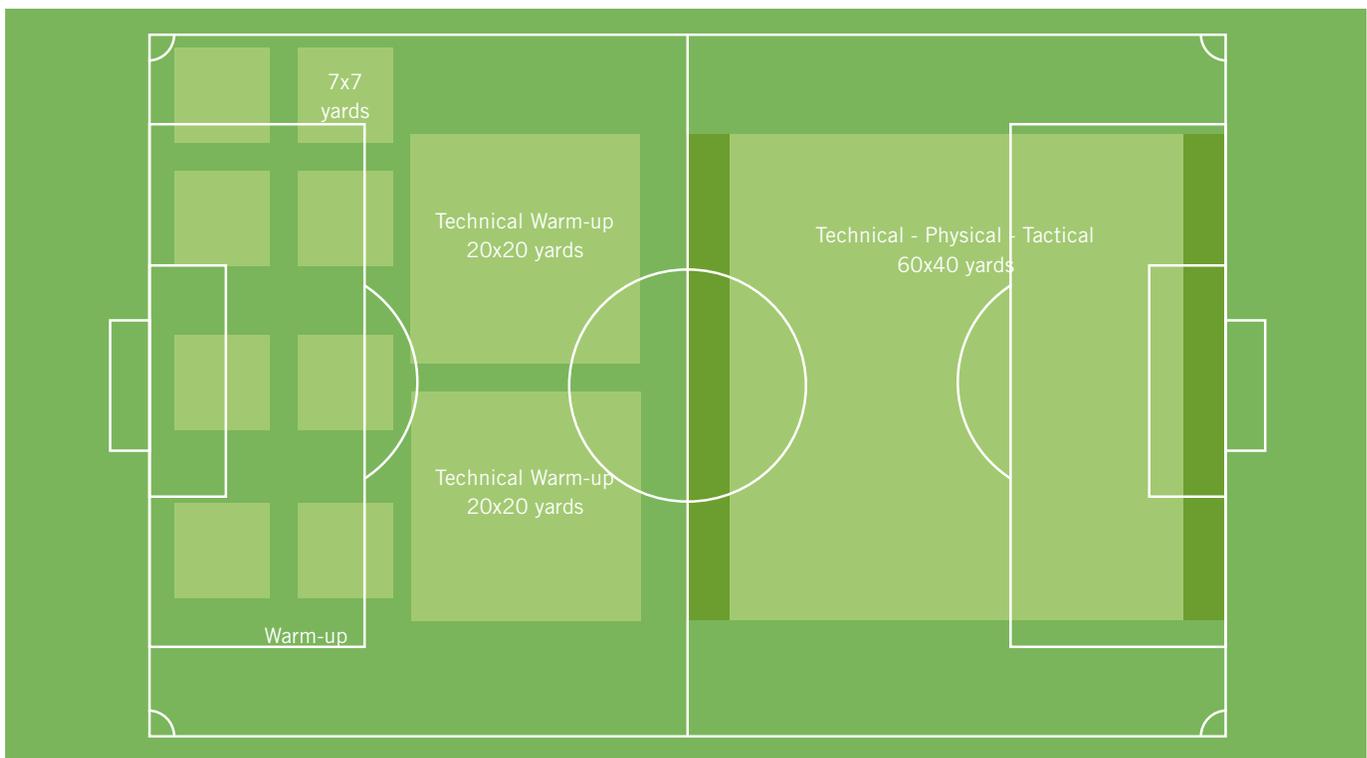
# ADVANCED STAGE TRAINING SESSION EXAMPLE

Date:	Age group: U18	Duration: 120 min	Workload (1 to 5): 4
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OBJECTIVES	
Technical	Attacking principles
Tactical	Passing and receiving
Physical	Aerobic power
Psychosocial	Competitiveness

ORGANIZATION	TIME
Arrival: As players are arriving 3v1 in a 7x7 yards square.	5 min
WARM-UP: Increasing pressure – <a href="#">Practice 1 – Possession</a> / 2v2 with target players – <a href="#">Practice 7 – Attacking principles</a>	20 min
Stretching: Mobility in a circle – <a href="#">Practice 1 – Flexibility and mobility</a>	5 min
Dynamic movement: Mobility - <a href="#">Practice 2 – Flexibility and mobility</a>	5 min
MAIN:	
Technical: Pass and switching play – <a href="#">Practice 3 – Passing and receiving</a> – goalkeepers with goalkeeping coach	15 min
Physical: End zone with support players – <a href="#">Practice 1 – Aerobic power</a> – goalkeepers with goalkeeping coach	20 min
Tactical: Attacking +1 game – <a href="#">Practice 11 – Attacking principles</a> – bring goalkeepers to practice	25 min
SCRIMMAGE: 9v9 or 11v11 free game	30 min

## SETUP



WORKLOAD KEY	1= VERY LOW	2= LOW	3= MID	4= HIGH	5= VERY HIGH
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ADVANCED STAGE

# POSSESSION

OPPOSED

TACTICAL

## Practice 1: Increasing pressure\*

**OBJECTIVE:** Improve reaction and quality of passing under pressure.

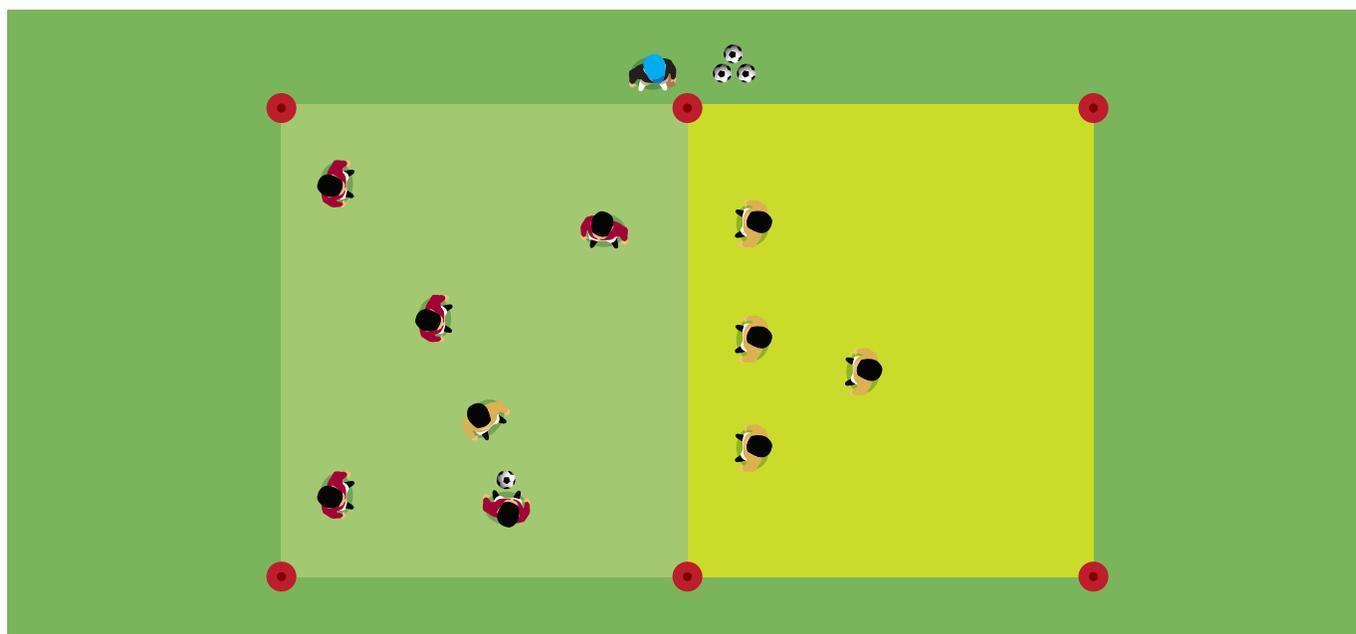
AREAS		STRUCTURE	
Technical	Possession	Space	20x20 yards
Tactical	Passing and receiving	Time	15 min
Physical	Perception and awareness	Age Recommended	U15+
Psychosocial	Cooperation	Difficulty (1 to 5)	4

ORGANIZATION	
Players	10+
Time	Work continuously at high-intensity for 3 min. Use rest periods to make brief coaching points.
Equipment	6 cones and 6 balls
Description	<p>One team keeps possession of the ball inside one of the two squares. After five consecutive passes, one defender enters the square and attempts to regain possession of the ball. After five more passes, another defender joins the teammate, and so on. When defenders regain possession of the ball, transfer the ball to the other square and keep possession.</p> <p><b>Variation 1:</b> Reduce number of passes to three before a defender enters into the square</p> <p><b>Variation 2:</b> Limit number of touches on the ball</p>

### KEY POINTS

1. Creating space
2. Support play
3. Passing options and movement off the ball
4. Speed of play
5. Accuracy of the pass

\* Can be used during the warm-up



# ATTACKING PRINCIPLES

## Practice 7: 2v2 with target players\*

OPPOSED

TACTICAL

**OBJECTIVE:** Improve perception and awareness while looking for passing options in a 2v2 situation.

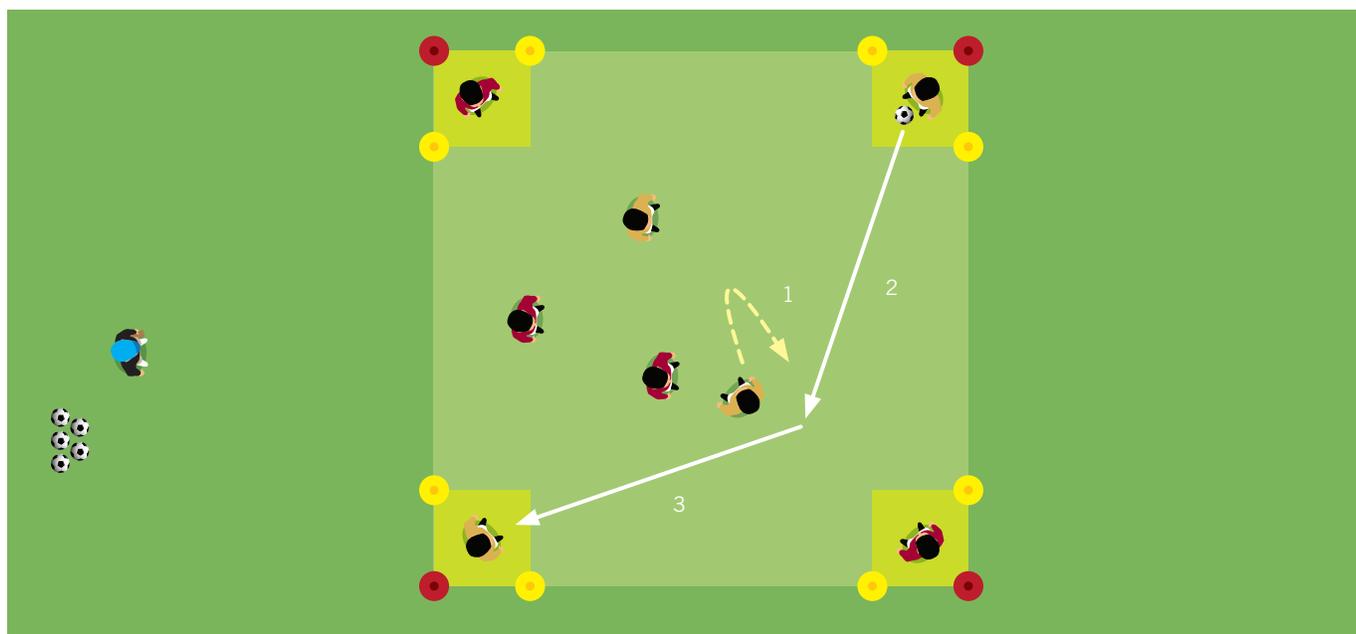
AREAS		STRUCTURE	
Technical	Attacking principles	Space	20x20 yards
Tactical	Passing and receiving	Time	10 min
Physical	Perception and awareness	Age Recommended	+U15
Psychosocial	Competitiveness	Difficulty (1 to 5)	5

ORGANIZATION	
Players	8+
Time	Work continuously at high-intensity. Change positions every 2.5 min.
Equipment	12 cones and 1 ball per group
Description	2v2 in the middle playing to any of the two target players. Every time a target is reached the team earns 1 point  <b>Variation 1:</b> Target players join the pair to play a 4v2. After possession of the ball is regained the other two join the two teammates inside the square

### KEY POINTS

1. Movement away from defender
2. Receiving to turn
3. Distance with the defender – if given space, pass to the other target player; if defender is close, play one-touch back
4. Speed of play and quick decisions

\* Can be used during the warm-up



\*\* Can be used for the technical complex part of the training session

# FLEXIBILITY AND MOBILITY

UNOPPOSED	PHYSICAL
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## Practice 1: Mobility in a circle\*

**PHYSICAL/PHYSIOLOGICAL EFFECT:** Prepare the body for high-intensity exercise.

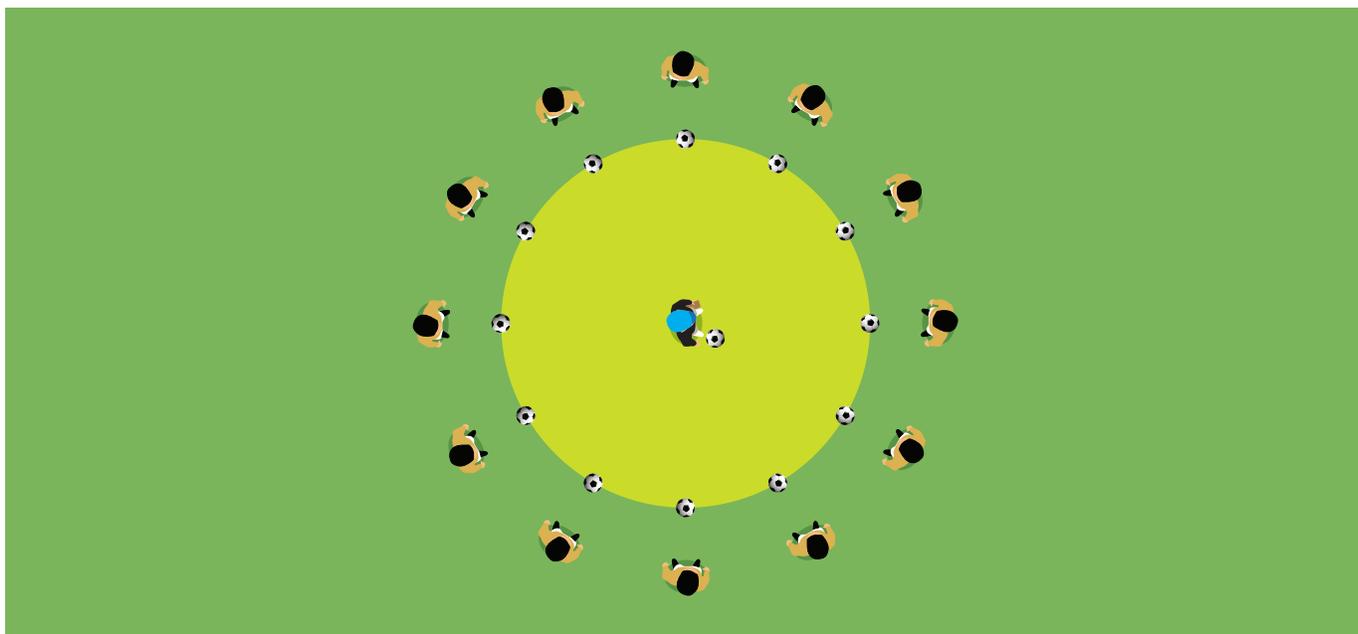
AREAS		STRUCTURE	
Technical	Flexibility & mobility	Space	20x20 yards
Tactical	-	Time	10 min
Physical	-	Age Recommended	U15+
Psychosocial	-	Difficulty (1 to 5)	1

ORGANIZATION	
Players	8+
Equipment	1 ball per player
Description	Make a circle around the coach. Different types of exercises for flexibility and joint mobility: ankles, knees, hips, calf, hamstrings, abductors, adductors, hip flexor, wide dorsal muscles and neck.
Justification	A variety of exercises to prepare muscles and joints for game speed and constant change of direction. Young players do not need to stretch intensively before activity. However, it is essential for players to be familiar with these types of exercises.

### WORKLOAD

1. 8 seconds per exercise and 1 or 2 repetitions

\* Can be used during the warm-up



# FLEXIBILITY AND MOBILITY

UNOPPOSED	PHYSICAL
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## Practice 2: Mobility\*

**PHYSICAL/PHYSIOLOGICAL EFFECT:** Prepare the body for high-intensity exercise.

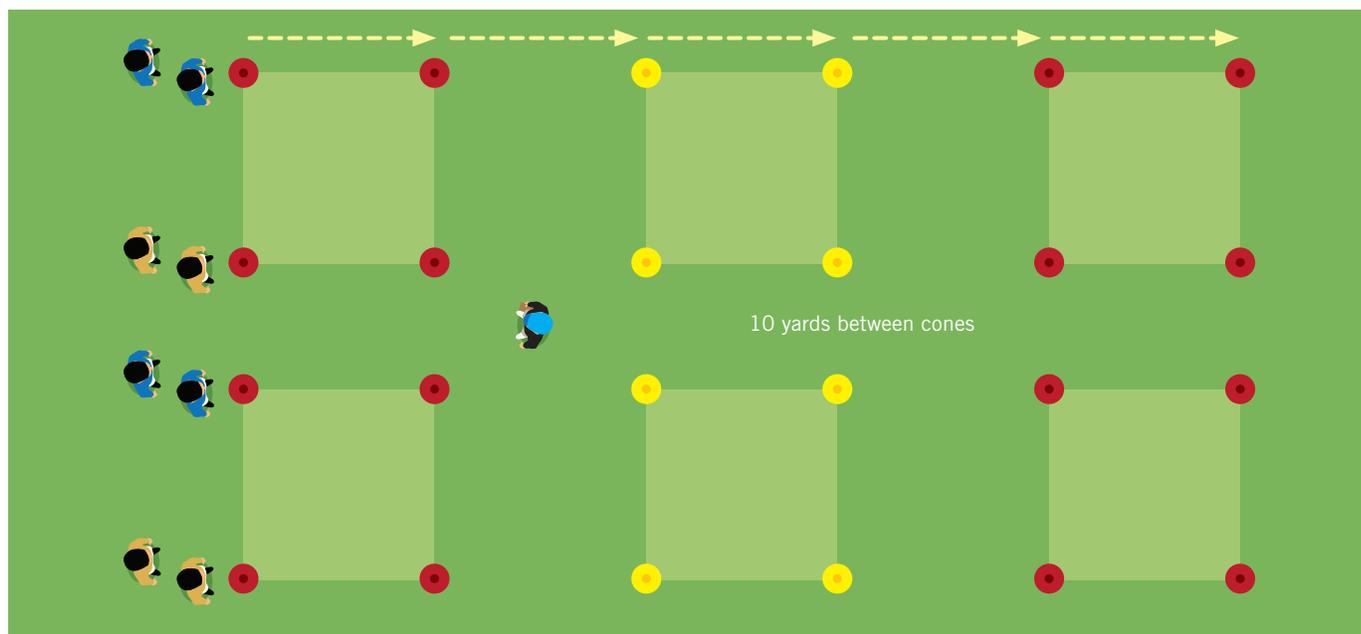
AREAS		STRUCTURE	
Technical	Flexibility & mobility	Space	40x30 yards
Tactical	-	Time	10 min
Physical	-	Age Recommended	U15+
Psychosocial	-	Difficulty (1 to 5)	1

ORGANIZATION	
Players	8+.
Equipment	24 cones
Description	The first player in each group makes an action then jogs: 1) High knees; 2) High heels; 3) Side to side forward; 4) Side to side backwards; 5) Acceleration – deceleration; 6) Speed forward and backward to change direction
Justification	A variety of exercises to prepare muscles and joints for the speed of the game and for constant changes of direction.

### WORKLOAD

- 1 or 2 repetitions

\* Can be used during the warm-up



ADVANCED STAGE

# PASSING & RECEIVING

UNOPOSED	TECHNICAL
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## Practice 3: Pass and switching play

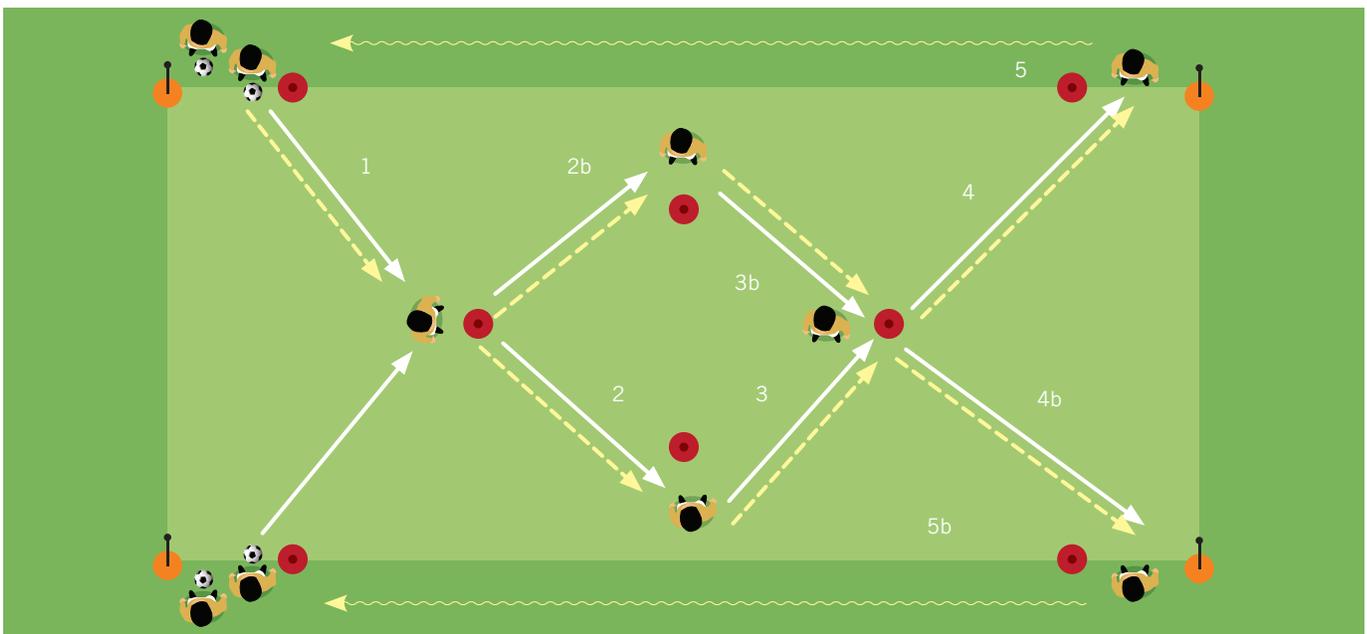
**OBJECTIVE:** Improve the quality and speed of passing, receiving and turning in short and mid-range distances using different angles.

AREAS		STRUCTURE	
Technical	Passing and receiving	Space	60x40 yards
Tactical	Switching play	Time	15 min
Physical	Perception and awareness	Age Recommended	U15+
Psychosocial	Cooperation	Difficulty (1 to 5)	4

ORGANIZATION	
Players	10+
Time	Work continuously at high-intensity for 4 min. Use rest periods to make brief coaching points.
Equipment	4 poles, 8 cones and 6 balls
Description	<p>Player from outside passes to player in the middle and vice-versa. Player in the middle switches the ball to one of the players on the sides. Last player runs with the ball back to the start.</p> <p><b>Variation 1:</b> Player in the middle passes back to same player who is coming in from the side to play a longer pass to the next player</p> <p><b>Variation 2:</b> Finish in one of the goals instead of making the final pass</p> <p><b>Variation 3:</b> Receive the final pass with back to goal and finish</p>

**KEY POINTS**

1. Opening up to receive the ball
2. Ball control when receiving
3. Inside foot to control and inside foot or inside/instep foot to pass the ball
4. Quick execution – speed of play
5. Communication



ADVANCED STAGE

# AEROBIC POWER

GAME

PHYSICAL

## Practice 1: End zone with support players

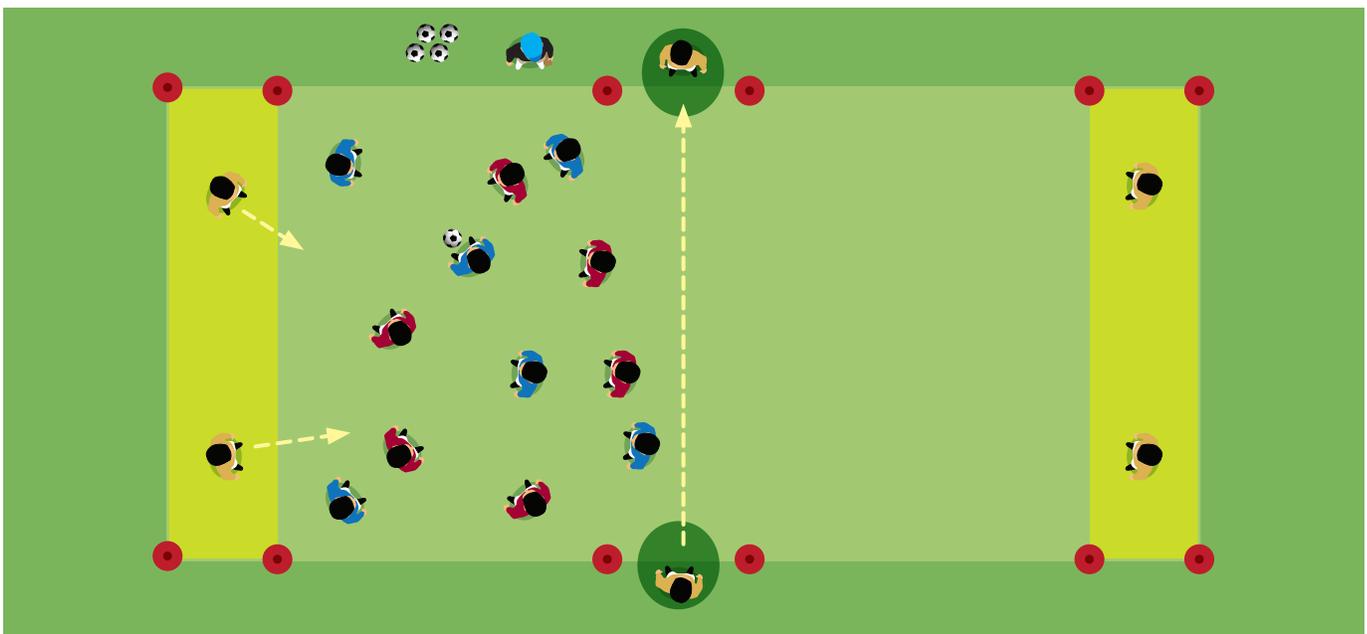
**PHYSICAL/PHYSIOLOGICAL EFFECT:** Increase efficiency by combining aerobic and anaerobic systems to perform at very high-intensity.

AREAS		STRUCTURE	
Technical	Aerobic power	Space	60x40 yards
Tactical	Transition	Time	20 min
Physical	Passing	Age Recommended	U15+
Psychosocial	Cooperation	Difficulty (1 to 5)	4

ORGANIZATION	
Players	18+
Equipment	12 cones and 8 balls
Description	6v6+6 game. Score by completing five consecutive passes in one half. Once a team completes five passes, transfer the ball to the other half. The two players in the end zone join the attacking team. <b>Variation 1:</b> Limit the number of touches for the team in possession <b>Variation 2:</b> Teams must complete a pass to support player on the side before transferring the ball to the other half.
Justification	Due to the intensity of the exercise (around 90% HRmax), this type of exercise is designed to reach VO2max as fast as possible. Once the VO2max is reached the body will combine aerobic and anaerobic systems to tolerate high-intensity exercise. The player will be focused on the game and will not notice the physical work.

### WORKLOAD

1. 3 min
2. Sets: 4
3. Rest between sets: 1 min



# ATTACKING PRINCIPLES

GAME

TACTICAL

## Practice 11: Attacking +1 game\*\*

**OBJECTIVE:** Improve basic game understanding to create superiority in numbers in attack.

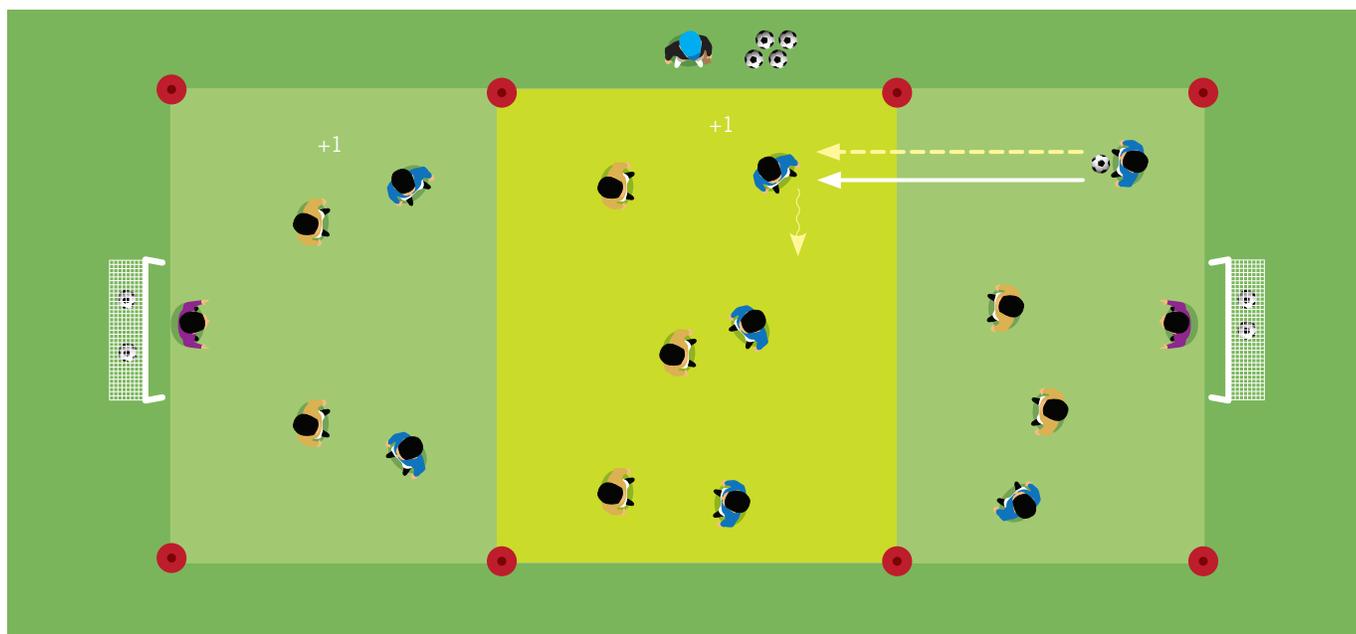
AREAS		STRUCTURE	
Technical	Attacking principles	Space	60x40 yards
Tactical	Passing and receiving	Time	25 min
Physical	Perception and awareness	Age Recommended	U15+
Psychosocial	Cooperation	Difficulty (1 to 5)	5

ORGANIZATION	
Players	16+
Time	Work continuously at high-intensity for 4 min. Use rest periods to make brief coaching points.
Equipment	8 cones, 2 goals and 6 ball
Description	Each third is occupied by two attackers and two defenders at each end and three attackers and three defenders in the middle. The player making the pass can join the next third to create a +1 situation.  <b>Variation 1:</b> Reduce number of touches or number of passes in each third <b>Variation 2:</b> Two attacking players in the defensive end join the next third <b>Variation 3:</b> The player with the ball can dribble or pass to the next third

### KEY POINTS

1. Creating space
2. Support play
3. Passing options – decision-making
4. Width and depth
5. Creating 2v1 situations

\*\* Can include goalkeepers

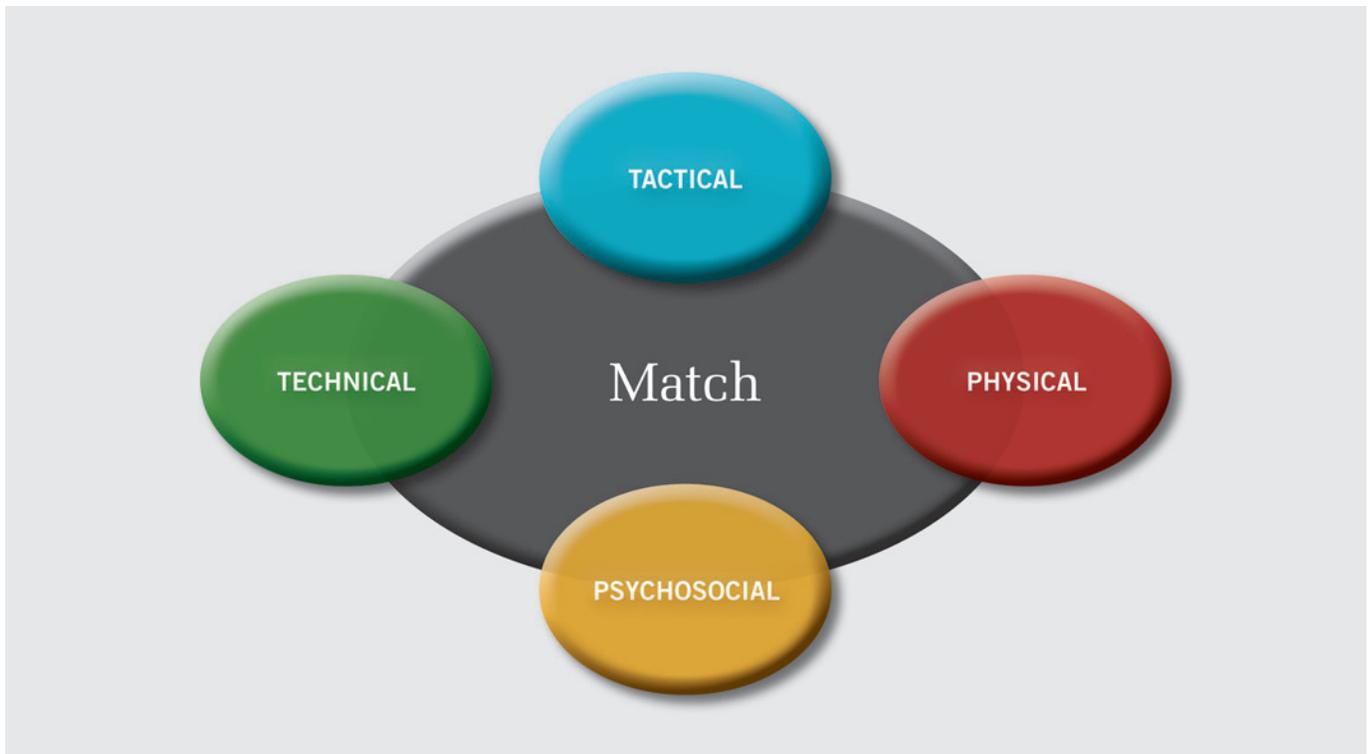


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# QUANTIFICATION

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Identifying the needs of the team is essential in order to quantify the work during the training sessions and make a proper analysis of the game.



In this section there are samples presented to quantify the number of times that one topic or subject is covered in the training sessions during a month and during the season. As coaches, we can compare that number with the number specified in the season plan for that particular age group.

For example, a 5 in the season plan for a U14 team in the passing and receiving category means that the team must have a high amount of passing and receiving practices during the month.

#### 4 SPREADSHEETS ARE PRESENTED IN THIS SECTION

1. Technical
2. Tactical
3. Physical
4. Psychosocial

Each one of the spreadsheets records the number of times one topic or subject has been covered in the training sessions.

Also in this section, a spreadsheet is presented to identify the team's strengths and weaknesses during the game. This information provides the coach with a better understanding of which categories or areas the team needs to improve.

Also included in this section is the team and player evaluation.

## Sample spreadsheet for U15 team

TACTICAL	PLAN	Aug	Sept	Oct	Nov	Dec	Jan	Feb	Mar	Apr	May	June	July	TOTAL	TACTICAL
PERIOD →		OS	C1	C1	C1	T	T	T	C2	C2	C2	OS	OS		← PERIOD
Attacking principles	5														Attacking principles
Possession	5														Possession
Transition	5														Transition
Combination play	5														Combination play
Switching play	4														Switching play
Counter attacking	4														Counter attacking
Playing out from the back	4														Playing out from the back
Finishing in the final third	5														Finishing in the final third
Defending principles	5														Defending principles
Zonal defending	5														Zonal defending
Pressing	4														Pressing
Retreat & recovery	5														Retreat & recovery
Compactness	3														Compactness

PERIODS KEY

OS= OFF SEASON

C1=COMPETITIVE 1

T= TRANSITION

C2=COMPETITIVE 2



## Sample spreadsheet for U15 team

TECHNICAL	PLAN	Aug	Sept	Oct	Nov	Dec	Jan	Feb	Mar	Apr	May	June	July	TOTAL	TECHNICAL
PERIOD →		OS	C1	C1	C1	T	T	T	C2	C2	C2	OS	OS		← PERIOD
Passing & receiving	5														Passing & receiving
Running with the ball	1														Running with the ball
Dribbling	2														Dribbling
Turning	4														Turning
Shooting	5														Shooting
Ball control	3														Ball control
Heading	4														Heading
1v1 attacking	3														1v1 attacking
Shielding the ball	2														Shielding the ball
Receiving to turn	5														Receiving to turn
Crossing & finishing	4														Crossing & finishing
1v1 defending	4														1v1 defending

PERIODS KEY

OS= OFF SEASON

C1=COMPETITIVE 1

T= TRANSITION

C2=COMPETITIVE 2



# Sample spreadsheet for U15 team

PHYSICAL		PLAN	Aug	Sept	Oct	Nov	Dec	Jan	Feb	Mar	Apr	May	June	July	TOTAL	PHYSICAL
PERIOD →			OS	C1	C1	C1	T	T	T	C2	C2	C2	OS	OS		← PERIOD
STRENGTH	Str. endurance	3														Str. endurance
	Explosive strength	4														Explosive strength
	Maximal strength	1														Maximal strength
ENDURANCE	Aerobic capacity	4														Aerobic capacity
	Aerobic power	5														Aerobic power
	Anaerobic lactic	2														Anaerobic lactic
	Anaerobic alactic	2														Anaerobic alactic
SPEED	Reaction	4														Reaction
	Acceleration	4														Acceleration
	Maximal speed	3														Maximal speed
	Speed endurance	2														Speed endurance
	Acyclic speed	5														Acyclic speed
Flexibility & mobility	3															Flexibility & mobility
Coordination & balance	2															Coordination & balance
Agility	4															Agility
Basic motor skills																Basic motor skills
Perception & awareness	5															Perception & awareness

PERIODS KEY

OS= OFF SEASON    C1=COMPETITIVE 1    T= TRANSITION    C2=COMPETITIVE 2



# Sample spreadsheet for U15 team

PSYCHOSOCIAL		PLAN	Aug	Sept	Oct	Nov	Dec	Jan	Feb	Mar	Apr	May	June	July	TOTAL	PSYCHOSOCIAL
PERIOD →			OS	C1	C1	C1	T	T	T	C2	C2	C2	OS	OS		← PERIOD
SOCIAL	RESPECT	5														RESPECT
	Communication	5														Communication
BASIC	MOTIVATION	5														MOTIVATION
	Self confidence	3														Self confidence
	Cooperation	5														Cooperation
	Decision - determination	4														Decision - determination
ADVANCED	COMPETITIVENESS	4														COMPETITIVENESS
	Concentration	3														Concentration
	Commitment	5														Commitment
	Self control	4														Self control
	Acyclic speed	5														Acyclic speed

PERIODS KEY

OS= OFF SEASON

C1=COMPETITIVE 1

T= TRANSITION

C2=COMPETITIVE 2



# GAME ANALYSIS - TEAM

## Evaluation of team performance

Age group:	<input type="checkbox"/> League <input type="checkbox"/> Tournament <input type="checkbox"/> Friendly	
Date & time:	Opponents:	Location:
Final score:	First half:	Second half:
<b>INDICATE &amp; DESCRIBE BRIEFLY:</b>  Goals scored (O):   Goals received (X):		

### STRENGTHS & WEAKNESSES

Note: Use the template below and the following symbols to identify some of the key points in the game:

Poor: 1    Below average: 2    Average: 3    Good: 4    Great: 5

TACTICAL		TECHNICAL		PHYSICAL		PSYCHOSOCIAL	
<b>ATTACKING</b>	1. Attacking Principles	1. Passing and Receiving	<b>STRENGTH</b>	Strength Endurance	<b>BASIC</b>	1. Motivation	
	2. Possession	2. Running With the Ball		Explosive Strength		2. Self confidence	
	3. Transition	3. Dribbling		Maximal Strength		3. Cooperation	
	4. Combination Play	4. Turning	<b>ENDURANCE</b>	Aerobic Capacity	<b>ADVANCED</b>	4. Decision/Determination	
	5. Switching Play	5. Shooting		Aerobic Power		5. Competitiveness	
	6. Counter Attacking	6. Ball Control		Anaerobic Lactic		6. Concentration	
	7. Playing Out From the Back	7. Heading		Anaerobic Alactic		7. Commitment	
	8. Finishing in the Final Third	8. 1V1 Attacking	<b>SPEED</b>	Reaction	<b>SOCIAL</b>	8. Self Control	
<b>DEFENDING</b>	1. Defending Principles	9. Shielding the Ball		Acceleration		9. Communication	
	2. Zonal Defending	10. Receiving to Turn		Maximal Speed		10. Respect & Discipline	
	3. Pressing	11. Crossing and Finishing		Speed Endurance			
	4. Retreat & Recovery	12. 1V1 Defending		Acyclic Speed			
	5. Compactness			4. Flexibility & Mobility			
		5. Coordination & Balance					
		6. Agility					
		7. Basic Motor Skills					
		8. Perception & Awareness					

Overall rate (1 to 5):

